

# TRANSFORMERS

Many millions of years ago, on the planet Cybertron, life existed.

But not life as we know it today. Intelligent robots that could think and feel inhabited the cities. They were called “Autobots” and “Decepticons”. But the brutal Decepticons were driven by a single goal: total domination. They set out to destroy the peace-loving Autobots, and the war between the forces of good and evil raged across Cybertron, devastating all in its path, draining the planet’s once-rich sources of energy. The Autobots, on the verge of extinction, fought valiantly to survive.

In a desperate gamble to find a new energy source elsewhere in the universe, the Autobots and Decepticons crash-landed on a remote planet that would come to be known as “Earth”. The crash left them offline for millions of years. Only awakening in the year 1984 of the Earth calendar.

Cybertronians possess the ability to configure themselves into vehicles or other machines. Teletran 1, the ship’s onboard computer, was too damaged to tell apart friend from foe, and went about repairing both Autobot and Decepticon. It would grant them all new alternate modes, in order to blend in alongside the technology of Earth.

For the next few years, it will be a constant back-and-forth. As the Decepticons attempt one vile scheme after another in order to seize the various energy sources of Earth to fuel their conquest of the Universe.

You will be in this world from the awakening of the Autobots in 1984, to the beginning of Cybertron’s new golden age in 2007. Events may differ based on your interference, but that’s the general timeline you’re working with.

You’ll receive 1000 Cyber Points to prepare yourself.

# SPECIES : COMPOSITION

---

Even aside from the Earthlings and Cybertronians, there are countless species who call this universe home. You may choose the physical composition of your species. This will determine your natural traits. Only Metal species can access the Robot Builder sections by default, any other species must purchase the Exo-Suit item first.

You can choose to take after a canon species or create an entirely new one. It's a big universe, who knows what's out there. You may freely choose your age & gender (if applicable). You may start on your home world or anywhere else in the universe if you belong to a space-faring species. Fate will bring the Autobot-Decepticon conflict to your doorstep at some point in the near future, at least briefly.

## Composition: Flesh [+400 CP]

---

You are a biological organism like the humans of Earth. On average, your kind is much weaker than your mechanical counterparts but make up for it with more robust passive healing abilities, and much deeper stamina reserves.

## Composition: Metal (Free: +400 RP)

---

You are a powerful sentient machine. You are exceptionally strong and as long as your central core is still functional, can be repaired even from complete dismemberment. You could be a Cybertronian, Lithone, Junkion, or even one of the non-transforming mechanical races like Quintesson, Lanarq, Xetaxxis, etc.

## Composition: Energy [-200 CP]

---

You are an entity composed of living energy like Kremzeek. You are able to hop into any mechanical device to drain its energy and cause it to malfunction. You can even enter digital worlds like video games or use satellites to teleport to distant locations. You can grow in size the more energy you consume, and with the right stimulus, can split into several smaller energy beings. The only reliable way to get rid of you is to disperse you or starve you of energy.

# SPECIES : SCALE

---

The different species in this universe come in a wide variety of shapes and sizes. Many are almost identical to humans in appearance, while others can comfortably look a Cybertronian in the eyes. You may decide your own height here. If you choose a canon species, you must naturally choose the appropriate scale for them.

While larger species are naturally much stronger, they also tend to be significantly less energy-efficient. It is for this reason the Cybertronians will begin to downsize themselves species-wide in the future.

## Scale: Humanoid [+100 CP]

---

Maximum height: 3 m. You are one of the many species similar in scale (and possibly even appearance) to the human beings of Earth, the Arcadroids of the Nalva System, or the Cybertronian Micromasters.

## Scale: Giant [-0 CP]

---

Maximum height: 10 m. You are around the average height of a Cybertronian. Both mechanical and organic species of this size are surprisingly commonplace within the wider universe. One could argue that the smaller species are the exception.

## Scale: Monstrous [-100 CP]

---

Maximum height: 20 m. You can look most combiners in the eye and tower over regular Transformers. You could be a beast like a Dragon or the dreaded Chaos, or simply an exceptionally large Transformer like Omega Supreme.

## Scale: Titan [-400 CP]

---

Maximum height: 1 km. It's hard to get bigger than you. If you're a Transformer, then most of your kind fits in your hand like action figures, and the only fitting alternate mode for you is an entire city. Alternatively, you might just be an exceptionally large species, like the inhabitants of Brobdingnag.

## Scale: Apocalypse [-2000 CP]

---

Maximum height: immeasurable. You are more like a force of nature than a living being. You can think of yourself as equal to the creations of Primacron: the planet-eater Unicron or the unstoppable Tornedron. You are the size of a planet, and unlike other scale options, this comes with a variety of godlike abilities like clairvoyance, telepathy, matter/energy manipulation, etc.

There is no known precedent for Primacron creating an organic weapon on this scale, but it's not outright inconceivable. Perhaps you are an amorphous living planet akin to Torkulon, with potent psychic powers and the ability to mold your mass like clay or assimilate living beings into your hive mind.

As a machine, you are a transforming planet much like Unicron. You can freely manipulate matter, such as reformatting living beings into your minions or creating weapons and vehicles from your own mass. You can infuse others with your power or telepathically influence them from galaxies away. The inside of your body houses a deadly immune system to take care of those who try to escape your stomach.

As an energy being, you are an energy cloud akin to Tornedron. Your abilities are far more focused on manipulating energy than physical matter. As a cloud of sentient energy, you can freely alter your physical appearance or even split into as many separate bodies as you please, all fully under your control. You can drain all the energy from a sun or planet in a matter of seconds, including the life energy of any organisms living on the planet. In the event you regret your actions, you also possess the ability to return all of your absorbed energy to its original source.

# ABILITIES : PERKS

---

You may discount two 100, 200, 300, 400, and 600 CP perks.  
Discounted 100 CP perks are free, all others 50% off.

## Trademark [Free, Optional]

---

Transformers and humans alike can have some pretty silly names. Whether it be something on-the-nose like "Optimus Prime" or "Hun-Gurr", or just a completely normal word like "Sparkplug" or "Erector". You may choose a similar title or nickname that you can choose to be your legally recognized name in future Jumps.

## Audio Receptors [Free / -50 CP]

---

Going forward, you may choose to accompany any shifts into other forms with the iconic "whrr-tschzz-tschzz-tschzz-chk" sound effect. In addition, you may choose to grant yourself a distinctly memorable voice or vocal effect. Whether it be Soundwave's modulated speech, Optimus Prime's firm yet gentle tones, or even Seaspray's constant gurgling, if you find that appealing for whatever reason.

For an extra 50 CP, this grants you the disembodied soundtrack from the 1986 movie, and a "cell-shaded" effect that causes light and shadows to hug everything in sight in the most striking way possible. Both effects are separately togglable.

## Insignia [Free / -50 CP]

---

The various factions all represent very different ideals. To reflect this, you may obtain an aura that reflects one of the three main factions. This can also be accompanied with an insignia representing your faction. If you don't officially belong to any of these factions, then you can invent your own insignia to go with it. You can only pick one.

The insignia can manifest as a tattoo, accessory, on articles of clothing, etc. For an extra 50 CP, this aura extends to anyone or anything you apply this insignia to.

- **Quintessons** - Embodies capitalism, corruption, and authority. Makes others more willing to do business with you, even if you clearly have ulterior motives.
- **Decepticons** - Embodies power, scheming, and conquest. This makes you significantly more intimidating, at least when you want to be.
- **Autobots** - Embodies courage, justice, and freedom. When you genuinely have someone's best interests at heart, this makes them far more likely to sense it.

## Special Abilities [Varies]

---

A variety of entities throughout the universe have special inbuilt abilities that give them an edge. For mechanical races, these are simply personalized upgrades. For everyone else, this could be a special ability of their species, some kind of genetic or cybernetic modification, or some kind of unique psychic mutation.

You are able to discount the price half-off in place of inflicting strict use conditions. Perhaps your ability has a long cool-down between uses or can only be utilized with direct line of sight with the stars or requires two others present with the same ability to use to its maximum potential. Tier 4 abilities demand stricter caveats, such as driving the user into a mindless berserk state or bringing them close to death.

- Tier 1 [-100] - Abilities of this tier are extremely limited in utility and precision. These abilities are most likely only useful for breaking things. Think something along the lines of fire breath or projectile acid.
- Tier 2 [-200 CP] - More complex abilities with varied use cases. Versatile, but not exceptionally powerful. Think along the lines of invisibility, telepathy, or something like Ironhide's modular system which could deploy a wide variety of liquids from molten lead, liquid nitrogen, gasoline, flame retardant, etc.
- Tier 3 [-400 CP] - Potent abilities that can shape entire battlefields. Perhaps you can control minds like Bombshell or drain the energy of anyone in your vicinity. You may even have something like the Harmony of Eurythma, which can heal others or be focused into a sonic blast that can destroy asteroids.
- Tier 4 [-600 CP] - Abilities that are just plain unfair. If used properly, you could shift the entire balance of the war. Perhaps like the Insecticons, you can convert mundane scrap into thousands of loyal clones of yourself. Or maybe, you have a more personal ability, like Elita-1's unique power to stop time. Maybe you can mirror the ability to drain energy and transform robots into energy zombies like the Dweller that nearly destroyed all of Cybertron.

## Technological Mastery [Varies]

---

It should go without saying, but in a conflict between alien robots, one's grasp of the scientific arts go quite a long way. With this option, you may choose the extent of your own grasp of technology. You can only purchase one tier.

- Tier 0 [+200 CP] - This acts like a Drawback for this Jump, bringing your technological knowledge, even from other Jumps, down to the level of someone completely oblivious to even the basics of engineering.
- Tier 1 [Free] - A shocking number of humans and Transformers are at this level. You have the skills to repair all but the most advanced machines or vehicles on Earth or Cybertron, but not to the point you can build them from scratch.
- Tier 2 [-200 CP] - You are one of the most brilliant minds on Earth in a field of your choosing. Whether it be programming, material science, biology, energy production, space travel, etc. You have the potential to revolutionize your field, but your scope is still relatively limited.
- Tier 3 [-300 CP] - A true mad scientist. You have an in-depth grasp of an absurdly broad range of fields to a degree that world domination is a very real possibility. From cybernetics, hypno-chips, shrink-rays, doomsday devices, etc. Only a handful of Cybertronians could match your brilliance.
- Tier 4 [-600 CP] - Much like the Quintessons, your technology is at times closer to magic. Portals to alternate dimensions, windows through time, machines that bring dreams into reality, the means to easily destroy or reformat entire planets, and so much more.
- Tier 5 [-2000 CP] - You are perhaps the only mind in the entire universe that could call itself equal to Primacron, who personally crafted Unicron and Tornedron. Your mind functions on a level few others can comprehend and houses an infinity of plans within plans. Just be careful about tunnel-vision. As an added bonus, you have long since rendered your body ageless, and as such have been accumulating knowledge since the beginning of this universe.

### Human Spirit [-100 CP]

---

The “human spirit” refers to the willpower that allows humans to bravely stand up to far stronger opponents, and focus on any given task, even while on the verge of exhaustion. To outsiders, your stamina appears infinite, and this has a way of inspiring them to follow your example and reject the path of least resistance.

### Splatter-Proof [-100 CP]

---

An exceptionally convenient trope of physics. Whenever you catch a being falling from a height that you personally survive, their momentum will immediately stop, and they'll be completely unharmed. This even applies if your hands are made of solid metal, and they logically should have turned to paste even after you caught them.

### Universal Greeting [-100 CP]

---

“Bah-weep-Graaaaagnah wheep ni ni bong”. This phrase, followed by handing out some kind of small treat, is the universal gesture of goodwill. In future Jumps, all but the most savage or isolated species will intuitively understand the meaning . Whether they reciprocate depends on their own intentions or temperament.

### Bot-Sitter [-100 CP]

---

It could be argued that Megatron's greatest strength is his ability to keep all the Decepticons in-line. You have a similar talent for enabling even the most loud or combative personalities to effectively work together. Though, there will still be plenty of opportunities for them to screw up if you aren't around to micro-manage them.

### Bot-Dad [-100 CP]

---

Like Optimus and many other Autobots, you have a down-to-Earth energy to you that makes it shockingly easy to get along with those of drastically different cultures or species. Most allies wouldn't be the slightest off put by the ease with which you could kill them, as long as you make it clear you'd never actually do such a thing.

### Old Timer [-100 CP]

---

Depending on your species, you could be decades, if not centuries old, with the experience to match. Perhaps you're an encyclopedia of military battles and tactics, a businessman who knows every trick in the book for running a company, or a laborer who has worked in just about every kind of factory at one point or another, etc.



### PR Master [-200 CP]

---

Your ability to sway public opinion is frankly ridiculous. As long as you can produce sufficiently convincing evidence, you could completely switch the role of hero and villain in the eyes of the world, even if there are years of eye-witness accounts to the contrary. Becomes less effective each time you're caught in a lie in a given world.

### The New Bot [-200 CP]

---

Whenever you insert yourself into a group or faction with no explanation, as long as you at least look the part and there isn't evidence of you being a threat, most people will convince themselves you've always been around. This is far less convincing in smaller groups, but you should be fine in any group of a dozen or more.

### Big Game Hunter [-200 CP]

---

Much like Lord Chumley, you are a master hunter. There is no animal on Earth you can't hunt, and you've somehow managed to apply these skills to mechanical targets. As a mere human, you can capture an Autobot or even a fighter jet with the same ease as a rabbit, without leaving any trace of your involvement after the fact.

### Hiding in Plain Sight [-200 CP]

---

Causality and common sense will twist ever-so-slightly to ensure that infiltrating a location is far easier than it has any right to be. Locks are easier to pick, gangsters are slow to check their cargo for stowaways, scientists rarely think twice before pocketing random cassette players, etc.

### Plot Senses Tingling [-200 CP]

---

It really seems like humans are developing a new super power source or WMD every other week. You're as lucky as the Decepticons when it comes to constantly stumbling onto new resources or tools that can help your cause. Whether these resources are up for grabs or safe to harvest is another matter, but I'm sure you'll find a way.

### Primitive [-200 CP]

---

You have strong instincts that help you make decisions quickly without getting caught up in choice paralysis or overthinking. Whenever you touch an unknown button or lever relevant to a given incident, there's a 50% chance it'll instantly solve the immediate problem, and a 50% chance it makes everything significantly worse. Toggable.

### Open Palm [-300 CP, Incompatible w/ Closed Fist]

---

It takes strength to be kind. Like Optimus Prime, no matter how idealistic, forgiving, or downright naive you are, those under you never interpret this kindness as a sign of strength and never think to take advantage of it. You hardly ever need to scold your men, as the slightest hint of disappointment in your voice hurts worse than any torture. That said, this has no effect on your enemies.

### Closed Fist [-300 CP, Incompatible w/ Open Palm]

---

Kindness is for the weak. Like Megatron, it is power alone that convinces others of your right to rule. Proving your personal power is all you need to seize and protect a position of power in any organization. The loyalty others feel towards you can vary between cult-like devotion to two-faced boot-licking. Still, what matters is that their fear of you keeps all but the most ambitious underlings on a tight leash.

### Well-Built and Resourceful [-300 CP]

---

The Constructicons have much more going for them than the might of Devastator. Like them, you are able to complete large construction projects impossible fast. You could erect an enormous concrete labyrinth in a day or convert an entire city into a giant robot in a week. This efficiency even extends to those working alongside you. Of course, this alone won't grant you the materials or manpower for such projects.

### Blessed [-300 CP] [Requires Cursed]

---

You have always had bad luck with machines. Any complex, non-sapient machine you make contact with will malfunction without fail. This can work to your detriment, like a plane crashing with you inside, or to your benefit, like a torture machine breaking down before it can be used. This can be toggled on or off every 24 hours post-Jump. However, you'll have to deal with both the positive and negative aspects of this.

### In Stores Now [-300 CP]

---

Even after this Jump, you'll frequently have allies randomly showing up with no explanation to help you. They'll act like they've known you for years and will loyally help you for the duration of the current Jump. Each one has their own unique personality and skills. Whether they're a geologist, architect, jet pilot, or just absurdly strong. You can expect to acquire at least a dozen allies over 5 years.

### Simply Complex [-300 CP]

---

Any technology you create or that composes your body, is now impossibly intuitive for others to understand. A random human auto mechanic would be more than capable of repairing an Autobot's body, and someone you directly take under your wing could start making sci-fi inventions of their own in a few months. This only takes effect when convenient for you. This won't make it any easier for enemies to steal your tech.

### Deceptive Con [-300 CP / -400 CP]

---

It's amazing how convincing the Decepticons can be for how unambiguously evil they are. Similarly, you find that your track record has a negligible impact on other people's willingness to trust you (at least on a personal level). You won't get demoted for repeatedly demonstrating incompetence, and potential allies are weirdly willing to overlook your long track record of backstabbing your accomplices.

This doesn't normally work if your past failings negatively impacted them personally, unless you pay an extra 100 CP. Like Decepticon air commander Starscream, you can show consistent insubordination and openly attempt to kill your superior on a weekly basis. You will not face any long-term punishment beyond some mild abuse or brief banishment. This only protects you for attempted betrayals. Once you actually succeed in usurping your superior, they're free to seek revenge.

### Reverse Polarities [-400 CP]

---

Right when things seem to be at their worst, miracles have a way of presenting themselves. Perhaps the planet-destroying bomb can be subverted to super-charge the planet instead of destroying it, or the biomechanical energy vampire inexplicably has a "reverse" switch that returns all their stolen energy. This only opens the path to a miracle. It falls to you to seize this opportunity.

### Continuity Errors [-400 CP]

---

You are able to introduce "inconsistencies" into your own life, essentially letting you retcon your own past in minor ways. This can't be anything that drastically contradicts the current status Quo. You can't grant yourself power, authority, or knowledge you don't already possess, but if you want to introduce a rivalry with a specific enemy, or completely rewrite your backstory, history will alter to reflect it.

### I Belong to Nobody [-400 CP]

---

Not everyone puts much faith in "trust" or "loyalty" and will prefer to hold some kind of tangible leverage to control you. With this, whenever someone loses the leverage they were using to threaten you, even briefly, it tends to stay gone. When the demon that enslaved you dies, you get to keep the power they loaned you, but even once they revive you'll remain free. The same goes for more tangible "leverage" like debts.

### Child-Friendly Violence [-400 CP]

---

Going forward, you can render all projectile or laser-based weapons completely ineffective within any battle you take part in, for friend or foe alike. If you choose to activate this, it will remain active for the duration of the current conflict. Oddly, nobody else will notice this, and will insist on continuing to use their ranged weapons. This cannot be activated in any sufficiently climactic or "plot-important" battle.

### Back to the Drawing Board [-400 CP]

---

The Decepticons don't know the first thing about perseverance. Once any one of their big schemes is thwarted, they never even try to repeat it. This will hold similarly true for any enemies you find yourself up against. They just never think to try the same scheme twice, even if you only thwarted them the first time through a sequence of events you could never hope to intentionally replicate.

### Dark Arts [-400 CP]

---

Magic is a very real power in this universe, one you have mastered: elemental blasts, illusions, shapeshifting, controlling the weather, animating golems, alchemy, and much more. Spells require long chants to cast and occasionally certain herbs and minerals. You draw magic power from a specific natural energy, like sunlight, fire, wind, vital energy (plants), etc. Being sealed away from this source will also seal your magic.

For an extra, undiscounted 400 CP, you are a master wizard, like the Golden One or Merlin. You are now immortal if you weren't already. You can create portals that lead between different times or even dimensions. With the right magic materials, you can even make physical structures to allow others to open these portals without you present. Unnatural skin color optional.

### Evil Brain Impulses [-600 CP]

---

When the planet Torkulon attempted to force Galvatron into its planet-wide hivemind, his own madness was so overwhelming that instead of being assimilated, he simply infected the planet with his own insanity. You have similarly incomprehensible willpower and resistance to psychic attacks. If someone were to enter your body, they'd find that your neural impulses physically manifest as strange eels made of energy that will attack any intruders who get too close to your brain.

### Wheeljack's Monsters [-600 CP]

---

The only way to grant a Transformer consciousness is through the computer Vector Sigma. Well, usually that's the case. You are somehow able to build fully sapient Transformers on a whim, complete with functional sparks or "souls". These artificially created Transformers are often simple-minded compared to those created the conventional way, but they will gradually mature over time. This also grants the knowledge to build Transformers solely using tools and resources found on Earth.

### The Touch [-600 CP]

---

You are destined for Greatness. You have a sixth sense for the pull of destiny. While this sense is vague, listening to it will guide you down the path to great the brightest future possible. When it comes to artifacts that seek out a sufficiently "worthy" user, unless their standards are completely antithetical to everything you stand for, not only will you always qualify, you'll get far more power out of them than almost anyone else would, as if you were given life solely to wield them.

### Sure, Why Not? [-600 CP]

---

It took the writers a few episodes to settle on what exactly Transformers could and couldn't do. Now, you can also pull random weapons and powers out of your tailpipe, as long as it's something you could plausibly have and not exceptionally powerful or versatile. Jet boosters, force fields, and energy constructs isn't much of a stretch for a robot, but mind control, telekinesis, or magic is probably pushing it if you don't have any similar abilities. You can only manifest one such power/weapon per battle.

### Chaotic Crystals [-600 CP]

---

Death Crystals are one of the deadliest weapons in the universe, and they can only be harvested from the body or nest of the immense beast Chaos, or you. You can grow Death Crystals from your body, and spending long enough in a cave will cause these crystals to grow from the surrounding rock. As the name implies, Death Crystals are absurdly deadly. If fired from a cannon, they can shred through a spaceship like wet tissue paper. Naturally, the crystals on your body serve as unmatched natural armor.

For an undiscounted 200 CP, you can choose any other non-unique mineral you possess to grow from your body and environment in the same fashion. This even applies to minerals from other Jumps. You'll spawn the mineral in its natural state. So if it needs special treatment to demonstrate its power, these won't have that.

### The Many Deaths of Jumper [-600 CP]

---

You're mistaken if you believe Optimus Prime is great at everything. He's very, very bad at dying, and so are you. No matter how thoroughly you get killed, you'll always eventually come back. It takes a minimum of one year for you to revive, but if you're really unlucky, it could take as long as a decade. If you've yet to revive by the end of a Jump, your Chain will still end.

For an undiscounted 200 CP, you possess the same mutant spark as Starscream. Your immortal soul/spark allows you to live on after death as a ghost. In this state you can freely levitate, are intangible, invisible (barring those you specifically reach out to), and can possess any sapient being. However, you should hurry to create a new body for you to permanently inhabit. If you end a Jump as a disembodied spark or within a body belonging to someone else, your Chain will end as if you truly died.

For an extra 800 CP on top of that, you have acquired the ability that Starscream would later develop. In your ghost form, you can freely travel through time or even between nearby dimensions. Just be aware that this doesn't exactly grant the omniscience needed to actually know where you're going.

# ROBOT BUILDER : TECH SPECS

---

Everyone receives 40 Stat Points to start. You must have a minimum of 1, and a maximum of 10 Stat Points in each stat. These metrics are all relative to an average-sized ground-based vehicle mode. So SPD 10 for a fighter jet or END 10 for a city-sized titan naturally manifest very differently than the same stats for a car.

## Stat: STR [-1 SP Per]

---

Strength measures one's ability to lift, carry, and push physically. At STR 1 you're still mightier than the strongest humans, but the vast majority of other Transformers could easily push you around. At STR 5 you could shatter a large boulder with ease or lift 2 tons with minor difficulty. At STR 10 you could lift and throw entire buildings, or tear through a starship hull with your bare hands.

## Stat: INT [-1 SP Per]

---

Intelligence tracks one's mental processing power, ability to create, and powers of observation. At INT 1 you make Dinobots look brilliant in comparison. At INT 5 there's very few tasks you can't perform competently, and only the most devious traps can slip past you. At INT 10 your mind functions on a level that even other Cybertronians would find alien, able to calculate the optimum solution to almost any problem.

## Stat: SPD [-1 SP Per]

---

Speed measures how fast one is, both in moving physically and how quickly they can react to sudden changes. At SPD 1, you are either unable or unwilling to rush under any circumstance. At SPD 5 you can keep up with just about any land-based civilian vehicle on Earth. At SPD 10, you can easily break the sound barrier, and you process information so quickly that the world around you seems to move in slow motion.

## Stat: END [-1 SP Per]

---

Endurance represents one's durability and stamina. At END 1 you're pretty squishy. A few good laser blasts is all it would take to put you out of commission. At END 5 you can shrug off most projectile-based weapons weaker than a tank round, unless they get a really lucky shot. At END 10 you are a walking fortress. It'd take something like an asteroid to the face to do any serious damage to you.

Stat: RNK [-1 SP Per]

---

Rank defines one's persuasiveness and general respect within society. At RNK 1 you couldn't lead a horse to water. At RNK 5 you have adequate people skills and can at least get your voice heard by higher ups. At RNK 10 you're able to spur entire armies into action, and should your leader be taken out of the picture or be proven incompetent, odds are high you're one of the top picks for their replacement.

Stat: CRG [-1 SP Per]

---

Courage tracks one's willpower, discipline, and overall mental fortitude. At CRG 1 you're a bit of a wimp. Easily intimidated or deceived. At CRG 5 you have the bolts to charge into battle and keep fighting even when severely damaged or outmatched. At CRG 10 your will is practically unbreakable. No torture could ever dream of breaking your spirit, and even mind control would struggle to take root.

Stat: FPR [-1 SP Per]

---

Firepower represents the weaponry one carries, and their ability to use it in battle. At FPR 1, you are all but defenseless. No guns, no blades, nothing. I hope you're confident in your fists. At FPR 5 you have a few guns, claws, and the like. You can use them all competently but are hardly a master. At FPR 10 you are covered head-to-toe in enough weapons to wipe out a small army and can wield them all masterfully.

Stat: TCH [-1 SP Per]

---

Technique relates to one's agility, dexterity, balance, precision, and general motor skills. At TCH 1 you are obscenely clumsy, causing immense collateral damage just by walking around. At TCH 5 you're decently light on your feet and good with your hands. At TCH 10, you're like a ninja, able to perform acrobatic maneuvers that should be physically impossible for someone your size.



# ROBOT BUILDER : PARTNERS

---

A number of Transformers upgrade themselves in a way that incorporates another robot partner than they are able to unite with in one way or another. All Partners require at least one active companion from the appropriate section.

## Clone [-50 RP]

---

Clones are a type of "twins" that possess different alternate modes, but identical robot modes. Only one of the two twins needs to pay for the other to benefit. If you instead wish to have clone triplets, quadruplets, quintuplets, etc. then each companion after the first two must pay 50 RP each.

## Binary Bonding [-50 RP / -100 RP]

---

A form of symbiotic relationship established when a group of Autobots and Decepticons crash-landed on the planet Nebulos. The Nebulan or human partners would modify parts of the Transformer's bodies into mechanical suits they could operate. One of the two partners in this relationship must be Humanoid-Scale. Only one of the partners involved needs to pay the price.

- Headmaster [-50 RP]: The smaller partner would take the place of the robot's head. This has the drawback of leaving the larger robot incapable of transforming without their partner but makes up for it by allowing the partner to essentially act as a second brain, or as an advisor for the larger robot.
- Targetmaster [-50 RP / -100 RP]: The smaller partner is able to transform into a gun for the larger robot. In addition to being more powerful than most regular blasters, the smaller partner has limited control over the larger robot, allowing them to essentially aim themselves while their partner focuses their thoughts on other matters. For double the price, the larger partner can be bonded with two smaller partners, becoming a double Targetmaster.
- Powermaster [-50 RP / -100 RP]: The smaller partner is able to transform into an engine in order to use their own bio-energy to supplement the energy of their larger partners. This greatly energizes their partner and allows them to operate for extended periods without any compatible fuel source. However, Powermasters often need to consume obscene quantities of food to make up for the expended bioenergy. For double the price, the larger partner can be bonded with two smaller partners, becoming a double Powermaster.

### Scout [-50 RP Per]

---

Many larger or more powerful Transformers will have smaller helpers they have a kind of psychic link with. This can take one of two forms. The first option is that you grant this psychic link to one of your companions. They are able to communicate with you over immense distances in a form akin to telepathy, while still being able to take independent action. The second option grants you a mindless non-transforming drone. They are less equipped for independent action, but are essentially an extension of your will, allowing you to remotely control them and see through their sensors.

For 300 RP, you have a large cavity in your chest. You may choose for your Scouts to be able to assume a form that can be neatly stored within this cavity. You can store up to six at a time, even if that should be physically impossible.

### Combiner [-50 RP / 100 RP / 150 RP]

---

As the name implies, combining allows you to join with another mechanical being to form a larger vehicle or machine. Every member of the combination must each purchase the appropriate option to become part of the final gestalt. You can take 50 RP off the price of Robot Gestalt or Scramble City for all members by applying a strict time limit that forces you to disengage your fusion after about 20 minutes.

- Vehicle Gestalt [-50 RP]: You are able to combine with one or more robots to form a super-vehicle. This vehicle has greater speed and power than your individual altmodes, but you are unable to combine in robot mode.
- Robot Gestalt [-100 RP]: You are able to combine with one or more robots to form a much stronger robot that not only combines but magnifies your collective strength and durability. Combiners like Devastator or the Aerialbots are often the deciding factor in most battles.
- Scramble City [-50 RP]: A variant of combiner technology. This must be taken alongside one of the other two combiner styles. This allows for a more modular form of fusion. For instance, the Micromaster combiners were pairs of Transformers that formed either the front or back of a vehicle and could mix and match with other Micromaster combiners. The more iconic Scramble City robot combiners were composed of one torso and four limbs that could each act as either arm or leg or even sub in for other Scramble City style combiners.

# ROBOT BUILDER : FUNCTIONS

---

Special features of your body.

## Conversion [-50 CP : +50 RP : +5 SP]

---

This option allows you to convert Choice Points (CP) from the rest of the Jump into Robot Points (RP) for the Robot Builder section at a rate of 1:1. Alternatively, you can convert CP or RP into Stat Points at a rate of 10:1.

## Transform [Free / +200 RP / -50 RP Per]

---

The iconic ability of the Cybertronians, the ability to switch between a “robot mode” and an “alternate mode” at will. The robot mode is usually humanoid in build, but there are cases of Transformers with more bestial or downright abstract robot modes. The Alternate Mode can be just about anything. Vehicles are the most common, but there is also precedent for inanimate objects, entire cities, robotic imitations of Earth animals or dinosaurs, or even monstrous beasts with no known equivalent on Earth.

You can receive 200 RP to pass on the ability to Transform entirely, and by extension any purchases that require that ability, which will be marked with “\*”. If you take the basic Action Master upgrade, this is mandatory, and you gain no points from it.

- Robot Mode Import [Free\* / -50 RP\*]: You can import a robotic body or altmode you already own as your robot mode. This is free if the capabilities of this body aren't that far from what you would be capable of by default. Otherwise, you'll need to pay 50 RP for this option.
- Alternate Mode Import [Free\* / -50 RP\*]: You can import an item, vehicle, structure, beast, etc. you either own or can already transform into, as your alternate mode. This is free if its capabilities aren't that far from what you would be capable of by default. Otherwise, you'll need to pay 50 RP for this.

## Micromaster [Free, Requires Scale:Humanoid]

---

A subspecies of Transformers created to offset the inherent energy-inefficiency of their species. Your diminutive size makes you well suited for espionage, and your efficiency lets you keep running for twice as long on a fraction of the fuel larger bots would consume. However, that's pretty much all you have going for you.

### Primary Function [Free]

---

Most Transformers have some kind of additional role or specialty. Whether that be hunter, reconnaissance, saboteur, geologist, etc. This affects how well-suited your body and sensors are to your role of choice. So while someone with the role of "inventor" would have a variety of built-in tools and sensors for analyzing structures, this alone won't provide encyclopedic knowledge of all Cybertronian technology.

### Action Master [Free, Optional / -200 RP\*]

---

In time, the Autobots and Decepticons would discover a new, highly dense form of energy called Nucleon in the center of a black hole. This would super-charge their bodies, making them stronger, faster, more alive than all but their mightiest peers. However, this came at the cost of robbing them of their ability to Transform, as those mechanisms are repurposed into a full-body energy storage system.

For 200 RP, you are one of the lucky few who somehow managed to stave off these effects. As an Action Master Elite, you are as powerful as any other Action Master but retain your ability to transform as normal.

### Spy [-50 RP\*]

---

Much like the double-agent Punch/Counterpunch, you have two robot modes. You retain your shared alternate mode, technically making you a triple changer. This allows you to lead two separate lives, as long as you don't blow your cover.

### Cube Emitter [-50 RP]

---

Like the Decepticon Soundwave, you are able to create empty frames that can be used to make Energon Cubes. Pumping any fuel source into these cubes will convert it into Energon. Just one cube can hold one thousand barrels worth of oil. They can even be flattened down for easy storage. Just be aware that while Energon is an extremely potent form of energy, it is also explosive, so try not to fight around them. Incidentally, drinking Energon also acts as an intoxicant for Transformers.

### Jumpstarter [-100 RP\*]

---

Your transformation systems have been greatly enhanced. You are able to switch between modes in less than half a second. Due to the mechanics of this system, you are capable of jumping exceptionally high, and the very act of transforming actually propels you upward, hence the name "jumpstarter".

### Enhanced Sensors [-100 RP]

---

One of your sensors has been enhanced well beyond the norm for your species. Perhaps your optical sensors have an X-Ray or infrared setting, or your audio receptors can clearly make out a conversation from miles away. This can even be applied to sensors that have no human equivalent like electroreception.

### Enhanced Reflexes [-100 RP]

---

Like the Autobot Blurr, you are able to move and react at super speed, even outside of your fastest mode. In a sense, this allows you to apply up to 80% of your top speed in all modes and grants you the reflexes to keep up. However, this causes you to burn through fuel far faster than your peers, and the speed you process information can make you impatient, as the world around you seems to move in slow motion.

### Wireless [-100 RP]

---

An odd mechanism seemingly exclusive to the Autobot leader Optimus Prime. Through an exertion of will, you are able to detect the presence of any detached body parts, and even control them through a force akin to telepathy. Even if you are disassembled and your parts scattered across the city, you'll be able to manipulate them as if they were still attached, though this does require substantial concentration.

### Pretender [-100 RP / -150 RP\* / -200 RP\*]

---

You are able to conceal your robotic body within a shell made of synthetic flesh. Even while separate, you are able to remotely control and perceive through the senses of this shell (including pain), allowing you to operate in two places at once. Your size remains the same, so the utility of this as an actual disguise is debatable. Some Pretender shells resemble armored humans, others various beasts, while some take the form of grotesque monsters with no real-world equivalent. There is even a subset of Vehicle Pretenders that use fully inorganic vehicles as their shells.

For an extra 50 RP, you are a Mega Pretender. Your Pretender shell is able to transform into a vehicle that your true robot mode can combine with.

For an additional 50 RP on top of that, you are an Ultra Pretender, essentially a hybrid of the Ultra and Vehicle Pretender concepts. Your robot body is stored within the main Pretender shell, which itself can transform into a vehicle mode. However, this inner shell can itself be contained within a large vehicle shell. You are able to remotely operate and perceive through both shells using your mental link.

### Modular Weapon [-100 RP / -200 RP / -400 RP]

---

Not every mechanoid in the galaxy relies on their own in-built equipment to get by. Some bots apply this transforming technology to external tools. Action Masters can receive one Tier 1 Modular Weapon for free, or one Tier 2 for a discount. Micromasters can receive one Tier 2 Modular Weapon at a discount,

- Tier 1 [100 RP]: Something akin to the weapons used by many Action Masters. Most of these have a handheld weapon as one of their forms, but their second form can be anything from a small tank, a simple drone, a jetpack, etc.
- Tier 2 [200 RP]: Something notably larger than the prior tier. Perhaps a motorcycle that transforms into a weapons platform, a car that transforms into a jet, a refueling station that unfolds into a missile silo, or even something like Ultra Magnus' trailer that transforms into personal power armor.
- Tier 3 [400 RP]: Essentially your own personal city. This can transform into a battle station, and if you wish, you can also combine with it to become a giant robot akin to Scorponok or Fortress Maximus.

### Mass-Shifting [-150 RP\*]

---

A complex but common mechanism possessed by many Transformers. You are able to somehow reduce or increase your mass when transforming into your alternate mode. Despite being barely any taller than his fellow Decepticons in robot mode, in his shuttle mode, Astrotrain is able to transport dozens of Cybertronians. In the opposite extreme, Megatron himself is able to transform into a gun that can be held by either other Decepticons, or even regular humans. You can decide the extent that you shrink or grow. However, you must choose whether you use this to shrink or grow with each purchase. If you want to mass-shift in either direction, this must be purchased twice.

### Multi-Changer [-150 RP\* / -300 RP\*]

---

Most Transformers can only possess two forms at any one time: one robot mode and one alternate mode. However, you are one of the rare few that are naturally capable of switching between three modes: one robot mode, and two alternate modes. If you take this for double the price, then you are not just a triple-changer, but a six-changer, able to freely switch between one robot mode and five alternate modes.

### Duocon [-150 RP / -300 RP] [TF]

---

A somewhat rare form of Transformation. You are able to split into 2-3 separate components in one form or another. Examples of this include the Duocons, Sky Lynx, and Omega Supreme. It could even be argued the relationship between Optimus Prime, Roller, and his Trailer are a variation of this technology. You can even emulate Reflector, and have your alternate mode be composed of three identical robots.

You can decide how your consciousness is dispersed between these bodies. Whether only one component holds your consciousness, and the others are mindless drones, or if your consciousness is somehow wirelessly shared between the components, or you could even split different aspects of your personalities between the components.

For double the price, then like Optimus and his Trailer, or Omega Supreme and 70% of his body, you are able to designate one component as your main component. The main component must be capable of housing the entirety of your consciousness. Any components other than the main can be summoned and banished at will.

### Omnivore [-200 RP]

---

Like the Insecticons, you seem to have a special energy processing mechanism that allows you to consume just about any form of matter or energy to power yourself. Whether it's metal, organic matter, oil, dirt, whatever. You can chew through reinforced titanium like wet tissue paper and even gain energy from it. That said, the efficiency of this process on unconventional food sources is abysmal. You'd have to devour half a forest before you can match the energy of a single Energon Cube.

### Junker [-200 RP / -300 RP]

---

Say what you will about their eccentricities, the Junkions are a terrifying enemy to face, due in large part to their absurd toughness. Whether you're decapitated, dismembered, or blown to pieces, as long as your central processing components are undamaged, you can just jam the pieces back into place and they'll function perfectly.

To an extent, this also seems to enhance your ability to repair even non-Junkion Transformers with relatively little effort and barely any tools.

For an extra 100 RP, you can simply will the components of your body back together, through a force similar to magnetism, as long as said pieces aren't too far away.

### Flight [-200 RP / -400 RP]

---

You are one of the lucky machines capable of unassisted flight. You are incapable of selecting any flight-capable alternate mode without first taking this option. Even if you choose a grounded altmode, you will still be capable of flight in your robot mode. It's worth mentioning that flight is pretty much a universal feature among all Decepticons, being exceptionally rare amongst Autobots.

For double the price, you are one of the few Transformers capable of interstellar travel. You could travel from Earth to distant planets far outside this solar system in a matter of hours. Don't be surprised if your allies regularly ask you for a lift.



# ASSETS : COMPANIONS

---

Unless specified, you can decide the faction (or lack thereof) of any OC companions.

## Fleshlings [-50 CP, Free w/ Human Germs]

---

A group companion composed of 5 surprisingly competent but otherwise average human beings. They receive 600 CP to split between themselves. They only occupy a single companion slot, but all purchases are shared between them.

## Companion Import [-50 CP Per]

---

With one purchase, you may import a past companion or create an entirely new one. They receive 600 CP to spend as they please. Each additional purchase doubles the number of companions you can import or create through this option.

## Companion Export [-50 CP Per]

---

With one purchase, you receive a slot that can be used to recruit any native of this world as a companion, with their informed consent. Each additional purchase doubles the number of slots you receive through this option.

## Metamorphic Girls [-50 CP Per]

---

An odd variant of synthoid technology. With one purchase, you receive a synthoid companion with the personality and abilities of any canon non-human character. Additional purchases double the number of synthoids you can receive. You can decide whether they share the same gender as their original. You may also choose whether they retain their original's memories or just their basic personality traits.

For some reason, they retain their ability to transform into their alternate modes. Instead of physically restructuring themselves through mechanical means, they dematerialize in a flash of light before reforming into their alternate mode. The process bears a superficial similarity to the "magical girl" genre of Japanese media.

## The Sycophant [-50 CP]

---

Who doesn't love a good hype man? You receive a companion who has pledged themselves to you to a frankly absurd degree. They practically worship the ground you walk on. They will obey your every command without question and will never miss an opportunity to sing your praises to others. They receive 600 CP to spend.

### The Ninja [-50 CP]

---

Using its agility, arsenal of ninja weapons, and Bombshell's modifications, the original Nightbird was able to single-handedly take down the main Autobot force on Earth. This new model boasts similar capabilities by default and has been granted the ability to transform into a futuristic car. In time, Nightbird will develop true sentience, with her personality being shaped by your interactions up to that point. Regardless, she is programmed to be unconditionally loyal to you, even after becoming sentient.

### Granix [-50 CP]

---

Not to be confused with Kranix from planet Lithone, Granix is a peculiar robotic organism composed of rocks from the planet Lithos. He is able to transform into a large and absurdly durable stone slab. It's debatable how useful this is.

### Tanker [-50 CP]

---

A battle-scarred Transformer veteran with a war story for any occasion. The only story he seems unwilling to share is the one that cost him one of his optics, which he covers with a metal plate. He transforms into a Sherman tank.

### Scrapo [-50 CP]

---

An abnormally large Junkion that has grown attached to you. In addition to all the other eccentricities one would expect from a Junkion, Scrapo is practically obsessed with any and all female robots. He transforms into a comically large motorcycle.

### Magnus [-50 CP]

---

A duty-minded Transformer. They are a competent commander and general but often underestimate their own ability and second-guess their own instincts. Their signature weapon is a napalm-like "firesnow". They transform into a large tanker truck.

### Chemico [-50 CP]

---

A Cybertronian chemist. The glass tube winding around their body allows them to act as a walking laboratory, able to study, combine, and expel any number of concoctions. He transforms by splitting apart into a variety of chemistry tools and devices.

### Mentlar [-50 CP]

---

A brilliant scientist and former director of research at the Cybertronic Institute of Technometry. He is able to fire psychic blasts from the headband-like structure on his forehead. He transforms into a truck carrying a large radar dish.

### Backup Memories [-150 CP]

---

Normally, bestowing a Transformer with consciousness requires the help of Vector Sigma, but one can avoid this step by simply repurposing the consciousness removed from a preexisting Transformer. You are in possession of five personality components. You must provide them with a body to inhabit, but these five have great interpersonal chemistry and are naturally loyal to you.

### The Convoy [-150 CP]

---

This is an... odd batch of characters. They claim to be Optimus Primes from a variety of alternate universes. They don't display even a fraction of the dignity, power, or wisdom of the Optimus of this world, and most of them are barely a foot tall. They assume a variety of strange alternate modes, from shoes, cameras, hats, gift cards, etc. Leading them is a strange Optimus Prime / Mickey Mouse hybrid. He is around half the height of Optimus in robot mode and transforms into a more cartoony version of Prime's truck. This group doesn't seem to have any objective beyond making as much money as possible through brand deals and have hired you as a consultant.

### Kremzeek [-200 CP]

---

A mischievous electric imp that has taken a liking to you. It is barely the size of a small dog but can cause a surprising amount of chaos. It is able to hop into any uninsulated electronic device to drain its energy and cause it to malfunction. It can even use satellites to teleport. If it absorbs enough energy, it will grow to tower over buildings. With the right stimulus, it can even be split into a few dozen clones of itself.

### Rails [-200 CP]

---

A fairly enormous Transformer. They are a triple-changer, able to Transform between a locomotive, a futuristic flying train, and in place of a conventional robot mode, they can transform into a colossal robot snake. They are able to turn the tide of most battles through raw power alone. However, their own durability translates to a lack of faith in the strength of others. In their eyes, everyone other than themselves is like a delicate snowflake, liable to fall to pieces at the slightest gust of wind. This can easily come across as sarcastic or patronizing, even if he means well.

### Troop Builder [-200 CP Per]

---

With one purchase, you receive a bulk companion of 16 loyal but relatively weak Cybertronian troops. They could be Sharkitcons, Junkions, random Autobots or Decepticons, or the robotic inhabitants of some distant planet that never appeared in the Cartoon. Each additional purchase doubles the size of this bulk companion. These troops occupy a single companion slot and share all purchases between them.

### Glacialord [-300 CP]

---

A forgotten combiner team of Transformers who assumed the form of various animals from Earth's ice age. They call themselves the Retrobots/Retrocons. The members are Fangro (saber-toothed tiger), Tailclub (doedicurus), Razorspike (wooly rhino), Tusker (wooly mammoth), and Megazero (giant deer), who can all combine into the mighty warrior Glacialord. In addition to that, they have all undergone a peculiar form of binary bonding. Their "true" bodies are smaller "Core Masters" that can either ride on the backs of their beast modes or become their chest and head in robot mode.

### Darth Star [-1600 CP]

---

It would seem Primacron couldn't help but try one more time to create a transforming planet after Unicron rebelled. For one reason or another, Primacron decided to abandon this second draft, and left this project unfinished. This is possibly why he lacks many of Unicron's seemingly mystical abilities like clairvoyance or matter manipulation. His planet form is a large mechanical moon with a laser cannon that can destroy entire planets but requires several hours to charge. In its robot mode, it wields a large blade of focus plasma that can effortlessly split moons. He is maintained by three minions who transform into futuristic "H" shaped spaceships.

Unlike Unicron who seeks destruction for its own sake, Darth Star seeks to become an emperor and uses his power to threaten planets into serving him. However, when he first set his eyes on you, he sensed a peculiar kinship. Almost subconsciously, he began calling you his son/daughter. He truly treats you as if you were his own flesh and blood (in a manner of speaking). In fact, it almost seems as if he's grooming you in order to become his successor, disregarding the fact he has no intention of ever dying and doesn't have any method to pass down his power to you even if he did.

# ASSETS : EQUIPMENT

---

You may discount two 100, 200, 300, 400, and 600 CP items.

Discounted 100 CP items are free, all others 50% off.

Various items take multiple forms and must be purchased twice to get both versions.

## Toyline [Free]

---

One copy of every toy released for the initial Transformers toyline. Everything from Mini-Cars, the Time Warrior, mail-away exclusives like Reflector, etc. This also includes toys never released in the US, like the Action Master Elites.

## Laser Fire [-50 CP]

---

In a few years, even regular human police officers will be brandishing laser pistols as if they've always had that kind of technology. You can receive your own laser pistol, perfectly sized for your current physiology.

## Energon Goodies [-50 CP]

---

A popular Cybertronian treat. This small metal box produces small sticks of Energon that mechanical beings invariably find delicious. The container can be "recharged" from any power source to produce more goodies. Often given out as a peace offering.

## The Good Stuff [-50 CP]

---

An empty Energon Cube frame. Any energy or fuel source can be pumped into this to produce Energon. Any mechanical entity that feeds on this Energon will enter a state akin to intoxication, even if such a thing should be fundamentally impossible.

## Robo Deli [-50 CP]

---

A small shop that is perpetually stocked with the "meat" of a variety of mechanical wildlife from across the universe. Treat yourself to some Cesium Salami, Beryllium Baloney, or the occasional Petro Rabbit haunch. You naturally never have to pay.

### Energy Source [-200 CP / -300 CP / -400 CP / -600 CP]

You are in possession of some form of natural power source and the equipment to process that resource into usable energy. Whether it's fossil, hydro, solar, nuclear, thermal, etc. There are also unconventional power sources like energy-rich crystals or electric lava. This will follow you between worlds and will replenish itself annually.

- Tier 1 [-200 CP]: Enough energy to power a city for 6 months.
- Tier 2 [-300 CP]: Enough energy to power a city for 1 year.
- Tier 3 [-400 CP]: Enough energy to power a small country for 1 year.
- Tier 4 [-600 CP]: Enough energy to power a planet for 1 year.

### Super Weapon [-200 CP / -300 CP / -400 CP / -600 CP]

Between the Autobots, Decepticons, and Quintessons, the universe has seen countless WMDs. From the Negavator to the Omega Bomb. Buying any superweapon will grant you a discount on any equal or lower tier of Energy Source, to create a weapon that generates that energy as a byproduct of the destruction caused.

- Tier 1 [-200 CP]: Enough power to destroy half a city.
- Tier 2 [-300 CP]: Enough power to destroy a city.
- Tier 3 [-400 CP]: Enough power to destroy a country.
- Tier 4 [-600 CP]: Enough power to destroy a planet.

## Territory [-200 CP / -300 CP / -400 CP / -600 CP]

---

Why go through the effort to destroy or provide power to someone else's land when you can just own the land itself? This territory will follow you between Jumps, but you will always be considered the undisputed owner and ruler of this territory.

- Tier 1 [-200 CP]: Your own town/village or large but localized business.
- Tier 2 [-300 CP]: Your own city or nation-wide corporation.
- Tier 3 [-400 CP]: Your own country or international corporation.
- Tier 4 [-600 CP]: Your own planet or galaxy-wide corporation.

## Gadgets [-300 CP / -400 CP / -600 CP]

---

Various devices that alter matter or physics in one way or another. They may not be "weapons" in the conventional sense but can potentially be used in this way. Examples include the Transmat Reduction Beam, Immobilizer, Matter Duplicator, Recreator, etc. Tier determines how potent, reliable or permanent the effect is.

- Tier 1 [-300 CP]: The usefulness of gadgets of this tier are greatly limited by the effects being fundamentally temporary. The potency of the effect impacts how strict this limit is. A shrink ray may wear off after a couple hours, while a ray that freezes matter in place might only last a few minutes.
- Tier 1.5 [-400 CP]: This essentially allows you to take a Tier 2 gadget for cheap. The tradeoff is that the device is extremely unreliable. It will break down frequently, and any repairs or upgrades will be a temporary solution at best.
- Tier 2 [-600 CP]: Gadgets at this tier are essentially just "I win" buttons, in the right context. Their effects are reliable, potent, and potentially permanent. Examples include the perfected Immobilizer, which can freeze any target in time forever, or the Recreator, which can break any target down into their component molecules to either leave in that state forever or reconstitute them devoid of any diseases or injuries that previously plagued them.

This tier also accounts for devices that muck around with the fabric of spacetime. Such as portals to alternate dimensions, Quadrant Locks that isolate an entire planet, or various forms of time machines.

### Ride in Style [-100 CP]

---

Not every vehicle needs to turn into a robot. You are in possession of a powered, non-transforming vehicle in a design of your choice. It could be a motorcycle, a Formula 1 car, a convertible, or even something more sci-fi, like a hoverboard. This can't be anything that can get too far off the ground, like a jet or rocket.

### Hearing Aids [-100 CP]

---

Two large megaphone-like structures. These have the ability to greatly enhance any sound that passes through them. These even provide a noticeable boost to any sound-based abilities. hypnotism is more hypnotic, sound-based shockwaves are more destructive, etc. These megaphones are easy to install in any machine.

### Electro Map [-100 CP]

---

This compass-like device can be synchronized to any location you've previously been to. The arrow of the device will give precise directions others can follow to this location. This doesn't just point straight to the target, it can even guide someone through labyrinthine structures and mazes, guiding them through each turn.

### Satisfaction Guaranteed [-100 CP]

---

For all their oddities, the Junkions are masters of mechanical medicine. This tin can contains a replenishing supply of their special Energon wax. It can be used as an adhesive for metals and instantly repair small scratches and dents. It even serves as a polish, leaving bots repaired by it looking like they just rolled off the assembly line.

### Mimic Dust [-100 CP]

---

A replenishing supply of a peculiar dust that can be processed to perfectly mimic any mundane matter. This won't replicate any special properties of that matter, but it will be visually identical. There's just one issue; this counterfeit matter is extremely fragile. It will revert to its initial sand-like form if one attempts to directly touch it.

### Jet Booster [-100 CP]

---

Only a handful of Transformers possess natural flight capabilities. However, using external attachments like this one, they can at least fake it. This will mass-shift to accommodate your current scale. It will allow you to fly or even exit the atmosphere on your own but has a very limited fuel tank. Enough for an hour of use tops.



### Cybertronium [-100 CP]

---

A mineral native to Cybertron and a vital component to Transformer bodies. It slowly depletes over several millennia, eventually causing a variety of malfunctions. If you have any interest in building your own Transformers, you'll likely need Cybertronium. You receive a small mine that replenishes monthly.

### Exo-Suit [-100 CP / -300 CP, +400 RP]

---

A hybrid of a space-suit and power armor. These suits are designed to allow humans to work and fight alongside Autobots. In addition to enhancing a human's strength, it also includes built-in blasters, and even a transformation function. For an extra 200 CP, you receive a Cybertronian body devoid of consciousness. It has been modified into a vessel for you to pilot. You can customize this vessel in the [Robot Builder](#).

### Projector [-200 CP] [x2]

---

One of two portable pieces of Cybertronian technology. *Option 1* projects a forcefield bubble that can block almost any attack but drains too much energy to be active for more than a few minutes at a time. *Option 2* is a hologram emitter that can produce just about any visual illusion you can imagine using light.

### Cortexitron [-200 CP]

---

A helmet-like device that can be used to transfer a being's consciousness from their body into an empty vessel. This is used to safely operate on an entity's body without putting their mind in danger. This works on machines and organics alike and can even transfer an organic mind into a mechanical body, and perhaps the inverse as well.

### Stealth Coating [-200 CP] [x2]

---

One of two stealth-based technologies. *Option 1* is camouflage paint. It allows a Transformer to disguise themselves as anyone with similar proportions (and alternate mode), even if their robot modes look nothing alike. *Option 2* is invisibility spray. When applied, it renders a Transformer completely invisible for several minutes.

### Impervious Alloy [-200 CP]

---

An alloy that is impossibly resistant to heat and radiation. A space shuttle coated in this alloy could comfortably sit within spitting distance of a supernova. A Transformer coated in this also becomes immune to diseases like the Hate Plague. You receive enough alloy to coat a small space cruiser. Used or lost alloy is replaced annually.

### Clone Synthesizer [-200 CP]

---

One of Megatron's more elaborate schemes. This machine is able to synthesize a superficially perfect clone of a mechanical target, including their basic physical stats like strength and speed, from a three-dimensional scan. This clone has no will of its own but can be controlled remotely. Comes with a handheld scanning device.

### Synthoid Fabricator [-200 CP]

---

A variant of Cobra's Synthoid technology. By placing 1-4 intelligent beings in this machine, their consciousness will be stripped from their body and implanted into artificial human bodies. Their old bodies are reduced to an empty shell for you to do with as you please. This machine can also be used to reverse the process.

### Teletran J [-200 CP] [x2]

---

A brilliant supercomputer that can use its computational abilities to solve most problems posed to it. *Option 1* is much like Teletran 1, able to constantly monitor the Earth and expand its database. *Option 2* is closer to Torq III, which can use its attached assembly line to produce an entire army of remote-controlled drones.

### Antimatter Formula [-300 CP]

---

Exactly what that title implies. This small floppy disk contains all the knowledge one would need to begin synthesizing antimatter solely using technology and resources available on Earth. Whether you utilize this antimatter to revolutionize energy production, or as an unspeakably potent weapon, is up to you.

### Voltronic Galaxer [-300 CP]

---

A large device initially meant to encode audio waves into pulses that any alien civilization would be able to easily decode. As a side effect, it has an almost universal ability to intercept and decode wireless transmissions. With the right transmitter, one could seize control of all wireless transmission worldwide.

### Anti-Electrons [-300 CP]

---

A bottle holding an exceptionally rare liquid that causes any machine or mechanical entity to malfunction. This even seems to work by proximity. When Galvatron infected Cybertron's new generator with these, the effect extended to every single Autobot on Cybertron. This glass bottle is replaced within a week if lost, broken, or emptied.

### Dinobot Island [-300 CP]

---

A strange island that exists outside of time. It is populated by a variety of prehistoric flora and fauna. Drastically altering this ecosystem will cause disastrous damage to the fabric of time within your current Jump. Perhaps with study, you can find a way to deliberately control this island's achronal properties. Each Jump, you'll intuitively know the location of the never-ending storm that acts as a portal to the island.

### Crystal Crisis [-300 CP] [x2]

---

Two potent minerals that can be found rarely in the universe. *Option 1* is Korlonium Crystals. These crystals react violently to any electrically conductive material. Should a machine touch the crystals, they will violently explode on the spot. *Option 2* are Death Crystals. When used as ammunition, these crystals can tear through asteroids or starships like wet tissue paper, let alone a Transformer's armor.

### Secret Base [-300 CP / -400 CP]

---

Your own Cybertronian secret base akin to the Decepticon's underwater base or the ruins of the Autobots' Ark. This comes coked-full of all the technology or amenities a Cybertronian could need. Repair bays, manufacturing systems, various types of labs, automated defense systems, etc. For an extra 100 CP, all these features are jammed into a fully functioning space cruiser on the level of the Ark or the Nemesis.

### Key to Vector Sigma [-400 CP]

---

An artifact connected to the computer Vector Sigma, but no less potent in its own right. In this setting, this gives you control over the countless drones that guard Vector Sigma. Even on its own, this key has the power to cyber-form any organic matter. In other words, it can release an energy that transforms any organic matter into metal. This process is naturally lethal to organic organisms.

### Space Bridge [-400 CP]

---

A large structure that allows one to transport large quantities of matter or even living beings over galactic distances in a matter of seconds. You receive one pre-built space bridge in each Jump, and the blueprints to erect however many more you could need. With enough power, this can even be used to transport entire planets to you, though the gravitational pull would likely destroy any smaller planets.

### Sacred Water [-400 CP]

---

Two rare liquid artifacts. *Option 1* is Electrum. A golden liquid that can be used to coat metal, rendering it invulnerable until the coating wears off. *Option 2* is the Well of Transformation. Regular machines that enter this water will be destroyed, while sapient beings are broken down to pure spirit, and can then create any body for themselves they can imagine. You receive a replenishing pool of your choice.

### Mental Master [-400 CP / -600 CP] [x3]

---

A variety of devices meant for controlling either organic or mechanical minds. *Option 1* is the hypno-chip. When placed on the neck of an organic being, this brainwashes them into a slave that can be remote-controlled. *Option 2* is the Cerebro Shell, which does the same but for machines. *Option 3* costs an additional 200 CP and is called the Robo-smasher. This tentacled robot can forcibly reprogram any mechanical being to match your own desires or personality, and the process is completely irreversible.

### Dream Materializer [-600 CP]

---

One of the Quintessons' more bizarre creations. By strapping an unconscious organic being into this, you can physically manifest their dreams in a location of your choosing. Items, entities, and structures are created from nothing. These constructs follow a degree of dream logic. For instance, a monster from a nightmare might be immune to attack but be fully capable of attacking others. This has a system to force the dream in a direction of your choosing, but a strong enough will can resist this.

### Vector Sigma [-600 CP, Requires Key to Vector Sigma]

---

An identical copy to the godlike supercomputer at the core of Cybertron. This computer is a receptacle of ancient wisdom, and functions on a level few sapient beings can comprehend. It will use its foresight to subtly manipulate fate towards the most ideal future for you. On top of that, it possesses the ability to grant any machine a spark, along with sapience and a unique personality.

### Plasma Energy Chamber [-600 CP]

---

Plasma Energy is the most potent form of energy in the universe. However, it is so potent that it will instantly annihilate any machine that comes in contact with it. However, organic beings are completely unaffected. Depending on how you wield it, this chamber contains enough Plasma Energy to completely destroy Cybertron or revitalize the planet's energy supplies that had been drained over eons of war.

### The Plague [-600 CP] [x2]

---

Two plagues that almost annihilated the Transformers. *Option 1* is Cosmic Rust. This disease only affects mechanical organisms and causes them to rapidly corrode. This comes with a heat ray that can speed up the progress of the plague, as well as a replenishing vial or Corrostop, which renders metal immune to any form of corrosion. *Option 2* is the Hate Plague. This plague has no known cure and can infect organic and inorganic beings alike on touch. It causes those infected to be indiscriminately violent, with no other priorities beyond mindless violence and infecting others.

### The Matrix of Leadership [-600 CP]

---

An identical copy of the Autobot Matrix of Leadership. Simply holding this increases all your stats by a significant margin. If someone you wouldn't consider worthy tries to steal this power, it will either do nothing or drive them mad as their body breaks down from the excess power. Through the Matrix, you are able to commune with the spirits of generations of Cybertronian leaders, to draw upon their wisdom.

More tangibly, the energy within the matrix is able to achieve various miracles. Whether it be destroying an invincible planet-sized monster or erasing every trace of an incurable plague from the universe. However, the greater the miracle, the more time the Matrix will need to recharge. If the miracle is too great, the energy and wisdom within the Matrix will be completely drained. If this happens, its energy will be fully replenished at the start of the next Jump.

# ENDING : DRAWBACKS

---

No drawback cap.

## The First Generation [+0 CP]

---

While this cartoon would go on to be called "Generation 1" there would be other series that take place earlier in the timeline. If you've Jumped any other TF settings in the G1 continuity, you may choose for your actions there to be reflected here whenever possible. This does not include remakes or alternate versions of the G1 story, like the IDW or Marvel comics. That would just get confusing.

## Millions of Years Ago [+0 CP]

---

If you desire, you can choose a starting date earlier than 1984. Whether that be when the Ark crash-landed on Earth 4 million years ago, the Second Cybertronian War 9 million years ago, when the Quintessons established themselves on Cybertron 12 million years ago, or as far back as the earliest days of the universe, as Primacron began constructing Unicron. The date that you leave the Jump remains the same.

## You Fool I Say [+50 CP]

---

Many Transformers develop their own verbal tics. Whether it's speaking in rhyme, randomly interrupting yourself with onomatopoeia, or communicating entirely in references to Earth television broadcasts. You have some similar verbal gimmick that is completely obnoxious, makes it absurdly difficult to understand you, or both. You are completely incapable of speaking without this tic.

## Blindspot [+50 CP]

---

For what it's worth, many Earthlings would find this flattering. Through some quirk in your design, your chest protrudes to an excessive degree. This obstructs your vision in a way that leaves a rather large blind spot right in front of you. For some reason, you are unable to perceive anything within this blind spot in any fashion. Even if you attempt to alter or switch to a new body, it will inexplicably share this blind spot.

### Silicon Scapegoat [+100 CP]

---

Not everyone is suited to handle the stresses of war. You find yourself frequently blamed for the misfortune of others, even if you didn't have any other choice. People only see the thousands of damages your battle caused, not the thousands of lives you saved in the process. You can expect public opinion of you to switch on a dime.

### Stupid Genius [+100 CP]

---

Idiocy and brilliance aren't as far apart as you might expect. Perhaps you're a moron who is unshakably convinced of your own brilliance. If you happen to be genuinely brilliant, you might instead suffer from tunnel vision that prevents you from applying it or spend so much time running calculations in your mind it's often too late to act.

### Insubordination [+100 CP]

---

Why is it so hard to just get along? Those who work alongside you are constantly bickering and finding excuses to argue. Even if your faction is unambiguously in the right, every now and then some of your people will start disobeying orders and singing the praises of your enemies to your own face.

### Animation Errors [+100 CP / +200 CP]

---

Reality seems far less... finished than usual, but only you seem to notice. Scale, color, proportions, and perspective are all over the place. Sometimes you'll see Autobots in a crowd of Decepticons, or be swept away in an invisible tsunami, or be standing next to an identical clone of yourself, or phase into a building instead of using the door.

For an extra 100 CP, causality itself seems to be mixed up. People will reference events that haven't happened or interact with people you haven't met yet. Like with the base perk, you are the only one who notices these anomalies.

### Defective Programming [+100 CP / +200 CP]

---

You are a rather eccentric individual. You have some notably disruptive vice or complex that makes you somewhat difficult to work with. Perhaps you can't help but blast deafening music at every opportunity, or are extremely vain, or insist on bringing down everyone's mood with your constant pessimism.

For an extra 100 CP, this is something ironic or extremely debilitating. Perhaps you're a flyer who is deathly afraid of heights or are so insatiably greedy that you'll sabotage your own faction or sell your own teammates at the first opportunity.

### Cursed [+200 CP / +0 CP & Mandatory w/ Blessed]

---

You must have been born under an unlucky star. Pretty much any non-sentient machine you lay your hands on will immediately malfunction in some inconvenient way. Computers, vehicles, weapons, etc. Unless you also purchased Blessed, this will fail to take effect in any situation where malfunctioning machines would be more helpful than harmful to you in the current context.

### Five Faces of Darkness [+200 CP]

---

Much like the Quintesson judges, you have five faces, representing five emotions: Rage, Laughter, Bitterness, Doubt, and Death. Unlike the judges, you switch between these faces at complete random. Your personality will switch to reflect whichever face is active. You could go from enjoying a drink with friends to flying into a blind rage, or from finding an ally a little suspicious to insisting on their execution.

### Lying or Stupid [+200 CP]

---

Starscream has given up on overthrowing Megatron and instead directs all his treacherous energy to overthrowing you. He will backstab you on a weekly basis at minimum. Like Megatron, you just can't compel yourself to do anything about him. Even if he does somehow die, he'll just come back as a ghost. At the end of the Jump, you may choose to kill him once and for all or take him as a companion for free.

### The Writers Forgot [+200 CP]

---

Remember when the Autobots could fly? Over the course of this jump, you'll find that many of your powers and weapons will disappear and reappear at complete random. They can take as little as one day to return, and as long as three months. Bizarrely, nobody will have any recollection of you having these abilities until they return, at which point they won't recall them ever being missing.

### Loose Screws [+200 CP / +300 CP]

---

You aren't a little eccentric, you're completely insane! You're prone to sudden mood swings and paranoid delusions. You'll have occasional moments of lucidity, but these are few and far between. At all other times you'll be irrational and unpredictable.

For an extra 100 CP, you have been checked into Torkulon for treatment. They will try a variety of tactics to restore your mental faculties, all of which will end in failure. If you attempt to act up, they can command the amorphous mass of the planet to restrain you. Once they finally give up on you, they'll attempt to "cure" your mind by assimilating it into the consciousness of the planet itself, destroying your ego.



### Human Germs [+300 CP]

---

You have made the horrible mistake of befriending humans. There is a group of about 5 humans that have taken to hanging out with you. The only problem is that they have an unmatched talent for running head-first into danger. Whether it's picking fights with the mob or loitering around active battles between giant robots. If even one of these humans die, it will mean the end of your Chain.

### Ready to Roll [+300 CP]

---

You appear to be somewhat mobility challenged. In the case of a Transformer, you are trapped within an almost entirely immobile alternate mode like a cassette player or a slow-moving tank. You can only move between locations with outside assistance. For non-transforming species, you are unable to utilize your species' usual form of mobility, requiring you to use external support like a wheelchair.

### You Belong to Him [+300 CP]

---

Somehow or another, you have become psychically bonded to a godlike entity with goals directly opposed to your own. They will expect you to follow their every command without question. Any disobedience or failure will cause them to use their telepathic link to inflict agonizing pain on you. Even if you find and kill this entity, the psychic feedback will completely destroy your own mind, or what little is left of it.

### Gas Guzzler [+300 CP]

---

The Cybertronians are notoriously energy-inefficient, and so are you. Whatever you do consumes a disproportionate amount of energy. Whether you run on oil or food, you burn through your reserves twice as fast as others of your species. Utilizing supernatural abilities from outside of this world will rapidly burn through your fuel reserves, even if said ability doesn't normally consume any kind of internal resource.

### The Darkest Hour [+300 CP]

---

If not for the Matrix, it's anyone's guess how Unicron could have ever been stopped. However, your entry into this world has somehow drained the Matrix of Leadership of all its power. If that wasn't bad enough, Unicron has somehow developed a resistance to similar artifacts rooted in order or wisdom. You'll have to find another way to take the World Eater down or do your best to simply stay out of his way.

### Die Autobots! [+400 CP]

---

One thing you'll notice about this series is that lasers are only as effective as the plot needs them to be. All your enemies benefit from a kind of "plot armor". It takes hundreds of shots for them to get hit, and your attacks often do half the damage they logically should. You and your allies have no such protection, as one well-placed shot from an enemy is all it takes to damage one of your allies beyond repair.

### Mecha Hazard [+400 CP]

---

You begin this Jump infected with either the Cosmic Rust, Hate Plague, or a similar disease appropriate to your species. Cosmic Rust is a virus that causes metallic beings to rapidly rust and fall apart. The Hate Plague can infect any species on touch, causing them to think only of spreading the virus and causing as much destruction as possible. Even if you treat the infection, it'll always resurface in a matter of weeks.

### The Big Switch [+400 CP]

---

Deep in the core of Cybertron is a large switch. Flipping this will freeze you and your companions in body and mind until switched back. If you remain in this frozen state at the end of the Jump, your Chain will end as if you died. The Quintessons are the only faction currently aware of the switch and its location, but the presence of the Autobots and Decepticons on Cybertron make it difficult for them to reach.

### Only Human [+400 CP / +600 CP]

---

You have been robbed of all perks and powers from outside this Jump. This can take one of two forms. However, both of these have some glimmer of hope that would allow you to reverse the effects of this Drawback. You can receive an additional 200 CP to remove any such possibility of regaining your powers before the end of this Jump.

In option 1, you find yourself trapped within one of the Quintessons' Quadrant Locks. This makes interstellar travel impossible, but also somehow severs your connection to other worlds. At some point early in this Jump, a Quintesson vessel will briefly visit to observe your planet. This will likely be your only opportunity to escape.

In option 2, your consciousness was implanted into a powerless synthoid body. You are essentially a regular human. To make matters worse, your original body has been modified into a piloted vehicle or mindless slave of the criminal organization that reduced you to this state, with all your abilities intact. This organization still possesses the technology to reverse the process, if you can somehow convince them.

### Primacron's Ire [+400 CP / +600 CP / +800 CP]

---

Primacron is a mysterious scientist who has been conducting research since the dawn of time. He is an unmatched intelligence within this universe, with an infinity of intricate plans nested within plans. Although, he has a tendency of overthinking to the point he can take actions that others could see as completely idiotic.

Such was the case when he created a robot with the intention of being the ultimate engine of destruction. An eraser to leave this messy universe as a giant blank slate for his experiments. As you might expect, his creation quickly gained free will and ceased to obey Primacron's command. This machine would come to be known as the monster planet Unicron.

Somehow, Unicron instantly became aware of your existence and power upon your arrival in this universe. He wasn't eager to leave an unpredictable variable like you running around and decided to make your destruction his top priority. While hardly omnipotent, his physical might is without equal, and his psychic powers allow him to cast his gaze anywhere in the universe and manipulate matter and energy as he sees fit. It has been said that the Autobot Matrix of Leadership is the only force that could ever threaten him, and he is fully aware of this fact.

For an extra 200 CP, Primacron decided to fast-forward his plans to replace Unicron with a new entity known as Tornedron. Unlike Unicron, Tornedron is composed entirely of energy. He can freely change his form or split into as many bodies as needed. He can drain entire solar systems of energy in a matter of minutes. Naturally, Tornedron will come to the same conclusion his predecessor did and seek your destruction. The two beings will join forces in order to thoroughly annihilate you.

For yet another 200 CP, Primacron will be far more proactive. He will attempt to make one apocalyptic entity after another in order to remove the contamination you represent to his universe. He has gotten a lot better about his tunnel-vision, and if you want to take him down once and for all, you'll need to outsmart one of, if not the greatest mind in the universe.

# ENDING : CONCLUSION

---

What comes next?



## **Stand Down : Go Home**

---

You conclude your Chain and return to your original world.



## **Rise Up : Stay Here**

---

You conclude your Chain and remain in this world.



## **Roll Out : Move On**

---

You continue your Chain onwards to a new world.

# ENDING : 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.

While Unicron is absurdly powerful in G1, this is one of, if not his weakest incarnation to date. Taking Apocalypse will "just" make you a telepathic Death Star with godlike control over matter and energy, rather than a primordial god of chaos.

If you want, you can take the Apocalypse option and have any properties you own manifest on your planet form instead of within the world itself. Feel free to house rule what happens to these properties when you change back.

If you take Human Germs but use Millions of Years Ago to extend the timeline well past a human lifespan, then you will not be penalized if they die of natural causes, but someone equally troublesome will take their place. Likely a direct descendant.

A number of the OC companions are based on characters from the unused early draft of the Transformers movie. Nothing really became of Scrapo, Chemico, and Rails, but others got replace or reworked into other characters:

- Granix -> Kranix
- Tanker -> Kup
- Magnus -> Ultra Magnus
- Mentlar -> Perceptor