



Transformers: Cybertron jump:

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Our worlds are in danger!

To save them and the galaxy we must find the four Cyber Planet Keys before the Decepticons can use them for evil.

It is our mission.

Hot Shot! Jetfire! Vector Prime! Landmine! Scattorshot! Optimus Prime!

Transform and roll out!

Transformers: Cybertron, also known as Transformers: Galaxy Force. The story centers on a giant black hole that threatens to devour Cybertron and other worlds. Only the power of the Omega Lock can stop it; Optimus Prime and a small team of Autobots travel to various worlds in search of the lock and the four Cyber Planet Keys needed to activate it. Megatron, even more obsessed with power and godhood, attempts to seize the lock and the keys to boost his own personal power.

Here is 1000cp to get you started.

Origins:

Autobots (Free):

- You are now a part of the Autobots, "the good guys". You can be any kind of Transformer you like, choosing exactly how large you are and what form you transform into. You can opt to be a human if you want to be.

Decepticon (free):

- You are now a part of the Decepticons, "the bad guys". You can be any kind of Transformer you like, choosing exactly how large you are and what form you transform into.

Age, Gender, Appearance, Time and Location is all up to you.

Discount Rules are the usual.

Perks:

General:

Awesome Theme (Free):

- You now have access to the incredible themes and music for the show, and can set them to happen during certain actions, like during your transformations.

Cyber Key (200):

- Cyber Keys are devices that give Transformers power-up abilities. Each one contains a fragment of the power of a Cyber Planet Key. A Transformer can use one to boost their abilities for a duration of time before the Cyber Key is used up. You now have the ability to call for a Cyber Key Power, granting you a power up or weapon of choice, all of which will be incredibly powerful. Not only that, but the power granted from the key might change depending on the situation you are in, giving you a different power that works better, which will always be a powerful boost no matter how powerful you are.

Autobot Perks:

Robots in Disguise (100):

- When you wish to be hidden, then you will be, no one noticing anything weird about you. For as long as you don't go and show yourself to the public, then no one will know that you are a transforming robot. Even when you transform into a fire truck with Giant Cannons, you can still drive through the city and no one will bat an eye.

Spark of Combination (200):

- You can now combine with another transformer, similar to Optimus and Leobreaker's "Savage Claw Mode" or Optimus and Wing Breaker's "Sonic Wing Mode". You can only combine with one at the time.

Super Mode (400):

- You now have access to a Super Mode. A Super Mode is an auxiliary transformation some Cybertronians possess that is used sparingly, due to a higher energy consumption. This transformation often involves combining with unused portions of their alternate mode and bringing normally concealed weapons systems online. Using a Super Mode makes you stronger and gives you capabilities you didn't have before, like flight.

Prime (600):

- You are a Prime, carrying the light of Primus. You have an unbreakable spirit, and is as strong in body as you are in spirit. Your greatest strength is the trust and friendship you build with your followers; being able to form bonds with Mini-Cons, humans, Cybertronians and anyone else. If you have the Spark of Combination, then you can now combine with more than one at a time, and is now able to do it with other robotic beings that are at least semi-sentient. You are a capable leader and a warrior of great might. If you have any weakness, it is that you are perhaps too strong. Beware that when you are knee deep in war for a very long time, you might come to to enjoy it.

Decepticon Perks:

Triple-shifter (100):

- Like Megatron, you can now transform into two Alt-modes instead of just one. This can be a Car and a Jet, a Boat and a Helicopter, really you can choose what you want.

Enemy lies (200):

- You can now convince your enemies you have changed, no matter how many times you have betrayed them before, and make them trust you.

New Name, New You (400):

- You have now been rebuilt in a way that makes you much more powerful than before. This is a similar enhancement to Super Mode, only stronger and permanent.

Unicron's spark (600):

- You have stolen most of what remained of the Chaos-Bringer's power. The residual power of Unicron you now hold allows you to endure even the loss of your body, sustaining your spark and form as a noncorporeal "ghost", enabling you to absorb the energy of attacks-and of Transformers themselves-to regenerate your body, as well as upgrade others into stronger forms. This can even make you able to create an entirely new being, from nothing but the dark thoughts of others. You also gain the power of shadowy lightning, and can generate a sword of pure darkness, both being incredibly powerful weapons. Not only that, you are now able to create pocket dimensions.

Items:

General items:

Cyber Planet Key (100):

- Eons ago, four Cyber Planet Keys were scattered across the universe on various planets. Each key is a portion of Primus's lifeforce, and if gathered together and plugged into the Omega Lock, they can be used to awaken and restore him. One key alone can be used to spread Primus's essence to other fledgling planets and reformat them into "mirror images of Cybertron." You will have to buy this four times to get all the four Cyber Planet Keys.

Omega Lock (200):

- Without the Cyber Planet Keys, it is merely a large ornament. When a Planet Key is inserted, then it's power starts awakening. This can be used to increase your power, or do the same to those that follow you. But if you have the four Cyber Planet Keys, then you can unleash the true power of the artifact, which makes you able to reawaken Primus's Power.

The Ark (400):

- A mighty starship formed by Primus out of the four ancient Cybertronian ships sent to create the universal space bridge network. This can allow you to teleport planets, or simply teleport between planets. The ship itself is a large ship capable of space travel.

Cybetron (600):

- You are now the owner of the Planet Cybertron, the sleeping form of Primus and the home world of the Transformers. If Primus is awakened using the Omega Lock, then he can transform himself from the Planet form into his gigantic Robot form, where he will be incredibly powerful, able to shatter planets with his bare hands. He can also use the Ark, if you own it, to banish universe-devouring black holes into oblivion, or other equally big actions.

Autobot Items:

Planet Map (100):

- The Planet Map is a three-dimensional map of the cosmos that leads the bearer to the location of the fabled Cyber Planet Keys. This will instead lead to treasures and artifacts of power hidden across the cosmos.

Hidden mountain base (200):

- You now have a base hidden beneath a mountain similar to the Autobots base in an isolated part of the Rocky Mountains.

Matrix of Leadership (400):

- You are the owner of the Matrix of Leadership, an artifact that grants you increased power and the ability to amplify your attacks. Can also be used to stabilize and amplify the power of Rhisling, making it easier and safer to use, without using your energy.

Vector Prime's Sword (600):

- Rhisling is a sword, forged long ago from ethereal supermatter. Its edge is so fine that it is able to slice through the fabric of reality itself, allowing its wielder to open up dimension gates. One capable of using Rhisling to its full potential is able to alter time itself

Decepticon Items:

Weaponry (100):

- You have a cybertronian weapon. This can be a sword or a gun. Not very powerful when compared to Cyber Key weapons, but still better than nothing.

Mini-Con (200):

- Mini-Cons are a race of small, roughly human-sized Transformers capable of Powerlinxing with a larger Transformer to impart extra abilities or greatly increase their strength. You have your very own Mini-Con that enhances you even further than any other Mini-Con. Treat them well, as they are incredibly loyal and happy to serve.

Pocket Dimension (400):

- You now own a large pocket dimension which serves as your base of operations. You can open gateways allowing you to enter and exit anywhere you desire.

Armor of Unicron (600):

- You have had an armor built with salvaged pieces of Unicron the destroyer's, armor, and then merged it with your body. The armor makes you very powerful, gradually increasing your power level over time and healing you much faster than typical self-repair systems. It also enables you to wield dark energies in battle, usually manifesting as lightning from your hands. In times of great stress, you can even manifest an aura of pure energon from your armor, vastly increasing your power.

Companions:

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to.

Lori Jimenez (Free):

- Something is wrong here. Lori Jiménez was supposed to be an adolescent female human who assists the Autobots during the search for the Cyber Planet Keys. Raised in the city, her family recently moved to Rockville in rural Colorado, a place she hates. While she certainly outshines her friends Bud and Coby in the social arena, she is not perfect, and more often than not, she can be reduced to immature shouting matches with Coby, leading the two to share a very intense rivalry. But this Lori is not a young 13 year old girl, and is instead a soon to be 18 year old teenager. She is still the same girl, if a bit more mature, but who knows how the plot will change. One thing that will not change is her relationship with Override, who will see Lori as her little sister and who Lori will see as her older sister. Do be aware that this is the girl who at the age of 13 started talking smack to Scourge, the savage and brutal tyrant of the Jungle World.

Lucy Suzuki (Free):

- Professor Lucy Suzuki is a scientist who believes that the Earth is hollow and inhabited by aliens and that there's another Sun inside, and also that numerous ancient artifacts are evidence of extraterrestrial life. She dismisses her countless detractors as closed-minded fools who need to adopt the mind of a child and believe just a little bit harder. Yeah, she's a bit of a crackpot. She's a cheerful, generally likable crackpot though, and

the Autobots warm up to her for it. And if that wasn't enough, she has a killer body.

Override (Free):

- Override is the best racer on Velocitron, and as such is the leader of the planet. She seemingly embodies the culture itself; she is quick-witted, decisive, self-sure and always looking for a challenge. This has its upsides and downsides: while she's brave and determined with a never-give-up attitude, she can also be cocky to the point of arrogant, if not selfish and shortsighted. She entered the great race for leadership by lying about her gender and posing as a male, and has been defending her title and proving herself more than a match for anyone since. After contact with the Autobots from Cybertron, particularly Hot Shot and Optimus Prime, she has matured into a more careful, more compassionate robot, less focused on being the best racer and more focused on being the best leader for her people... though she still maintains her never-lose attitude and love of high-speed challenges. She will develop a close bond with the human girl Lori, referring to her as "Little Sister", which Lori reciprocates by calling Override "Big Sister".

Thunderblast (Free):

- Thunderblast is a Decepticon obsessed with power. She craves it, but rather than directly attaining it herself, she instead seeks to gain power by latching onto a male who has it. She forms an instant infatuation with the strongest being she can find... but as soon as the power structure shifts, so does the focus of her affections. Though she's fickle and flighty (and greedy and selfish and opportunistic and vain and overconfident and...) she's not stupid. She knows how to use her wiles to get what she wants and is always looking for suckers to manipulate to her advantage. She knows Autobots are generally reluctant to shoot at a female (especially one as pretty as she thinks she is) and uses that to her advantage as long as she can... at least, long enough to give them a face full of missiles. She's an effective warrior as most are on land but when it comes to aquatic combat, few can match her skill. Usually, you might find yourself unable to keep her interest in you, but Jumpchan showed her the bottomless potential and the nigh-omnipotent figure you might become in the future. This has caused her infatuation in you to become permanent, and has therefore focused her affections only to you, and

she will use everything she has to get closer to you, including her prominent beauty and bountiful bosom.

Drawbacks:

Supplement Mode - Ocp

- Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.

Fanfiction - Ocp:

- Perhaps you don't want to be in the original story. You can enter any fanfiction of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.

Character subversion - Ocp:

- You take the place of a character from the source material. This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will lose the powers post jump.

Crossover - Ocp:

- This will allow you to merge this world with another world. How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world have always been apart of the other world or vice versa. However you desire the crossover to be, go ahead. If taken with Fanfiction, you can choose any Fanfiction you want, not merely locked

into this worlds stories. If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.

Time - 0cp:

- You are free to choose whenever you want to arrive in the world. If you pick Character Subversion, you can start all the way back to the beginning of their birth.

Time extension - 100cp:

- You get 100cp for every 10 years extra you spend here. Can be bought multiple times.

No-Power 300cp:

- You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.

No items – 300cp:

- You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.

Head Home

Or

Stay

Or

Move On.