



Light years ago, deep in the cosmos, a unique digital entity came into being. In search of other life forms, it sent explorers out to the furthest reaches of the galaxy. These digital, mechanical beings became known as Transformers. One of the first planets, would soon become known throughout time and space, as Cybertron. A civil war between them raged on, and at stake was a race of tiny bots, known as Minicons. Always considered "smart tools" used to boost power. These Minicons were awakened by an inner protocol. They then joined forces, and resisted domination by both Autobots and Decepticons.

It was decided that an enormous craft be constructed for the Minicons, who would be catapulted into space, never to be used as pawns in another galactic war. After drifting for millions of years, the Minicon ship collided with a moon circling a primitive planet known as Earth. The craft and cargo shattered, casting minicons to every Corner of the planet.

By chance, or perhaps fate, three of this planet's natives stumbled upon the ruins, setting off a chain reaction of the Minicons awakening from their slumber, while also reigniting the war between the Autobots and Decepticons over the Minicons, with Earth as their battlefield.

However, behind the carnage, a malevolent entity lies in wait. They are a devourer of worlds, wielding unfathomable power, who has been manipulating the Transformers for eons, and possessing an intimate connection to the Minicons. The entity is known as Unicron.

In this battle, you'll find that the smallest voice can hold just as much sway as the largest bot. Use these 1000 cyber-points (CP) to decide your own role in the upcoming battles.

Designation [Faction]

- All factions can choose age & gender freely -
- Any faction can be Drop In, where you'll fall in with your faction at the start of the jump. -

Human - // +200cp, +0bp //

An inhabitant of this planet, who will by some twist of fate become aware of the existence of the Transformers. Perhaps you got in the good graces of one of the major factions, or maybe you prefer to keep a neutral distance. Just know that unless you side with the Autobots like Rad, Carlos, and Alexis, you shouldn't expect anything even resembling trust from any other factions..

Autobot - // 0cp, +600bp //

The original ruling tribe of Cybertron, and first line of defense against the Decepticon menace. Led by the noble Optimus Prime, Autobots seek to protect the Minicons from enslavement. However, the power they provide makes powerlinking a necessary evil, and even Autobots sometimes forget that Minicons are more than tools. Luckily, you have a few Earthlings to help keep your priorities straight.

Decepticon - // 0cp, +600bp //

Whether through fear, loyalty, greed, or madness, you fell in with the Decepticons' mission to enslave the Minicons. Megatron clearly intends to carve the biggest piece of the pie for himself, but once those Autobot pansies are dealt with, there will be plenty of Universe left for you. If not, perhaps the Decepticons are due for a change in leadership. After all, it's only natural for the strongest to rule.

Enigma - // 0cp, +600bp || 100cp, +300bp, w. Prizes //

You don't seem to fall cleanly into any camp. Perhaps you've decided not to pick any side in this war, perhaps you pledge allegiance to a certain destroyer of worlds. Whatever the case, you don't pledge yourself to any ideals beyond your own interests. You may either take this as a Bulk (Autobot or Decepticon) or a Minicon, with the cost, stipends, and drawbacks associated with those factions.

Minicon - // 100cp, +300bp, w. Prized //

Wherever there are Minicons, there is war. Whether they call themselves 'bots or 'cons, all Bulks are the same. Maybe you associate more with one faction or maybe you seek the Minicons' liberation from both sides. It is dormant now, but an unfathomable reserve of power sleeps within you. In accordance with the value you hold, you must take the drawback Prized for no points.

Designation [Origin]

- Select one. Drop Ins cannot take **Traitor** or **Commander**. -

Daredevil - // 0cp //

War is brutal, but it also provides the best opportunity to show what you're made of. You earned your keep in your faction through pure guts and determination, or maybe you were just too crazy to ever feel fear. You're able to take risks others are too scared to, jump into missions that seem hopeless, and while others bicker over dull politics, you're already on the battlefield, having the time of your life.

Mechanic - // 0cp //

It takes more than muscle to win a war. It also takes a bot with the composure to make the right calls, and the knowledge to keep your side in top condition. You fill the roles of medic, handyman, and R&D. In what ratio you fill those may vary, but if you need a new weapon to even the odds, or the base's systems are on the fritz, or a bot came back in more pieces than you'd like, it's your time to shine.

Soldier - // 0cp //

What's an army without muscle? You may not be the shiniest, the slickest, or most charming, but there's no questioning your value when it's time to bust heads. Unless you have some particular specialty, your role is usually to be on the front lines, following orders. Younger bots may call you stiff, but you've learned from experience that nothing beats the glory of a hard-fought battle.

Traitor - // 0cp || 50cp //

War isn't always black and white. There's always those who don't know or don't care whether they're really on the right side. You've grown disillusioned with your faction, and aren't far from jumping ship, if you haven't already. For an extra 50cp, you're a planted spy. You already have a strong reputation with your supposed side, making it effortless to pipe intel to those who hold your true loyalty.

Commander - // 50cp //

To be clear, you aren't at the tip top of your faction, but you're high on the pecking order. Your track record is stellar, and even the leaders of your faction are willing to consider your advice. Your experience gives you deep insight into team dynamics, which can be used to your advantage in battle. Just know that your reputation can only shield against so many failures, and only so much disrespect.

Perks [General]

MicroGlot - // +50cp || 0cp || 100cp //

You have the ability to fluently understand the series of beeps and boops that serve as the Minicons' language. For 100cp you can apply this fluency to other languages that don't rely on conventional spoken words. You may instead receive 50cp to only be able to understand your Minicon companions.

More Than Meets the Eye - // 0cp //

You may alter the art style of the world around you. Perhaps you hold nostalgia for the PS2 game, or want the intricate design of the Dreamwave comics. Nobody other than you will notice any change.

Robots in Disguise - // 0cp //

You may apply the Transformers' sound design to yourself, such as mechanical whirs or modulation on your voice, including their iconic transformation sound when switching between any of your forms.

Insignia - // 0cp || 50cp //

The badge of your faction. Those who witness or brandish it intuitively grasp the ideals and values it embodies. You may choose how this manifests in non-mechanical forms: a tattoo, a scar, embedded on your clothing, etc. For 50cp, you may bestow copies of your insignia to others.

Insignia [Autobot] - This red insignia represents cooperation, freedom, and self-sacrifice. Those who gaze on it with an open mind can't help but contemplate how they can make the world a better place.

Insignia [Decepticon] - This purple insignia represents might, survival of the fittest, and ambition. The meek feel an instinctive anxiety from this, and those who respect power, respect this insignia.

Insignia [Enigma] - This yellow insignia represents ambiguity, nihilism, and detachment. Depending on the context, this could be interpreted as apathy, or the dreadful indifference of a truly alien mind.

Insignia [Minicon] - This blue insignia represents neutrality and internal unity. Those who consider themselves part of your group will be quick to band together against any perceived out-group.

Repaint - // 0cp || 300cp //

Going forward, you'll find any power-ups or upgrades will be accompanied with a new color scheme for your body, abilities, and equipment. New palettes will never be anything you'd find aesthetically unappealing. You may choose whether this is temporary, and if it applies to anyone you're fused or synchronized with. For 300cp, you can accept almost any form of energy into yourself. Absorbing enough will trigger a metamorphosis that restores your injuries and provides a permanent power boost. However, absorbing too much particularly turbulent energy all at once can still damage you.

Rip in Space - // 50cp //

Should you have any powers or equipment that allow for teleportation, you may use this to upgrade their aesthetics to what is seen in the series. Perhaps the way Decepticons break into rectangles when teleporting, or how the Autobots stretch when using the space bridge, etc.

Dark Clouds - // 50cp //

You are able to draw on a seemingly physics-defying power to enhance the aesthetics of your dramatic entrances. Perhaps you walk out of a massive explosion unharmed, or rise from the ground surrounded by small lightning clouds, etc. Unable to cause any actual harm to enemies.

Missile Launcher - // 150cp //

An odd trend in Cybertronian engineering. You'll find that any projectile weapons you wield can also function as a laser. Whether it's a rifle or a missile. Admittedly, these lasers don't hit anywhere near as hard as just firing the weapon normally, but they don't seem to consume any ammo either.

The Entity - // 600cp //

Like the Chaos Bringer, you possess the intrinsic ability to absorb the negative emotions around you, sustaining you, healing you, empowering you, evolving you. In time, you could stand before an army, only growing stronger with each shot fired, but reaching that point could take centuries or more. Absorbing negative energy is not without risk. Those with a sensitivity to such things may detect the concentrated evil, and over-reliance will find you growing more vulnerable to attacks rooted in pure positive energy, but you can even heal from that with enough negative energy.

Perhaps your power came not from Unicron, but his brother and ancient rival, the creator Primus. In this case, this power is inverted. While positive emotions are more palatable, you may find them far, far harder to produce in the same quantity one can spark negative emotions through war and the like.

Perks [Human]

- 50% off & one 100cp 100% off for Humans -

Kid Appeal - // 100cp //

There's clearly something that makes the giant robots keep you around. Whatever that is, it makes neutral or benevolent alien beings disproportionately fond of you, as long as you leave a good first impression. They'll be quick to reveal their secret identity, quick to act when you're in danger, quick to call you a friend. They may even use a hug you gave them for bragging rights down the line. This also makes them quicker handwave the risks of bringing you on dangerous missions.

Messenger - // 100cp //

A promise is a powerful thing. You, for one, never forget a promise, whether made by or to you. Even with no explicit confirmation, the general sentiment of the promise will be intuitively understood. Whether you or the other party commits to their end of the deal depends on their trustworthiness. Still, if you both are of upstanding quality, you'll both hold onto a promise you made, even under confusing circumstances, even if you just met, even decades after the fact.

Mouse Trap - // 200cp //

How are humans meant to defend against towering robot war machines with superior strength and technology? Apparently, the same way a cartoon mouse fights off a cat. You'll find that going forward, simple traps are impossibly effective on extremely large or durable creatures. A giant robot would hop around in pain from a log rolling into their knee, a pitfall will leave them stuck for at least a minute, and their first instinct will be to run when a giant (for a human) boulder starts chasing them.

Lucky Guesser - // 200cp //

We need to get the audience up to speed somehow. You have a nigh-prophetic skill for getting an accurate grasp of a situation with basically zero evidence. It'll hardly take a minute to piece together an alien's culture, power dynamics, intentions, personality, abilities, and the exact sequence of events that led them to Earth, based on nothing but them beeping at you with a blank stare. You'll even be able to get vague hints of massive twists or revelations based on nothing but an unprompted hunch.

Accessibility Settings - // 400cp //

It sure would be inconvenient if all these alien robots didn't speak and type in English, and install human-scale control panels on all their computers, and maintain an oxygenated environment in a spaceship meant for robots. You'll find that no matter how little sense it makes, alien technology is always weirdly compatible with you. It may still be extremely complex, but you'll still potentially be able to interface with it, and knowledge of Earth technology will still translate impossibly well.

The Smallest Voice - // 400cp //

Being liked is one thing, being trusted is something else entirely. Your words have an unnaturally strong impact on beings that should treat you with apathy or dismissal. A small show of kindness will make someone question beliefs they defended for millenia. Megalomaniacs who see you as bugs will still get caught up in your juvenile trash talk. You can potentially convince someone you've never met to migrate their entire species to a planet they've never heard of after a two minute conversation.

Hope for the Future - // 600cp //

In any species, evil can be found, but so can goodness. Interactions with you have an impact on the relationship of your whole species. Your shows of kindness to other species will tempt every member of that species to give yours a chance, even after mistreatment by others of your kind, terror you inflict will similarly be projected on your whole species. As your bond deepens, even the species' respective racial abilities will become more effective and compatible with one other.

Catalyst - // 600cp //

Simply your presence is enough to avert otherwise certain doom or enslavement. Your actions seem to butterfly in a way that results in an overall better future. You'll unknowingly kick off time loops, reveal hidden threats early, say just the right words to initiate a change of heart at just the right time to unite enemies that have been at war for millenia. Just a few minutes of heartfelt yelling can plant the seed of free will in a mindless drone, and share that development with others.

Perks [Autobot]

- 50% off & one 100cp 100% off for **Autobots** -

Found Family - // 100cp //

What allows the Autobots to stand against the Decepticons is not their guns or strength, but their unity. Any team you spend long enough in slowly takes on a more familial nature. Comrades will be as close as brothers, and senior members become father figures, helping the rookies grow not just as a soldier, but as a person. Of course, not all families are perfectly cohesive, and there is a risk that these emotional bonds will make impartial judgements difficult, but otherwise you'll find that this informal relationship does more good than harm to your ability to work together and complete your missions.

What we Fight For - // 100cp //

It's not enough to preach justice and freedom, you need to act on it. Through a combination of caution and luck, you have a knack for minimizing the environmental damage from your battles. You could fight in a forest without your lasers starting a fire, or on a mountain without starting an avalanche. Even when things do get out of hand, you're often quick to think of a course of action to minimize damage. However, dropping everything to deal with an emergency can ultimately cost you the battle.

Brother in Arms - // 200cp //

The Decepticons would have won eons ago if they could just stop backstabbing each other. Allies around you work through their differences and learn lessons at a bizarrely fast rate. Over just a few days the cold loner could learn the importance of teamwork, or the medic and soldier can come to respect each other's perspectives. Deep bonds will quickly form, allowing your men to trust their backs to one another, without worrying about hoarding achievements or keeping each other in line.

True Colors - // 200cp //

It's hard to deny the hypocrisy of using Minicons as weapons in a war for their own freedom, but it's easy to look like the good guys when everyone else is tripping over skeletons. The anti-war faction starts openly preaching their love of Unicron, the Minicon independence faction starts taking innocent humans hostage, etc. Any faction that stands against you, but isn't openly evil, will inexplicably decide to advertise their own hypocrisy as loudly as possible, so long as there is hypocrisy to be revealed.

Tactical Retreats - // 400cp //

Perhaps due to their ruthless philosophy, Decepticons are a bit jumpy. Your enemies tend to sabotage their own strategies with excessive caution. They'll run away the second they're at a disadvantage. If they fail to invade your base, they'll often take it as a given that they'll fail the next time too. This also grants you a more healthy form of caution. After every battle, you can spot the weaknesses in your formations, weapons, or security measures, in order to improve them for future battles.

That's Nice Dear - // 400cp //

The best disguise of all is just being ignored. Important people or items you're searching for are almost always somewhere abandoned or isolated. Even if someone points you out in a crowded place, everyone will discredit this as an over-imagination, and won't even notice that the nice young man they're talking to is clearly a three-eyed robot wearing a hat and coat. Video recordings don't fare much better. Of course, this is null if your direct actions cause too much of a scene in public.

Defender - // 600cp //

No matter how noble your goals, in war comes sacrifice. Once per jump, you can use your body to block any one attack, no matter how immense. Your body will hold together long enough to block the attack, but this doesn't aid your survivability. Even if the foe doesn't sustain any damage, they won't be able to resist their instinct to retreat, for a time. This won't save your body, but after one of these sacrifices, your soul will linger on for just a bit longer, to potentially be provided a new body.

Till All Are One - // 600cp //

It may seem foolish to worry about collateral damage in war, but good deeds have a way of adding up, even if they seem small at the moment. Save a stranger, and they'll return as an ally. Fight to protect the Minicons, and you'll have an army of awakened Minicons for the final battle. Lend an ear to three excitable humans, and in time you'll have the entire planet Earth as your ally. In extreme cases your selfless acts can break others' indoctrination, and unite factions split by eons of hatred.

Perks [Decepticon]

- 50% off & one 100cp 100% off for Decepticons -

Devastation - // 100cp //

If your enemies insist on giving themselves a handicap, who are you to not exploit it? You have a gift for maximizing the collateral damage from battles. Laser blasts start forest fires, punching a building right in the supports, collapsing bridges, throwing your enemies at gas pumps, etc. Even if you aren't particularly trying to, the damage of your battles have a way of spreading indiscriminately. This perk is only in effect if you're indifferent to or actively trying to cause damage to your surroundings.

Snake Den - // 100cp //

The Decepticons believe in survival of the fittest, even among themselves. You've been around these types long enough to get used to it. You find yourself able to work with surprising efficiency in environments of constant toxicity and backstabbing. You've even learned to form a twisted kind of unity, where you know you don't need much excuse to turn on each other, but that mutual disdain breeds a kind of comradery, and even something vaguely resembling friendship.

Favorite Pawn - // 200cp //

"You've failed me for the last time!" isn't a phrase you'll be hearing as often as others. Betrayal-happy megalomaniacs almost always start with a positive opinion of you. Where they'll usually be quick to belittle their own men, they'll often point to you as an example of what they should strive to be, and won't be too bothered if you push them around in the same way. Your special treatment will vanish as you pile up failures, but you still have quite a buffer before their good will is completely used up.

Finders Keepers - // 200cp //

Strategic assets tend to be first-come-first-served in the Decepticon army. The legendary weapon the entire war hinges on? You called dibs. The underling you defied orders to capture? Called dibs. The launch button of the super weapon that would win the war? Dibs. Others can still scheme to put you in a situation where you're forced to hand it over, but as long as you find it first, and you're still technically on the same side, not even your superiors will try to take it from you by force.

Oil Under the Bridge - // 400cp //

Stockholm syndrome is a scary thing. By working alongside someone, you can quickly grow fond of one another, no matter how abhorrent the circumstances of your meeting. Even as you continue to serve the people that enslaved them and forced their whole species to flee their home world, they'll still mental-gymnastics their way into thinking that helping you is in their best interest. Incidentally, this also makes them very quick to side with you if you have a falling out with your own group.

Better Left Untouched - // 400cp //

In a universe mostly populated by organic life, is it a surprise nobody is eager to intervene in the civil war between giant robots? As long as they don't have a personal stake in the battle, external authorities and policing bodies are content to butt out of your personal rivalries, neither helping or hurting. This is even the case if they're specifically tasked with deescalating exactly this type of conflict, even as you pull unrelated species and communities into the crossfire of your war.

Game Changer - // 600cp //

Every revolution requires a spark. You are often the first to find out, or be in a situation to take advantage of, discoveries or opportunities that can disrupt the status quo. You'll be mulling over ancient records, only to stumble onto the secrets of powerlinking. When the search begins for the pieces of a legendary weapon, you already collected $\frac{2}{3}$ without realizing it. When a group of Minicons interrupt a battle by upgrading those present, you just happened to have been in that battle.

Infectious - // 600cp //

Evil isn't a trait, it's a living force. One that spreads as easily as any virus. Your presence can awaken the worst traits in other beings, and if serving you will let them act on these dark impulses, they won't be too eager to betray you. This can be a subtle influence just by working with you, but you can directly infuse your dark energy, to instantly corrupt them into the worst versions of themselves. The latter effect wears off over time, but it can come with a new color scheme while it's active.

Perks [Enigma]

- 50% off & one 100cp 100% off for Enigmas -

Forked Tongue - // 100cp //

Sometimes a little push is all it takes to topple an empire. You have a terrifying way with words. Once you have someone's weakness, you can latch onto it, and use your words to push others into taking vain or short-sighted actions. This isn't absolute. Those who are good at seeing through deceit, know better than to trust you, or are simply too insane, can't be fooled. Not completely. But even then, enough nudges from enough angles can have scary results.

Flipside - // 100cp //

How can anyone predict you if you don't even know what you're doing? Or so you'd have them believe. Your acting skills allow you to convincingly portray weakness, shortsightedness, and general lack of competence, in such a way that makes others drop their guard. At the drop of a hat, you can invert this into an intimidating tone that makes others feel as if you're holding all the cards. This isn't nearly as convincing if there's clear evidence against your control, or lack thereof, over the situation.

Bad Omen - // 200cp //

You possess a mysterious but unfocused power to attract "negative energy", resulting in errors, mechanical breakdowns, and general bad luck. Systems glitch, machines fall over, wires short-circuit, etc. This doesn't directly affect you, and is generally less effective on intelligent machines, but stay in one place long enough, and others will struggle to get anything done with all their systems breaking. You can toggle this, but have no control over how specifically this manifests.

Termite - // 200cp //

What will keep you alive longer than loyal allies or powerful weapons? A solid escape plan. It almost defies logic how capable you are at building hideouts and escape routes or spotting hidden paths. Whether it's burrowing massive caves (complete with a high-tech secret entrance), easily navigating through even the most labyrinthine ruins, or living in the walls of your enemy's base for months without anyone noticing. This won't completely hide you if your pursuers can track you through walls.

Predatory - // 400cp //

Seems you've had dealings with the Predacon cult. You have an in-depth grasp of biomechanical engineering, allowing you to seamlessly blend organic and mechanical structures. You can modify other robots with this, enhancing their power, durability, and growth potential, at the cost of making them significantly harder to repair. However, mechanical beings' compatibility with the technology varies on a case-by-case basis. Naturally, your compatibility with it is as high as they come.

True Purpose - // 400cp //

You know what you were placed in this Universe to do. As if rewarding your realization, you can draw on far more of your power and dormant potential, as long as you're using that power to cruel or destructive ends. Your punches hit harder, your lasers burn hotter, your energy reserves run deeper, and you'll have a significantly easier time drawing out the maximum potential of intrinsic abilities. Should your conscience begin to sway you against such actions, this boost will quickly dissipate.

Bug - // 600cp //

The forces of evil, chaos, and destruction seem oddly fond of you. Some kind of instinctive curiosity makes transcendent beings of that nature not only pay you notice, but always prioritize studying or using you over killing you outright, even if said beings lack anything vaguely resembling mercy. If you can bear the mental strain, you will gradually absorb their corrupt energy through prolonged exposure, enhancing your power and perhaps granting you traits or abilities specific to that being.

Abyss - // 600cp //

You can identify the darkness in one's heart at a glance, and enhance it to the point of madness. The arrogant could ignore a black hole over their heads, the desperate could turn to self-destructive worship, the greedy could accept your every promise at face value, and the hateful would rather let the universe die than let their enemy live. A strong will can resist this, but all it takes is one crack to distort justice into blind wrath, albeit briefly. Potency depends on distance and duration of exposure.

Perks [Minicon]

- 50% off & one 100cp 100% off for Minicons -

Specialist - // 100cp //

Minicons may have been designed as weapons of war, but they hardly identify themselves as such. Minicons' interests are varied. You may choose one extremely specialized field of study that isn't immediately useful in war, but is impressive in its depth. Perhaps you're such a skilled comedian that even your enemies can't help but laugh in battle, or a painter who can touch all but the most jaded hearts, or a researcher in a field so niche or hypothetical most would write it off as useless, etc.

Under Pressure - // 100cp //

Minicons have it rough. Even when they just want to live in peace, circumstances outside their control make war follow them wherever they go. To that end, they've grown accustomed to unreasonable demands. You work fast when placed under immense pressure. When warned of an enemy attack, you can set up an old forcefield in a couple hours, or repair a scraped spaceship in a week or so with only three bots. Assuming those involved have the prerequisite knowledge to do all that.

By Any Means Necessary - // 200cp //

Brutality isn't an exclusive trait to Bulks. As long as you can claim it's for the greater good, you get an absurd amount of leeway for open hypocrisy or brutality. You can lead a whole community of Minicons, and they'd be too scared to ask why your method to free them involves imprisoning them yourself. They'd only start to have their doubts once you start strapping innocent civilians to bombs, and even then it'd take someone with a strong moral compass speaking out to act as the catalyst.

Real Power - // 200cp //

Who needs strength of your own when you have the strength of others? You are a god at networking. You can freely control narratives to spread rumors or put others in your debt through chains of favors or just more deceit, and more often than not they'll buy it. Even as a Minicon in Decepticon ranks, you could be rendered untouchable by the sheer quantity of friends and favors you've amassed, and the dozens of bots fully convinced that they need you more than you need them.

Turnabout is Fair Play - // 400cp //

If these Bulks want your power that badly, they can have their fill. In any fusion with or transfer of power from you, forcefully or otherwise, you can uncap your throughput. This increases the power they receive, but also the strain. You could hold back for a harmless boost, or give them everything, exponentially raising your throughput while they're fried from the inside out. You can toggle the limit on your own throughput at will, but you also know an involved procedure to do the same to others.

Dare to be Stupid - // 400cp //

It baffles the mind what people will throw away as "junk". You have a bizarre affinity for scavenging, you could construct a jetpack or a hover car in just a few hours, using only tools or scrap found in a human garage. What's more, It's almost comical what you can find with enough scavenging, from experimental weapons, luxury furniture, to colossal spaceships capable of interplanetary travel. As long as it theoretically exists in that world, you can almost definitely find it in the trash, eventually.

Linkage - // 600cp //

All Minicons are connected in mind and soul via something called the Linkage. You will have a Linkage equivalent for your starting species in future jumps. You can't parse the Linkage for information, but you can use it to distribute information, or mend the damaged souls of those you have a close bond to. You may invite others into the Linkage to help you with your manipulations, but be mindful that from within the Linkage your mind and soul can be attacked directly.

Evolving Mind - // 600cp //

You were already very intelligent, but this beyond mere intelligence. The longer you spend studying a world, the more you attune to it. This enhances not only the rate at which you absorb information relating to the history and sciences of that world, but the insight you're given into the secrets of the planet itself. In time, you can guede even the course of evolution, becoming closer to a prophet than a scientist, able to interpret the desires and warnings from the will of the planet itself.

Perks [Daredevil]

- 50% off & one 100cp 100% off for Daredevils -

Trailblazer - // 100cp //

More prudish bots would call you a bad influence. You have an almost inextinguishable craving for danger. You can recognize when your life is in danger, but when you wish to throw caution to the wind, you can charge into gunfire laughing. Your madness is infectious, pushing those fighting below or beside you to act with similar reckless courage. Even outside of battle, it's easier to talk others into risk taking. This doesn't make this lack of caution any more wise, or any less dangerous.

It's a Helicopter Thing - // 100cp //

Who can say how such a hyper-specific sixth sense was born. Whatever type of vehicle you have the strongest affinity with at the moment, you have the ability to detect that vehicle's presence within several miles of you, regardless of whether they're on. Something like helicopters, or race cars, or submarines, etc. You won't be able to sense something that just has the ability to transform into that vehicle, but you'll know the second they take on that vehicle form, even in the vacuum of space.

One and the Same - // 200cp //

Many foes rely on more insidious methods than violence to get what they want. Luckily, malicious parties have a bizarrely hard time getting a beat on your values, desires, and weaknesses. Maybe they'll try to tempt you with a high rank in the organization you clearly loathe, or it'll take them way too long to remember the defenseless humans by your side when looking for hostages. If you aren't too upstanding yourself, you can use this to haggle bribes and such well above their initial value.

Valedictorian - // 200cp //

There's something at the core of your programming that's perfectly suited for learning. With a great teacher, you can absorb weeks of their teachings in days. You also have a good instinct for when your teacher is seriously trying to teach you, even if they don't look like it. When placed in the mentor role yourself, you can communicate your wisdom in an intuitive way. Teaching a student not only quickly improves your bond with them, but can even help you progress in your own mental development.

Crazy Strong or Just Crazy - // 400cp //

It defies logic that something so loud can be so hard to destroy. There seems to be some correlation between your recklessness and survivability. As long as you continue running face-first into danger, traps miss you, bullets dodge your vitals, enemies can't be bothered to finish you off, and superiors expect so little they can't be bothered to punish you, while being no less willing to give you important missions. You'll still get damaged, quite a lot in fact, but repairing you is abnormally fast and cheap.

Released Tension - // 400cp //

You are a living force of change. A spy's schemes, a change of heart, an artifact's dormant power, a coward's desire to change, the launch of a weapon, a new alliance, ect.; any stagnation or impending change simply waiting for a trigger. Any and all of these "dominoes" fall over the instant you enter a room. When you intrude somewhere, those within find it abnormally hard to organize themselves, to the point that an enemy commander could be too confused to kill you right away.

Unpolished Gem - // 600cp //

Those who look upon you see boundless potential that you've yet to tap into. This results in an obscene amount of preferential treatment, from accomplished warriors agreeing to mentor you, to your faction's greatest weapons being passed to you, to potentially finding yourself next in line for leader. This isn't just skin-deep. Once you've chosen a single path, you can start making use of that potential to truly become a legend, whether that path is as a leader, a warrior, a speedster, etc.

Ravenous - // 600cp //

Your affinity with powerlinking has extended to the very concept of fusion. To any beings that have the ability to fuse with you, your command compels them to do so against their will, seizing full control of them and drawing out just as much power, maybe a little more, than if they did so willingly. To an extent, this can brute-force through any issues of compatibility. This command has a range of a few meters, and depending on their will, victims can break away a few minutes after the command.

Perks [Mechanic]

- 50% off & one 100cp 100% off for **Mechanics** -

Handy - // 100cp //

The fastest servos on Cybertron. You're capable of exceptional manual dexterity, perfect for delicate surgeries or record-worthy typing speeds. Most impressively, fine manipulation of this nature is barely impacted by the state of your hands, whether it be a few missing fingers, or a whole hand. You'll still need the bare minimum amount of digits, but depending on the circumstances, "bare minimum" could mean a finger and thumb to hold a scalpel, or two gun barrels to hit keys with.

Logic Circuits - // 100cp //

You've been through your fair share of battles, and it's tempered you. You are level-headed in almost any situation. You think clearly, but more than that, you think fast. You keep a perfect inventory of all your skills and abilities, even those you rarely use, and can quickly sort through them to find the most useful tool for a situation. Like if an enemy is escaping with a Minicon, you'll remember in that split second that your rarely used stun disk can be launched like a frisbee to carry the panel back to you.

Quick Fix - // 200cp //

War demands flexibility, you won't always have the advantage of time or a lab. You have the skills to make on-the-fly modifications or repairs to mechanical devices with minimal time or resources. In the middle of a forest, you could convert a turret into a firehose in just a few minutes, or use whatever scrap you have lying around to make a semi-truck seaworthy in hours, or perform emergency first-aid on your mechanical allies. These rush jobs are always a bit slapdash, but they'll get you out of a pinch.

Encyclopedia - // 200cp //

If knowledge is power, maybe you should lead. You have a working grasp of every major field of scientific study. This is broad but relatively shallow, enough to be considered an authority in most fields, but Cybertron's more advanced technology escapes you, and specialists can easily outmatch you in specific fields. Still, from chemistry, physics, astronomy, medicine, and everything in between, there are few bots on Cybertron or Earth with such deep knowledge on so many different subjects.

Bootstrap - // 400cp //

Strapping an ancient sword to a spaceship doesn't seem that scientific, but you seem to know what you're doing. You can integrate the power of materials, artifacts, and forces you don't understand into machinery. Whether it be channeling an artifact's supernatural power through a laser, making a chassis out of esoteric minerals, or powering your engine with alien weapons, etc. These creations will always be surprisingly stable and reliable, requiring barely any time or testing to create.

Medical Mechanist - // 400cp //

For a race of machines, the very skills that build their guns is also what saves their lives. You have the knowledge to build and repair Cybertronian bodies. This applies to machines of equal or lesser complexity post-jump. This allows you to handle any kind of repairs, and build new Cybertronians from scratch in extreme cases, sans a spark. The odd blending between mechanical and medical sense allows your skills with mechanics and organic medicine to bolster one another.

Bridge Builder - // 600cp //

Arguably the most impressive technology of the Cybertronians. You understand the astrophysics behind space bridge technology. This can take many forms, to ship warp drives, to linked portals galaxies apart, or even space bridges that can transport you to any location on your current planet. All these take significant time and resources to construct and maintain. You can potentially take this transdimensional research even farther, but you'll have to make these discoveries all on your own.

Erector - // 600cp //

Transformers are accustomed to working on a much larger scale than humans, and their construction projects reflect that. You are capable of creating enormous superstructures, weapons, and vehicles with negligible time, manpower, and resources. You could create an entire skyscraper-sized spaceship in months using just the resources found on Earth and a dozen bots, weeks if you're just restoring a damaged ship. You can also develop basic laser weapons, but nothing too specialized.

Perks [Soldier]

- 50% off & one 100cp 100% off for Soldiers -

Down and Dirty - // 100cp //

Honor and dignity don't always go hand-in-hand. Openly displaying your terrible habits, hygiene, or general lack of urgency has a negligible effect on your efficiency in a team. Your authority won't be questioned even if you spend all day splayed out snoring, your teammates will get used to your odor, and your advice will be taken at face value, even if given immediately after losing your temper to childish taunting. Even if you're actively confrontational, your close allies will just get used to it.

Stress Tested - // 100cp //

Toughness runs deeper than a bot's armor. With force of will, you can keep your body moving through debilitating injury. Even with a vending-machine sized hole in your torso and half your armor melted, you'll keep stepping towards your goal. This doesn't make the injuries less lethal, but your resilience adds to your intimidation factor, to the point an enemy that clearly has every advantage may retreat anyway just to get away from you. It also lets you hold on for as long as you can for repairs.

Molded Genius - // 200cp //

Like Earth life, Cybertronians have familial bonds as well, with relatives often sharing similar molds. Perhaps more than that is shared. Talent seems to run in your family. If you or one of your relatives shows skill in an area, the others will show an enhanced growth in a similar niche. If your brother is a master swordsman, you'll discover your own talent as a martial artist, if you're a strategist, they'll find a talent for politics they never knew of. You can choose whether this is two-way.

Warrior's Spirit - // 200cp //

A phenomenon that defies explanation. Whether through training or natural talent, you've learned to tap into a kind of battle trance. Even if you have no formal fighting skills, you'll be able to display superhuman feats of strength, speed, endurance, and skill. Instinctively knowing the most efficient move to inflict the most damage in battle, able to seemingly exert more power than should be possible with your body's specifications. The potency of this boost is limited only by your motivation.

Synchronous - // 400cp //

While the boost from a Minicon is significant for any Transformer, some take to it more easily than others. You have an oddly high level of synchronization, able to bring out more power than most from any kind of fusions or synchronizations of power. Even with a bot you've just bet, you'll likely be able to draw on 0.5X more power than most. This is further boosted by your compatibility with the other party on a personal level, outside of any mental influence or compulsion, reaching up to 3X.

Change in Perspective - // 400cp //

This... has nothing to do with your systems. Rather, it seems more like reality itself has a hard time figuring you out. You have the ability to drastically change your size. This must be within the scope of what's possible for your species. As a Bulk, you could be the same height as Megatron one moment, and the next he'll barely reach your knees. This comes with a proportional boost in strength, but also a loss in speed. Due to the logic-defying properties of this, nobody seems to notice this inconsistency.

Beginner's Luck - // 600cp //

A setback in a war could take months to recover. Your luck and output skyrocket during the beginning of your involvement in a war. Even if it normally takes a week to find one Minicon, you'll trip over six in your first battle, your special powers will be more potent, foes will easily fall for your schemes, enemy lasers will barely tickle, etc. This even applies to the first time you use a special attack or weapon, letting you destroy a city block, rather than one house. This quickly dissipates after the first time.

Tailor-Made - // 600cp //

Rather than seeking the ultimate soldier, one madbot simply cannibalized the strongest components they could find in others to create you. You were designed to be the best your species had to offer. In reference to whatever your current race or species is, your strength, speed, endurance, firepower, special abilities, skill, etc. are all well beyond the peak, only comparable to freaks or those modified in a similar fashion. As a Minicon you could even hold your own against most Bulks.

Perks [Traitor]

- 50% off & one 100cp 100% off for Traitors -

When it Counts - // 100cp //

Whether they've known you for a few days or a few eons, those who have made a genuine effort to bond with you will always see your true nature. Even through your harsh exterior, even when by all appearances you've betrayed them, they'll be able to tell when you don't believe what you're doing, or you have their best interests at heart, and they'll similarly know that you'll come through for them when you're needed most. This perk is activated whenever you sincerely open up to someone.

Yesterday's Enemy - // 100cp //

The enemy of your enemy is your friend. What army can turn down the prospect of turning a soldier into a weapon against their former allies? Whenever it seems that your allies have betrayed you or otherwise lost your respect, your enemies will go to great lengths to turn you to their side. They'll treat you with uncharacteristic care, repair you, train you, arm you, give you the opportunity to climb their ranks as an outsider, so long as you show no signs of re-aligning with your former allies.

Double Dealer - // 200cp //

Fool them once, shame on you, fool them twice, shame on them. People are oddly inclined to trust you the first time they meet you. When your betrayal is revealed, their enemy is quick to take you in, and in fact are even less likely to consider that the traitor they've never met would betray them also. The more people you betray, after a second betrayal, it's unlikely even one person would still think you're on the same side, but if you can pull it off, their blind trust in you will be unshakable.

Wax On, Wax Off - // 200cp //

Any half-decent spy must maintain a balancing act between maintaining their enemy's trust, without posing too much of a threat to their former allies. You've mastered this very balance. You can easily muster convincing excuses for why you never do any significant damage to the other side. You can even indirectly protect your true allies, or give them pointers on how to improve their effectiveness in battle, without your enemies, or perhaps even the allies you're helping, realizing what you're doing.

Screaming Towards the Stars - // 400cp //

After so long thinking only in terms of Autobots and Decepticons, many Transformers have grown blind to all else. You have a knack for forcing enemies to show their cards. A spy will blow their cover to assassinate you, a cosmic threat will smite you for attacking them. An otherwise impossible level of clarity overcomes any witnesses, to the point that even millennia of hatred could be pushed aside to form a treaty, organizing into a singular fighting force in a matter of minutes.

Perfect Fit - // 400cp //

It's common for different factions to have completely different weapons, technologies, or abilities. You'll find yourself with an unnatural level of compatibility with any unique advantages your enemies hold. Infiltrate a techno-organic cult and discover you have perfect compatibility with the procedure. Raid a pirate band and you'll intuitively grasp their revolutionary space bridge technology. Stumble into a group of zombies, turns out you're the one in a million who can keep your intelligence, etc.

Malware - // 600cp //

A terrifying ability with dark origins. You have the ability to send your mind through cyberspace as a sapient virus. Sufficiently strong firewalls can block you, but anything short of that can be hacked with ease. At a substantial time and energy cost, you can teleport your physical body through computers, or pull the consciousness of others into cyberspace. It's impossible to directly hurt anyone in cyberspace, but destroying or isolating the system holding you can have disastrous consequences.

Counterpunch - // 600cp //

Few bots better fit the title of a living legend. Through countless battles, you've mastered every single Cybertronian martial art, and have little issue learning new styles, or simply creating them wholesale. Not even Optimus or Megatron could handle you in a hand-to-hand fight, but it's another matter if they're well armed. Your mastery of Cybertronian warfare allows you to effortlessly predict the moves of enemy soldiers, and you can casually deflect average-powered lasers as easily as fists.

Perks [Commander]

- 50% off & one 100cp 100% off for **Commanders** -

A Voice of Your Own - // 100cp //

No amount of power will account for a lack of charisma. You seem to have a particular style of charisma, tailored for a particular type of listener. Perhaps your political language appeals to soldiers, or more relatable language that reaches the downtrodden, or an assertive tone that can rope in the prideful and ambitious with your wild claims. However your oratory style is meant for, those types are notably more likely to believe that following you is the best way to achieve their ideals or desires.

Stoic Leader - // 100cp //

A soldier's place is to follow orders, not question them. Whenever you seem to be acting or speaking in vague or secretive terms, those on good or neutral terms with you are quick to assume you have a good reason for doing so. In addition, displaying uncharacteristic behavior leaves a significant impact on others. If normally level-headed, your anger is downright horrifying, if normally petty and abusive, a rare show of honor will take many of your men aback, and at least briefly increase morale.

Champion - // 200cp //

After striding across countless battlefields, you have earned a reputation as either a noble hero or a merciless champion, with the battle experience to match. Even if you lack accomplishments in your current world, those who fight alongside you or naturally respect such traits instinctively sense your capability and that you are worthy of fear/respect. Your underlings tend to subconsciously see you as invincible, and have faith in your power, as long as your victories technically outnumber your losses.

Weighted Scale - // 200cp //

Whether through your actions or strange cosmic coincidence, you embody a significant portion of the universe's sum-total good or evil. You must choose which now. Your death, significant injury, or change of heart will briefly throw the forces of good and evil out of balance. Those tied to or reliant to this metaphysical force will find them and their powers weakened and destabilized. This opportunity only lasts a few minutes before the universe re-balances, but that brief window may be all you need.

Cornucopia - // 400cp //

As if you weren't strong enough already. Whether friend or foe, those around you just can't seem to stop giving you strategic assets or powers, even if you should be their enemy. Whether it be enemies running away from a battle to put out a fire, supercharged Minicons willingly giving you their power to indirectly help with their Minicon revolution, or literally handing you the most powerful sword in the universe because you happen to be fighting someone slightly more evil than you.

Discerning Optics - // 400cp //

In the right circumstances, insight can be scarier than any cannon. You are an almost supernaturally accurate judge of character. On sight, you can sense a being's insecurities, and fears, perfect for shaping them into the perfect sycophant, or letting you frame atrocities as holy acts to them. This goes a step farther, with a quick physical examination, you can identify their compatibility with any special powers or bodily modifications you have the ability to bestow them.

One Shall Stand, One Shall Fall - // 600cp //

Some grudges run too deep to ever be resolved peacefully. By identifying a figure of relatively equal manpower as a rival, you can tie your relative power to the balance of your factions. When your side has the upper hand, attacks that would normally dent them will sever limbs, and attacks that could normally poke a hole in you will barely scratch. When the time comes for the climactic battle, this is further exaggerated, and those who served the loser will be compelled to submit to the victor.

Equalizer - // 600cp //

It's easy to forget how long a million years of war actually is. You have a skill for prolonging conflicts for obscene amounts of time. This patience will often pay off. As long as you last long enough to receive it, fate will conspire to help you catch up to an enemy's advantage. If the enemy has enslaved Minicons, you'll meet the escapees, If they have a legendary sword, you'll get a legendary shield. If they get a power boost under specific circumstances, you'll get a similar powerup weeks later.

Assets [General]

- No discounts -

- You may import similar items from past jumps at your own discretion. -

In Stores Now - // 0cp || 50cp //

Transformers without toys is like PB without J. You'll receive a toy in the Armada style based on yourself and all your companions. For 50cp, you receive every toy released for the Armada toyline, or using Armada molds, including lucky draw, McDonalds toys, or event exclusives. Any world that could theoretically have some equivalent to Transformers Armada will have your figures retroactively inserted into the toyline, though not as part of the cartoon, maybe a spin-off comic.

Data-Cons - // 50cp || 100cp //

Dispersed across any planet, you'll find strange panels with an energy signature you have the means to detect. These are data storage devices called data-cons. By opening these, you can find data that seems to originate from another world. Ranging from concept art, PSAs, and toy prototypes vaguely resembling your current form, world, or mission, your current mission, or current world. For an extra 50cp, this info is more thorough but somehow less coherent. In-depth analysis of important beings, events or technologies, interspersed with commentary and captions that can only be called unhinged.

UPC Hotline - // 150cp //

The Universal Peace Council is exactly what the name implies. A council of aliens united with the goal of de-escalating conflicts within their observed systems. You've somehow got a number to contact them by. If you can convince them of the severity of the case, they can make their way to the planet in question to try and negotiate peace. However... they aren't perfect. They often send a bit of muscle with their peacekeepers, but if the problem seems far too dangerous for them to handle, it's not unprecedented for them to write off a planet as a lost cause, just look how Cybertron turned out.

Gotta Catch 'em All - // 500cp || 800cp //

Perhaps an anomaly of Unicron's trans-dimensional nature. Going forward, you'll be able to find Minicon Panels in future worlds. They don't seem to recall their life prior to you awakening them, and even if you aren't a robot, they'll naturally imprint on you. For an extra 300cp, you receive a Minicon Locator Log, which will point you to the exact location of all dormant Minicons in your current world.

Assets [Micro]

- 50% off & one 100cp 100% off for Humans, Minicons, & Enigmas (Minicon) -
- You may import similar items from past jumps at your own discretion. -

Protective Suits - // 100cp //

You are provided with two specially made tracksuits. One is resistant to damage, and can maintain a comfortable temperature in almost any environment. The other is slightly less protective, but can act as a fully functional space suit, despite its size. You may install panels into any property you own, that will materialize this suit on you when stepped on. Admittedly, this isn't very useful for non-humans.

Panic Pager - // 100cp //

When you stand only a few feet tall in a battle of house-sized giants, precautions are needed. When activated, this small box will release an SOS signal over an immense distance. For an unknown reason, this signal always seems to resemble a frequency most familiar to the receiver, and is almost never detected by those meaning you harm, but perhaps this is just a matter of good luck.

Supplies - // 100cp //

It's always better to be safe than sorry. In this large backpack is a whole assortment of equipment for emergencies or survival. From basic tools, to camping equipment, to snacks, rope, spare clothes, a tent, etc. Nothing too complex or specialized, but you'll have a simple tool for any job. As bulky as this is, it seems to contain far more than should be possible. Maybe you're just a very efficient packer?

Supernova - // 200cp //

Specifically the Supernova 2.0. This is a small hovercraft made seemingly out of mundane Earth garbage. In spite of the materials, this vessel can carry up to 10 beings around your size, and travel at blazing speeds on the ground and even through the sky. The size of this vessel seems to scale to your own. It doesn't seem to need fuel, but it's hardly the most durable vehicle against Bults.

Laserbeak - // 200cp //

A tiny Autobot that can fit in a human's hands. It can shift between a flying drone, a handheld camera, and a stun-gun that can even hurt tougher Decepticons. It can stream audio or video from 100 miles away or more. It has a personality, and will take independent action to protect you, but to what extent is unclear. It may be imported as a companion, but until you do so it will not occupy a companion slot.

Hideout - // 200cp //

A small abandoned house in the middle of nowhere. It's anyone's guess how you found it. It's pretty much impossible to locate, short of following you in. It seems to have already been prepared with low-tech safety precautions and traps. This place has an odd effect of bringing out the innocent playfulness and appreciation for life in any who enter without malicious intent.

Convertible - // 400cp //

Pun intended. What was once a normal car has been modified by some passing Minicons. It's now practically an arsenal in its own right. From Massive cannons to jet thrusters to a mech suit for you to pilot. However, it was designed to be powerlinked with Minicons. It possesses an internal power source that can recharge over a day, but it can only function at a fraction of the efficiency and time without a Minicon or comparable power source to fuel it.

Fixer Bugs - // 400cp //

You've been granted control of 12 small drones: 6 "Seeker Bugs" and 6 "Fixer Bugs". The former are programmed to seek out rogue Minicons and transmit their location. The latter can interface with incapacitated Minicons, rewriting their mind, body, and soul into a far more cruel and aggressive disposition, one wholly loyal to you. Post jump, their systems will expand to apply to any sufficiently weak sapient mechanical or digital beings, but you may narrow their criteria as you please.

Filltrek A - // 400cp //

A memento of the Minicons' effort to escape Megatron's initial attack. You may install this spire wherever you please, which once set up, can project a powerful force field over a small city. You've also been provided with a recharging power cell with enough juice for a week of protection. So why exactly did it fail in warding off the Decepticons? This is a primitive model, with 1/3 the range and density of modern Filltrek H force shields. That, and the dome only extends above ground.

Wasted Potential - // 600cp //

At some point, a human military base stumbled upon three minicons with above-average offensive power. Their research completely disabled their consciousnesses and free will, and also unknowingly crippled their powerlink function. Due to a cascade of bureaucratic incompetence, the base, with all its weapons, vehicles, and yes, the Minicons, were abandoned, until you found it. You may try to repair the Minicons' systems, but doing so will turn them into proper companions, requiring a shared slot.

Land of Junk - // 600cp //

You seem to have found your way to a junkyard the size of a small city. The junk has piled up to the point that there's always more no matter how far you dig. While not exactly glamorous, it's essentially a font of infinite raw materials. If you dig deep enough, you can make some pretty astounding finds, like rare minerals, luxury vehicles, high-spec weapons, etc. An odd trait of all this metal in one place is that it can block just about any form of tracking or scanning technology.

The Vessel - // 600cp //

The Minicon Matrix, or a device built through the same technology. In simple terms, this tiny machine is a battery with infinite capacity. It is currently empty, but it can hold just about any kind of energy, and sapient beings are able to willingly contribute their own power. It can be used as a conventional power source, or granted to another being, who will be able to instantly absorb all the power held in the battery, powering them up, and potentially evolving them permanently.

Assets [Bulky]

- 50% off & one 100cp 100% off for **Autobots**, **Decepticons**, & **Enigmas (Bulk)** -
- You may import similar items from past jumps at your own discretion. -

Good Luck Charm - // 100cp //

A green rock from far out in the Milky Way Galaxy. It seems to have an almost psychic bond with you. You can break it up to share with others, essentially becoming a physical manifestation of your bond. For those that believe in you with all their heart, this stone will grant them a vague awareness of your condition, such as tarnishing if you've fully succumbed to evil, or cracking when you're in mortal peril.

Wall - // 100cp //

Whether for anonymity, or just fashion, you've obtained a ragged cloak that can cover you up to your jaw, regardless of your shape or size. It emanates mystery, and compels others to keep their distance: don't dig too deep, don't get too close, don't push your buttons, etc. Doesn't apply to those who've seen your less serious side, or who are overflowing with self-confidence from the start.

Mapper - // 100cp //

A handy device that will be of more use than you may expect. After a couple minutes to scan, it can provide a topographical map of your surroundings. It'll show any safe paths around extreme terrain, paths where the ground is smoother, or even seismic activity. Its range is limited to a few miles, but it's a must have if you plan to fight around any volcanoes, or just want to preserve your tires.

Special Occasion - // 200cp //

Keeping a low profile year-round can be exhausting. Luckily, you've found a small festival held once a year, where the spirit of merriment is so strong that a giant robot can waltz through, and everyone will assume they're one of the attractions. As long as nobody is hurt or traumatized, forms or abilities you'd ordinarily need to hide can be shown off to your heart's content, without any consequence.

Punching Bags - // 200cp //

Handy tools for those who spend significant time training. These drones act as holographic projectors that can create illusions of a target of your choosing. For realism, they can be programmed to fire weak lasers. They can't perfectly replicate their personality, intelligence, or firepower, if the subject is abnormally capable, but they're competent enough to simulate a fairly realistic battle environment.

Egg - // 200cp //

A specialized but well-produced tool. This egg-shaped container is nigh indestructible by Cybebrtronian standards, and can hold any average-size Transformer. Oddly, whatever is trapped in this egg weighs about 1/10 what it should, to the point a team of Minicons could fly it around. There's a mechanism to unleash the egg's contents at your discretion, perfect for any berserker-type living weapons.

Siphon - // 400cp //

A relic from one of Megatron's more destructive schemes. This large device has the potential to drain all the power from a whole Earth city in just a few days. However, this takes time to set up, and the radiation emitted is nigh-impossible to suppress, essentially broadcasting the device's location. Still, it beats paying power bills. Also, using this is probably a bad idea if you have any moral issues with throwing entire human populations into chaos by rapidly draining their power supply.

Matrix - // 400cp //

A flawed replica of the Autobot Matrix of Leadership. This matrix is an ever-expanding archive of data on every past or present owner, essentially everything there is to know about them: their knowledge, bodies, and weapons, though nothing on their sparks. You can choose to make this a symbol of any positions of authority you hold, so bestowing it will also bestow that position. Only the current owner can provide access to the data, or transfer ownership. Lacks the true Matrix' more esoteric properties.

Bot Spiders - // 400cp //

A dreaded natural predator on Cybertron. Amoeba-like techno-organic parasites. Despite only being the size of an Earth dog, they swarm any mechanical prey in the hundreds, draining their energy, eventually exhausting them enough to serve as food. Somehow, an entire colony numbering in the hundreds has imprinted on you. You can order and direct them with just your body language, using them to take down any large mechanical being or device. Lost members will repopulate over a week.

Solar Scalpel - // 600cp //

One of the most devastating weapons ever devised by the Decepticons. This weapon is a satellite that can beam down powerful lasers at any point on the planet with pinpoint accuracy. Just one shot can vaporize most Transformers. However, at the start of each jump you'll receive the satellite in shuttle form. It's your responsibility to get this doomsday device into the sky. Still, once you do, silencing any opposition is just a button-press away. Any damage is not restored until the next jump.

Grave Planet - // 600cp //

You're the sole inhabitant and de-facto ruler of a tiny planet with salt for earth and dead mechanical trees. Your connection to this world lets you create portals within the local galaxy. The electricity from these portals can do significant damage to nearby machines and beings, and those too close will get pulled through the portal into your personal hunting ground. You can't open those portals too close to any planets. Though, you have a special small portal to get you between this and your home planet

Doomstone - // 600cp //

Possibly one of the most vile weapons ever devised. This small pearl is the crystalized suffering of several dying planets, compressed into, for lack of a better term, a psychic nuke. By making any kind of contact or connection with some psychic, digital, or spiritual construct, its power can be unleashed. Even something as massive as the Linkage, the Minicons' collective unconscious, along with the soul of every Minicon tied to it, would be completely annihilated if such a thing ever came to pass.

Assets [Companions]

- Useful pawns, or trusted allies to help you on your journey -
- Aside from their freebee partner/team, companions cannot buy from this section -

Companion Import - // 50cp Per //

For every 50cp, you may import one of your companions from past worlds into this one, or create one from scratch. They receive 600cp, and whatever stipend is granted from their origin. If the two of you are a Minicon and a Bulk, you won't be optimized for each other. You can still Powerlinx, but it will fall short of the output you'd have with a partner specifically formatted to link with you. They may get their own freebee Bulk/minicon partners, but cannot purchase anything else from this section.

Companion Export - // 50bp Per //

Every 50cp spent here allows you to invite a native of this world with you on your chain. This can come in one of two forms. You will be provided a companion slot. You may bestow this slot to anyone here, but won't get any help to make that happen. Alternatively, you may select a specific character. Fate will ensure you repeatedly meet on as good terms as possible. However, in that case they are the only ones you may give this slot to. Both cases require informed consent. If they have any Minicon or Bulk partners, you may include them in the slot, but you'll have to convince each bot separately.

Cheer Squad - // 50cp, 0cp w. Escort Quest //

One purchase of this gets you a group companion, composed of 1-5 humans. They have 600cp to share. It's your call whether the cp is split between the individual humans, or if they all share purchases, with their potency distributed proportionally. They certainly aren't as strong or technically skilled as most Transformers, but you'll find they're able to help in unexpected ways, whether by providing moral support, anchoring you emotionally, or just providing what little help they can at the perfect time to narrowly avoid disaster you may not have seen coming.

Partner - // 0cp, One purchase only, incompatible w. Human //

You receive one partner specially formatted to powerlinx with you, letting you draw out 120% the power of a regular powerlinx, and likely having unique ways to fuse with one another. For Bulks, this gives you a free Minicon, and vice versa for Minicons. They receive 600cp to spend, plus any stipends from their faction. Bulk/Minicon partnerships between companions only take up one companions slot in this form. You may import a companion into this role, or create a new OC companion.

Team - // 200cp Per || 0cp Minicon w.o Partner, 50% Humans //

Minicons that don't reformat to join with a Bulk will instead form a team of three with other Minicons sharing similar personalities and abilities. Each of these Minicons receives 200cp, but get the Minicon or Enigma [Minicon] faction for free, with the accompanying 300bp. You may also share your own cp with your teammates. In this form, the whole team takes up one companion slot, zero for your team. They may be imported or OC companions. Minicons who get this for free will receive two partners for free, but for everyone else, this will be a group of three companions that are loyal but don't have any more powerlinx synergy with you than any other bot. Discounts only apply on first purchase.

Decepticlones or Automatons - // 200cp //

A strategic resource that proved too ineffective to justify the cost. You command an army of hundreds of cloned Transformers. While this seems like an immense advantage, they are exceptionally weak. Their physical integrity and AI leaves much to be desired. An above-average soldier could eventually take out your whole army with hit-and-tun tactics, but in a head-on confrontation, it's only a matter of time till your sheer numbers exhaust them. Lost units are repaired on a monthly basis.

Unimouto - // 300cp //

Unicron was quite puzzled by the ease with which the humans foiled his plans. To unravel this puzzle, he spawned a biomechanical clone meant to resemble a human girl. It shares Unicron's mentality, and ability to absorb negative energy, but none of his accumulated power or abilities, and is otherwise an independent being. The clone has decided to follow you in order to unravel the mystery of humans. Considering their inability to comprehend the concept of goodness, this will not be a simple task.

Nemesis - // 400cp //

A true mystery. It's unknown whether this was a direct creation of Unicron, or a pre-existing psychic entity corrupted by the Chaos-Bringer. This anomaly is able to scan the minds of nearby beings, mechanical or otherwise. From this data, it does its best to replicate its appearance, strength, and weapons of whatever being they consider the strongest. It's not a perfect copy, it has a distinct black, red, and teal color scheme, and its intelligence is that of a wild beast, overflowing with blind rage. On top of that, it has extensive shapeshifting abilities, able to grow in size, morph its body, or restore itself from scrap, in addition to a special power to create weapons of pure dark energy. However, this being is not invincible, it's only as durable as what it's copying, and there's a limit to how much power it can output through mimicry. It can be killed if annihilated or sufficiently broken down. It seems weirdly obedient towards you, none of its usual wrath to be seen, almost like a pet.

Fleet [Specifications]

- Your own vessel to act as transport and shelter -

Vessel - // Varies, Required to access rest of Fleet section //

Buying any of these will provide you with your own space-faring vessel. You are able to buy multiple ships of the same or different class. Buying one tier gives a discount on all vessels two tiers below it. One purchase here is required to access the rest of the Fleet section.

Class [Submarine] - 200cp, +0sp - A small pod without any weapons, and barely enough room for a Transformer of average size. Not designed for long-distance space travel, primarily used for escape pods. However, it's the most maneuverable, good for getting close enough to board an enemy vessel.

Class [Destroyer] - 300cp, +100sp - This personal ship has enough space for two average-sized bots to share and have plenty of shoulder room. It doesn't have the best armor or weapons, but it's the smallest ride you could comfortably travel through the universe in. Easy enough to pilot too.

Class [Cruiser] - 400cp, +200sp - The ship you'll see the most of in Cybertronian battles. Massive ships that can hold an entire Battalion. They can travel at warp speed to travel galactic distances, but are lacking in mobility in actual battle. Their cannons and armor would be enough to wreck whole cities, if only their large size and slow movement speed didn't make them such easy targets.

Class [Carrier] - 500cp, +300sp - The biggest ships, but the resources that went into it grant a balance of offense, defense, and mobility Cruiser Class vessels can't compare to. Their size is comparable to a city, and would make a suitable arc to transport the population of several cities. All ships of class Carrier come with several class submarine ships to act as escape pods.

Conversion - // bp:sp || cp:sp, Requires Vessel //

Once you've bought at least one vessel, you may convert cyber-points (cp) or bot-points (bp) into ship-points (sp) at a rate of 1:1, but the opposite is not possible. As the name implies, sp is only used for ships, and are primarily just to help keep the different sections separate.

Fleet [Basic Features]

- Features you can expect in most Vessels -
- Default performance varies between classes -

Aesthetics - // 0cp || 50cp For other Faction, Vessel not required //

The different factions have their own design sensibilities. For free, your ship will match this style: Sleek and ornate (Autobot), cyber-gothic (Decepticon), blocky and industrial (Minicon), Techno-organic (Enigma), free choice (Human). Non-Humans may pay 50cp to choose another Faction's aesthetic.

Helm - // 0sp //

The basic control station of the vessel. For Class Submarine and Destroyer ships, this is a simple control console, for larger classes, this is an entire dedicated bridge, with several consoles and enough room for dozens of Transformers to comfortably stand.

Armor - // 0sp //

Cybertronian technology excels in durability, and their ships are no exception.. A class submarine wouldn't have much to worry about from Earth weaponry, but they'd struggle to survive more than a couple shots from other Cybertronian ships. In contrast, a type Cruiser would have to fly through a meteor shower, or just an active battlefield full of class Cruiser ships, to be in any real danger.

Engine - // 0sp || 100sp //

What it sounds like. It's responsible for charging the power needed for warp travel, all on-board systems (though there is backup power as well), and the ship's basic mobility while outside of warp travel. As long as you don't push the ship past its limits, you shouldn't have any trouble with fuel. For a plus-charge, three pedestals have been installed near the engine. Anything placed on these can be drawn on as a power source. In fact, regardless of its nature, their power will permeate through every inch, overclocking it in every way. Of course, you need to provide the actual power source.

Cannons - // 0sp || 50sp Class [Submarine] //

These are warships at the end of the day. These cannons fire energy blasts at a rapid rate. Since they don't fire solid ammo, you don't have to worry about reloading, but overheating is a possibility. A few minutes of sustained fire from a Destroyer class ship could topple a Cybertronian building, while a class Cruiser could do the same in around three shots. Not accounting for specially made bunkers.

Warp Drive - // 0sp, 100sp Class [Submarine] //

Cybetronian thrusters are powerful, but not enough for FTL travel. Using technology akin to space bridges, your ship can store up energy to initiate warp travel, bending space to slingshot your vessel across galaxies in minutes. Initiating warp travel can easily lead to disaster if initiated without coordinates, or while under attack. Unless you want to be slingshot straight into an alien moon.

Radar - // 0sp, 50sp Class [Submarine] //

A bit more advanced than Earth radar technology, but a similar principle. This is what allows you to navigate the immense void of space. This can be used to detect, analyze, or track energy signatures, whether it be men flung overboard, enemy vessels, or other anomalies. This also comes with the required radiation shielding, in case you have any fleshy allies you'd rather not turn into beef jerky.

Elbow Room - // 0sp, Requires Class [Destroyer] or higher //

Just enough free space to stop passengers from going stir-crazy. Depending on the vessel size, this could just be a little extra breathing room, partitioned areas for storage and leisure, or even enough lodging for each crew member to have their own private room. More for morale than functionality.

Space Bridge - // 0sp, Requires Class [Cruiser] or higher //

The cornerstone of Cybertronian technology. This gate allows one to transport themselves through space. Unlike warp drives, the ship must be grounded for the space bridge to be calibrated. Once it has though, you can transport yourself to any place on the planet in an instant, or even as far as the moon. As long as your coordinates can be found, the bridge can even be used to recall you back.

Medbay - // 0sp, Requires Class [Cruiser] or higher //

A combination medical bay and workshop, though there isn't much difference for Transformers. This has all the tools you could need to patch up any bot in reasonably good condition. If you want to tinker with some new weapons or inventions, this is also the place for it. However, this all needs a dedicated mechanic to operate, you'll need at least an Accessibility upgrade to automate.

Dock - // 0sp Requires Class [Cruiser] or higher //

What's the point of a large ship if you can't maximize your storage? Your vessel has a large docking bay for any vehicles of Destroyer size or smaller, or just any other large cargo you want to be able to offload on a moment's notice. Comes with a handful of tools and machines to perform basic vehicle maintenance, but extensive damage will require more specialized tools and mechanics.

Fleet [Non-Standard Features]

Contractors - // 100cp, Requires Aesthetics, Vessel not required //

You called back the bots who renovated your vessel to do the same to your warehouse. Now your warehouse matches whatever you chose from the Aesthetics option above. If you'd like, you may take this a step further and fully merge your vessel, facilities and all, into your warehouse, but this renders the ship completely immobilized in your pocket dimension, inseparable until the next jump.

Holo-Imager - // 50sp //

The holo-imager is a convenient device that allows you to use holograms to convey images or simulations. These are quite low-power, reducing their usefulness for deception, but good for use of illustration, or giving an avatar to communicate with any allies that weren't able to show up in person.

Punishment Cube - // 50sp //

A sinister addition to your vessel. The punishment cube is a dungeon specially made to torture Transformers, whether for info or punishment. The specifics are up to you, but you'll find all the tools in here are efficient in instilling agony and terror into any sapient mechanical beings who enter.

Communication - // 50sp //

A simple communication rig. This allows you to communicate through the speakers throughout the base. Long-distance communication is also possible. Just a slight mod to a bot's circuitry and you'll be able to send and receive messages from cities away, though this isn't immune to interference.

Location - // 100sp, Requires Space Bridge //

You may choose where this ship starts each jump at. It could be anywhere on the Earth, the moon, or elsewhere in the Milky Way Galaxy. Regardless, you'll need some way to reach the Earth from where you are. Just know that you'll have to deal with the consequences of the environment you choose.

Internet - // 100sp //

Through legally dubious means, your ship can access the internet of your local world. Not only that, but all kinds of signals can be intercepted: television, radio, etc. It might be worth your time now and again to fish for signals of mysterious origin, in case some of them might lead to a hidden Minicon.

Cameras - // 100sp //

Your entire ship is lined with security cameras. Short of the insides of vents, there's not a single inch of this place you can't hear and see. All this is streamed into a centralized console for observation. If you have an external recording device, you can tweak it to stream over long distances to this console.

Bulkheads - // 100sp //

Emergency bulkheads have been installed in every major hallway and vent. These are blast proof, airtight, and chemically resistant. If something is going wrong in the base, you can make sure with the press of a button it can't spread. You know the procedure to raise and close them manually.

Emergency Systems - // 100sp //

Sensors have been installed to detect and contain the first signs of danger using a combination of fire suppression, construction foam, redirection of the base's systems, and welding. It's programmed to handle fire, tectonic activity, electrical hazard, etc. until someone can inspect the issue directly.

Stasis - // 100sp //

Transformers can live millions of years, but not devoid of stimulation. Your ship comes equipped with compact stasis chambers. This locks the passengers into suspended animation, until arrival, or the system requires them to address an issue. In case of emergency, the pods are automatically ejected.

Mines - // 100sp //

A seemingly inexhaustible supply of explosive mines. Even while close to celestial bodies, these can resist gravity to stay in formation. They pack enough punch to take down even a class Carrier ship. The mines have enough empty space to trap a small hostage, if you happen to be feeling sadistic.

Shields - // 150sp //

You've rerouted some of your engine's power into a force field circling the entire vessel. The shield is borderline indestructible, as long as your power reserves last, but takes several minutes to charge. It also cannot be used while power is being directed to other major systems like weapons or thrusters.

Factory - // 150sp //

Your vessel has an on-board manufacturing plant. At the moment, it's programmed to assist with the dexterous process of reformatting Minicons for forceful powerlinking, but with some reprogramming, this can be repurposed for restructuring bots in any way you could imagine.

Fleet [Upgrades & Downgrades]

- Effects can be applied to individual features or dispersed across entire vessel -
- Each upgrade/downgrade can only be applied a max of 2 times per feature/vessel -
- See Notes for more details on how upgrades and downgrades work -

Ship Import - // 0sp || 50sp || 100sp //

Perhaps you already have a ship you're fond of from earlier on your chain? For a 0sp, you may import a ship with lesser or equal capabilities. For 50sp, you may import any ship you own. Unless you spend 50sp, your ship's size will be reduced or expanded to match your chosen class.

Armada - // 200sp || 50% w. Decepticlones or Automatons //

A bulk order was placed on your behalf to mass produce a couple dozen of your vessel of choice. While having a whole fleet to your name sounds nice, this came with some cut corners. The armor, maneuverability, and firepower of each individual ship has taken a hit. It's advised you only use this to bluff, or against enemies unable or unwilling to fire back at you if you do initiate. Cannot be upgraded.

Usability - // +/- 50sp //

This affects the ship/feature's ease of use and safety. As an upgrade, it could automate certain features, or reduce the environmental damage caused by its use. As a downgrade, it makes interfaces deliberately obtuse, or poses an immense risk of causing unintended damage.

Output - // +/- 100sp Per //

This affects the ship/feature's raw output and durability. As an upgrade, your armor could be twice as sturdy as normal, or do the same to your cannons' destructive power. As a drawback, the upgraded item is extra flimsy, or has far less offensive power than is normal.

Versatility - // +/- 100sp Per //

This affects the ship/feature's use cases and flexibility. As an upgrade, this could expand the number of devices a security system can deal with, or the types of ammo a cannon can fire. As a downgrade, this could make a system even more specialized, or reduce a cannon's range of motion.

AOE - // +/- 100sp Per //

This affects the ship/feature's area of effect. Perhaps it expands the area covered by the effects of the upgrade, or expands the blast radius of a weapon. As a downgrade, it is only able to influence a very small area at a given time, or has little to no ability to cause widespread damage.

Range - // +/- 100sp Per //

This affects the ship/feature's active range it can influence over a limited time period. As an upgrade, it could allow for aiming over greater distances, or simply enhance the speed. As a downgrade, this could render it abnormally slow, or significantly reduce range of influence, to its detriment.

Reliability - // +/- 100sp Per //

This affects the ship/feature's cost to use and maintain. As an upgrade, this can greatly enhance fuel/ammo efficiency, or maybe even repair itself automatically. As a drawback, this greatly reduces efficiency, or renders it prone to breaking down and requiring extensive repairs.

Control - // +/- 100sp Per //

This affects the ship/feature's precision and level of control. As an upgrade, this could allow equipment to handle far more precise tasks, or let you enforce more direct control on its functions. As a downgrade, this makes the feature far more unwieldy, and opaque in its actual mechanisms.

Experimental - // +/- 200sp Per //

This affects how unconventional the ship/feature's mechanisms are. As an upgrade, this could improve it in a multitude of ways, like a warp drive that briefly warps you out of spacetime, or cannons that draw from antimatter. As a downgrade, your technology is several centuries out of date. In both cases, the odds, consequences, and repair cost of random malfunctions rise exponentially.

Faulty - // +50sp || +100sp Per //

It seems some major aspect of your ship/feature is fundamentally defective. For 50sp, this is a relatively minor issue: your gun jams a lot, inner doors don't always close. For 100sp, this is something more extensive, like cannons that randomly blow up, or an engine prone to overheating.

Grounded - // +200sp //

You won't be flying anywhere. Whether through a malfunction or damage, your vessel is completely non-functional as a vehicle. It will still serve you as a base of operations, but you won't be going anywhere in this, not on the ground, not through the sky, and certainly not through space.

Chassis [Specifications]

Conversion - // cp:bp, Incompatible with Human //

Using this option, you may convert cyber-points into bot-points at a rate of 1:1, but not the reverse.

Accessories - // +50bp //

You may deduct 50bp from any feature, in return for making it an external-add-on. This means that it will not be incorporated into your altform, relies on its own internal fuel reserves, and in general isn't optimized to work with your body. But this does let you more easily loan them to other bots.

Size-Class - // Varies //

This determines the overall mass of your body. If your size is significantly larger or smaller than your altform, said altmode will be scaled up or down to match, even if it doesn't make much sense.

Class [Mini-Con] - 0bp, Mandatory & exclusive **Minicon** - You are scaled such that your robot mode is about the size of a human. The most convincing disguises for you would be bikes or scooters.

Class [Super-Con] - 0bp - Average size for a Transformer. The most appropriate alternate modes for you would be average-sized cars, motorcycles, or small tanks.

Class [Max-Con] - 100bp - You're on the larger size of Transformers, but not exceptionally so. Large jets, trucks, or construction equipment would fit your build the best.

Class [Giga-Con] - 200bp - You are a giant by the standards of most Transformers. Think tanks, spaceships, or aircraft carriers. You're either quite high on the pecking order, or just a no-name grunt.

Class [Super-Base] - 100bp+ - Add 100bp to the price of another class to determine your base size. You have some extension to your altmode, like a trailer or a second vehicle, that you may fuse with, taking you all the way up to Giga-Con class, or maybe even a little larger.

Upscale - // 200bp Per, Incompatible w. Minicon //

If you aren't content with your size class, you may pay an additional 200bp to double your total size, strength, and armor. However, this comes at an even greater loss to your speed, and dexterity.

Chassis [Alternate Mode]

Vehicle Import - // 0bp || 50bp || 100bp //

In case you already have a vehicle you're quite fond of, as long as it doesn't clash with your other purchases. For 0bp, this can be any mundane vehicle, for 50bp this can be anything that exists or has a close modern Earth equivalent, for 100bp, anything you own is free game.

Environment - // Varies //

This determines the type of environment your altmode is equipped to traverse. You may choose more than one, which will manifest as simply being an extremely versatile altmode, or perhaps a modified version of your regular mode, like a car with wings, or a jet with a functioning boat hull. Aside from Environment [Space] every environment chosen after the first costs an extra 50bp (undiscounted).

Environment [Other] - 0bp - This is if you wish to travel in an extremely unconventional environment. Perhaps you're a drill that burrows through the soil like water, or a satellite meant to exist in zero-G without necessarily having the ability to travel the stars under your own power.

Environment [Sea] - 0bp - You were primarily designed as a sea-faring vessel. There's no bot who can best you on the open seas, but this does limit your usefulness on any battles that don't take place on the water, especially if this is the only environment you're equipped for.

Environment [Land] - 0bp - The most common option, especially for Autobots. You are a vehicle designed primarily to travel on land. This isn't much help in battles in the sky or on the water, but you'll do just fine in any battle that takes place on solid ground.

Environment [Sky] - 200bp, 50% **Decepticon** || **Minicon** - An extremely rare trait amongst Autobots. You are equipped to soar through the sky, both in robot and vehicle mode. You're hardly invincible, but you'll easily fly circles around grounded opponents, unless they're a good shot.

Environment [Space] - 100bp, Requires Environment [Sky] - All the perks of an airborne bot taken to 11. You can soar through not only the sky, but even break through the atmosphere and travel the stars. You could reach Mars from Earth within a couple days, but aren't as fast outside of a vacuum.

Pretender - // 50bp || 150bp //

You have a mechanism to simulate the appearance of an organic being. This could be a hologram to pose as a driver, or projected onto a Minicon as a disguise. For 100bp more, this is a dense armored shell that can even be controlled remotely. If stealth isn't a priority, feel free to choose a more conspicuous design, like a skeletal samurai or a bat monster. This can't change your actual size.

Base Mode - // 100bp || 0bp w. Class[Super-Base] //

You or part of you can configure yourself into a stationary battle platform, sacrificing mobility for stability, precision, and a little extra firepower. If taken with Super-Base class, your extension becomes this platform, that you may leave for others to man on your behalf.

Targetmaster - // 100bp || 50% Minicon //

A common tertiary mode for many Minicons. You may transform your whole body into a weapon for other bots to use. This allows you to convert 100% of your power into offensive might. Despite the name, you aren't limited to firearms. Melee weapons or missile launchers are also on the table.

Beastly - // 150bp //

Esoteric technology associated with an equally mysterious cult. Your body is biomechanical. You may now expand your altmode options to any living or extinct Earth animal. This form can even configure itself to take on the traits of a vehicle, like a jet's thrusters or a tank's treads, but as a giant biomechanical beast, total stealth is unrealistic. Your biomechanical body allows you to display greater strength and growth potential than other bots, but repairs are significantly more difficult.

Divide & Conquer - // 150bp //

Arguably the reverse of powerlinking. In addition to your main forms, you may divide your body into 2-3 smaller alternate modes. They are all controlled by your own mind, even over great distances, but you are unable to assume your full robot or vehicle mode while these are separate.

Warranty - // 200bp || 400bp || 50% Autobot //

At some point in this jump, your body will require a complete overhaul. Using however much bp you spent the first time, you may go through the Chassis builder again. For 200bp more, you may hold onto this as a one time 1-up. As long as you're in this body when you sustain a fatal injury, you will be able to come back to this document and build your new body right then, even if you aren't currently in a Transformers jump. In both cases, you get to keep both bodies as altmodes starting the next jump.

Chassis [Features: Basic]

Transformation - // 0bp //

The titular ability of all Cybertronians. You have the ability to change from your regular bipedal mode to a vehicle mode. This could be for disguise, mobility, or just an excuse to bolt more guns to yourself.

ReFormat - // 0bp //

Cybertronians have a complex mechanism built into themselves to modify their own alternate modes to match their environment. You can even modify the schematics, if stealth isn't your top priority. This won't alter your total mass, nor will it give you weapons or abilities beyond what your systems are capable of. A bot without flight would be grounded if they tried to scan a jet, and one the size of a house wouldn't be able to compress all that mass into a regular-sized motorcycle. Still, as long as a machine or vehicle is roughly compatible with your build and capabilities, changing your altmode to suit your environment is as easy as a quick scan, either through your own optics or external sensors.

Imprinting - // 0bp //

Minicons were designed to be the perfect bait to incite war between the Autobots and Decepticons. As such, for all the power they wield, they are unable to withhold it from those who covet them. The first time a Minicon is awoken or powerlinked with a Bulk, their Servility Program is triggered. This compels them to feel loyalty towards the Bulk in question. Depending on the Bulk, this could be as simple as a strong fondness, or a psyche-damaging suppression of their will. It is possible to resist this program, but doing so takes significant effort. You'll find that this program is significantly weaker in you and imported companions. More of a subtle bias than a forceful compulsion.

Translation - // 0bp || 150bp //

Who can say whether this is some kind of in-built translation function, or if English is just strangely common throughout the universe. You have no issues communicating with other species so long as they communicate with conventional spoken words. This includes both spoken and written language, and even accounts for colloquial slang. This is free for this jump, but costs 150bp to keep.

*If taken by Minicons in a continuity where the Minicon's speak their own language, this is one-way, you're able to understand others, but can only respond telepathically.

Database - // 0bp //

Despite their human-like mannerisms, Cybertronians are ultimately machines. While you're in your Cybertronian body, you can organize the data in your brain like files on a computer, even able to directly copy new data in and out of other bots or computers.

Tolerance - // 0bp || 100bp //

Environmental extremes that would spell instant death for their organic counterparts, are often minor annoyances at worst for Cybertronians. Whether it be the ocean depths, the vacuum of space, arctic temperatures, ragged cliffs, etc. For 100bp, you are specialized for one particular environment, where you function twice as effectively for twice as long as almost any other bot.

Training - // 0bp || 100bp || 200bp Per //

The unfortunate reality is that Cybertronians have known only war for eons. As such, you have undergone training in some particular skill relevant to war. This could be something more direct like hand-to-hand combat, swordsmanship, marksmanship, strategy, etc. or support skills like stealth, first-aid, tracking, ship piloting, etc. Your first basic training is free, every skill after that costs 100bp. Alternatively, you may pay 200bp for training under a true master. You wouldn't be a living legend by any means, but you'd be able to make a name for yourself in any battle using just that expertise, akin to Starscream's swordsmanship or Thrust's strategies.

Remold - // 0bp || 150bp || 300bp //

There are more bots out there than just those that wound up on Earth. You may insert yourself into the world as any character that appears in any Armada toy line or media, as long as your purchases roughly match their abilities. For background characters, or those who didn't even appear in the show, this costs nothing. For characters who take up major screen time, but don't have a large personal role in the plot, this costs 150bp, for characters who are major driving forces in or whose absence would fundamentally alter the story (Optimus, Megatron, Starscream, Sideways, Hotshot, etc.) this costs 300bp. Of course, you also have the option to ignore this and enter as a wholly new character.

Chassis [Features: Minicon]

- Exclusive Minicon-

Sleep Mode - // 0bp //

Minicons are distinct from Bulks in that their bodies are actually masses of energy called a Digital Entity Frame. As such, they have the ability to compress that energy into small Mini-Con storage panels. These are not indestructible, but fairly close, but the difficulty of re-awakening without an external influence makes you vulnerable to capture. If you or your companions are Minicons, you'll start the jump already awakened, having met up with your team or partner.

Dormant Power - // 0bp //

The very thing that made Minicons into targets. Within them is a seemingly infinite font of energy. Linking with any Minicon-compatible machine will result in an explosive output in practically every area, increasing strength, durability, firepower, etc. By design, Minicons can't tap into much of their own power, but you can use this to fuel your own weapons to an extent.

One-to-Many - // 0bp || 100bp //

All Minicons have limited telepathy. With a touch, you can form a psychic link with other beings, allowing you to communicate, bypassing language barriers. However, this is far stronger with Minicons and humans, due to your species' deep connection. For 100bp, your telepathy is exceptional by Minicon standards. Able to reach out to other Minicons over several kilometers and beyond, resist psychic attacks, and communicate not only through words, but pure emotions. This unity of feeling makes it significantly easier to find common ground with others. This is purely for communication, and can't be used to read others' thoughts or implant ideas against their will.

One-to-One - // 100bp || 200bp //

In addition to raw power, some Minicons can share a portion of their personal abilities with their partners. Whether it be extending an invisibility cloak, or letting them teleport with you, etc. For 100bp, this only applies to abilities built into your Minicon body. For double price, this also allows you to bestow a portion of your special abilities from other worlds, as long as you're powerlinked.

Spawn of Unicron - // 0bp || 300bp || 400bp //

The only reasons Minicons are unable to use their own latent psychic power is due to limiters placed by Unicron to ensure their inability to protect themselves against any Bults who covet them. Should events proceed as expected, a small team of Minicons will uncover something called the Master Key, which frees Minicons from both their Servility Program, and the limiters placed by Unicron. For no cost, these limits will be released shortly before the battle against Unicron. If you wish to retain this power after this jump, you must pay 300bp, and 400bp for a copy of the Master Key that you may share with any Minicons you happen to find, or happen to be traveling with you, across your chain.

This power generally manifests in a similar way to psychic powers. Flight, telekinesis, energy blasts, shields, and more. However, as is appropriate for Minicons, their true power can only be shown with numbers. With enough freed Minicons in one place, you can bore holes through space, travel through time, or even form an energy body strong enough to hold off your very creator for an extended period.

Elevate - // 150bp //

Minicons aren't quite as useful when it comes to machines that haven't been specially modified to link with them, or so you'd think. With this, you have the ability to reformat any sufficiently complex machine or vehicle to be Minicon-compatible. This not only lets you power them, but even creates weapons and mechanisms for you to unlock. You could install massive weapons within the bodies of other robots, or turn a regular Earth car into a powerful cannon or a powered armor for a human to pilot. Even with three Minicons working at once, the previously mentioned upgrades would take a few minutes of focus to complete. With just one Minicon, this will take significantly longer.

Legendary - // 200bp w. Tool of War, Requires * //

Among the Minicons, there are some who can fuse into larger forms, like weapons or larger robots. Among those, there are three legendary weapons with power that dwarf all other Minicons, well, four now. With your two other teammates, you may combine into a larger form with power comparable to the other three. This could mean destructive power akin to supernovas, but if you'd prefer, this power can manifest in a way other than pure offense or defense. Maybe it instead takes the form of telepathy, or teleportation, or telekinesis, of comparable potency. Allowing a Bulk to wield/control you will bestow them a substantial boost across-the-board to their overall capabilities for that time.

*Taking this requires: Team, Class [Mini-Con], Powerlinx [Mutualism], and taking Tool of War for no cp.

Chassis [Features: Powerlinx]

Powerlinx Style - // +150bp || 0bp || 50bp || 200bp || 1:1 //

"Powerlink" (or the slang form "Powerlinx") is an umbrella term for any fusion between two bots to combine their power. This usually refers to a Bulk and a Minicon, but fusion between bots of the same size is also considered powerlinking, and even that has endless variations. As an added bonus, you may freely donate your own bp to your Partner/teammates, and you may all contribute to the pool of bp specifically for the abilities unlocked through powerlinking, all at a 1:1 rate.

Powerlinx [None] - +150bp Incompatible **Minicon** - A trait so rare, one would suspect you aren't even from this world. You are incapable of any form of powerlinking, not with Minicons, and not with Bulks.

Powerlinx [Basic] - 0bp - Most common form of powerlinking in this day and age. If you are covered with several pegs or ports if you're a Bulk or Minicon respectively. Fusing this way allows the Bulk to be empowered by the Minicon, enhancing their strength, defense, firepower, etc. and unlocking special weapons and abilities. This simply provides the basic capability for this type of powerlinking.

Powerlinx [Parasitism] - 0bp, Requires Partner - If you have a Bulk or Minicon partner, your bodies have been specially formatted to work together. This manifests as special formations only possible between the two of you, like being able to integrate into the other's vehicle or robot modes, or having abilities only the two of you can unlock, and generally having better powerlinking synergy. You also have similar aesthetics. This comes with 200bp to buy abilities only available when powerlinked.

Powerlinx [Commensalism] - 200bp, 0bp w. Super-Base, One purchase only - This is identical to [Parasitism], including the 200bp, with the key difference that your partner is a non-sapient drone that you can combine with to use its capabilities as your own. This may be taken in addition to your Bulk/MiniconPartner, or in place of, in which case they get all your partner's cp and bp stipends as bp.

Powerlinx [Mutualism] - 300bp, 50% Mini-Con || Giga-Con || Super-Base - A very rare form of powerlinking. You are able to fuse with 1-2 other bots of the same size (who also took this). Rather than one leeching off the powers of the other, this perfectly combines your power together. Distinct abilities will be shared amongst the whole, while common abilities multiply each other's potency. With this, even a trio of Minicons could fend off a Bulk on their own. You may only apply one discount.

Chassis [Equipment: Tools]

Tool Import - // 50bp || 100bp Per //

Is there a particular tool you're fond of, but can't find here? With each purchase, you may choose a tool in your possession to integrate into your body. This can't be a weapon, or be capable of sweeping effects over your body or environment. For 50bp, this can be any mundane tool, like a crowbar or a chainsaw, for 100bp, this expands to advanced technology like laser scalpels or a jetpack.

Communicator - // 50bp //

A mechanism built into your audio sensors that allows you to receive and transmit audio, either with others possessing the same upgrade, or with computer consoles, from continents away. Though this isn't immune to disruption, especially when underground or near electromagnetic phenomena.

Camera - // 50bp //

A mechanism built into your optics that allows you to receive and transmit video, either with others possessing the same upgrade, or with computer consoles, from continents away. Though this isn't immune to disruption, especially when underground or near electromagnetic phenomena.

Intra-Tools - // 50bp //

A simple, but versatile upgrade. From your limbs, you can reveal the Transformer equivalent of what humans would call a "Swiss army knife". An assortment of hand tools designed to interact with Cybertronian technology. However, they're hardly efficient, nor will they help with digital elements.

Interface - // 50bp //

If you find keyboard-based interfaces to be too limiting. You can pull a cord out of your body that can be plugged into any kind of digital system, even those of an alien nature. This allows you to directly interface with the device. This won't instantly break through firewalls, but it'll save you time typing.

Locator - // 50bp //

From somewhere on your body, you can produce tiny tracking chips, no larger than an Earth mouse. These aren't particularly durable, but can hold on long enough to stay on the exterior of a plane in flight. You naturally have the device to track this chip, but it's range is only a few kilometers.

Laser Welder - // 50bp //

A simple tool used by engineers and medics alike. It more closely resembles a buzzsaw made of pure plasma than it does an Earth welder, but it does seem to serve the same purpose of cutting and welding metal. The key difference is that it's designed to work with the exceptionally durable metal composing Transformer bodies, so it'd make short work of any Earth metals.

Storage - // 50bp //

It seems a large portion of empty space was left in your chassis, which you've since modified to serve as storage. It's not infinite, but an astounding amount of your total mass can be used to safely store even delicate items without worry. With a purchase of Experimental, this could be expanded to an entire subspace dimension within your body, specifically for storage.

Magno-Clamp - // 100bp //

A modification common for bots who work on spaceships. There are powerful magnets on your feet that let you walk on metal surfaces, even against the pull of gravity. There's a limit to the strength of these magnets, as a substantial enough impact or force will knock you off. As long as you're just calmly walking, especially in a zero-G environment, you should be fine.

Glider - // 100bp //

From your body, you can unfold a large pair of wings. Without other purchases, this can't provide its own propulsion, but it's sturdy enough to let even a multi-ton robot glide through the sky with a decent running start, for a time. This also doesn't come with landing gear. You'll have to keep your wits about you, if you don't want a fresh coat of soil on your face each time you land.

Special Sensors - // 100bp //

This is a system that augments one of your senses in some way. Perhaps your optics have a setting for sensing energon or heat signatures, or olfactory sensors that can identify the exact chemical composition of the surrounding air, etc. It'll take further upgrades for anything more long-range, like sonar or the like. By default you're limited to gathering information on your immediate surroundings.

Manipulator - // 100bp //

A special limb or tool in addition to your limbs that's designed for manipulating your environment from a distance. This could be a crane arm, a powerful catapult, a tentacle, or just an extra hand if two weren't enough. With the proper upgrades/downgrades, this could be as simple as a hook on a wench, or as advanced as a UFO-esque tractor beam.

Breacher - // 100bp //

A special addition to your body, specially designed for demolition or burrowing. This could be a drill, an excavator, a plow, pile driver, etc. Even without upgrades, this is abnormally destructive, capable of acting as a powerful, but clumsy, improvised weapon in a punch. With just one Output upgrade, this would be strong enough to quickly dig through 10 feet of titanium without even dulling.

Turbine - // 150bp || 0bp w. Environment[Sky] //

You've been equipped with powerful turbines. If you aren't already flight-capable, this won't suddenly change that, but it can give you great speed underwater. If that fails, you can unleash a gale of wind strong enough to knock most bots on their bumpers. Taking this with Glider can allow for very limited flight. This is extremely draining, but it'll let you hold your own against bots with proper flight modes.

Solar - // 150bp //

For those who aren't confident in their own energy reserves, or just want to conserve their energon. You are equipped with decently large solar panels. This allows you to slowly gather energy just from absorbed sunlight. That's not all, they're sturdy enough to act as shields, and they can absorb a portion of energy attacks aimed at them, further contributing to your own reserves.

Energon Bands - // 200bp //

A sadistic tool devised by Megatron. These large bands can be used to trap even exceptionally strong Transformers. What's more, they were designed to only grow tighter the more one struggles, making them impossible for most Transformers to break with brute strength. However, they have a crippling design flaw. A sufficient amount of damage or energy from an external party will short-circuit them, allowing for easy escape. Still quite terrifying if used against opponents with no outside help.

Chassis [Equipment: Arms]

Arm Import - // 100bp || 200bp Per //

For a price, you can import a weapon you already possess, integrating it into your body. For 100bp, this can be any relatively simple weapon. "Simple" in the sense that its effects are within the bounds of causing pain or damage to the specific target hit or shot with it, so that includes laser guns or tasers. For 200bp, you're free to import anything you please, as long as it qualifies as a weapon.

Blaster - // 100bp || First purchase 0bp //

The basic armament for Cybertronian soldiers. Whether as a handheld pistol or built into your body, this blaster allows for low-power laser blasts. Neither its destructive power, range, or rate of fire are that impressive, but it's reliable and precise, or you could just fire blindly if that's more appealing.

Melee - // 50bp //

You can produce a melee weapon from some part of your body. This could either be a pair of regular, but high-quality weapons, or a single weapon infused with energon that can cut through steel like tinfoil. What you lack in range, you make up for in sheer destructive power.

Sonic - // 100bp //

You've had a sonic weapon of some kind infused into you. With this, you can create shockwaves that can damage or disorientate organic and inorganic targets alike over a decent area in front of you. Not as powerful as laser fire, but the area of effect is nothing to sneeze at.

Elemental - // 100bp //

From either your body or one of your weapons, you can produce some kind of elemental force or substance. This could be an electrical current, flames, ice, acid, etc. Most Transformers are quite resistant to environmental extremes, but creativity goes a long way. After all, having liquid nitrogen flooding your body through your joints isn't exactly a pleasant experience, even if they survive.

Stun - // 100bp //

One of your weapons or attacks have been infused with a special frequency that can cause electronics to briefly lock up. This is energy intensive, and reduces the attack's destructive power, but that moment of immobility could determine the outcome of a battle. With Output, this can go as far as forcing Transformers into their vehicle mode, or acting as a general purpose EMP with Versatility.

Projection - // 100bp //

A very peculiar attack. From your body, you can produce a projectile of pure energy. It's slow-moving, but the dense energy packs a punch, and you can even control its movements until impact. It can even disrupt other energy attacks. Still, the slow speed, combined with substantial energy consumption, makes it very circumstantial. Best used as an ace-in-the-hole, or with the power of a Minicon.

Grenades - // 100bp //

You are armed with a powerful grenade launcher. This seems to use energon to produce its own ammo. These pack a punch, more than any blaster shot, but they suffer in terms of range and control. Firing these in a cramped space is unwise. With a purchase of Control these grenades can instead be mines that can attach to the ground, walls, or even other enemies, and trigger at the slightest impact.

Missiles - // 150bp //

You are able to launch 1-2 guided missiles from your body. You won't have to worry about running out for good, but these aren't exactly quick to reload. You can choose to fire specialty warheads from one of your other Arms purchases, whether you want concussion missiles, EMP, incendiary, etc. or with a purchase of Versatility, you have a wide assortment of different warheads.

Ribbon Beam - // 200bp //

Quite the scary weapon to have aimed at you. This is a special laser beam that fires a "ribbon" that locks onto a target and assaults them with a continuous stream of energon until they either get out of range or are rendered inactive. With a purchase of Range, this gets even more scary, allowing it to chain the ribbon to immobilize enemies within a close proximity of the beam's target.

Energy Constructs - // 300bp //

A mysterious power that calls physics into question. You are able to produce substantial amounts of enigmatic energy similar to energon. This energy can be fired as blasts, or shaped into melee weapons. This immense destructive power comes at a price. This power is extremely energy draining. Using it as your primary offense is unwise with the assistance of a Minicon or similar power source.

Chassis [Equipment: Mods]

Mod Import - // 100bp || 200bp //

Maybe there's some device or machine that doesn't quite fall under the categories of "tool" or "arm". You may import them here. For 100bp, you may import any other machines or mechanisms into your body, so long as the effects are limited to your own body, like a cloaking device or shield. For 200bp, anything is free game, even if the effects extend far outside of your body.

Two-Faced - // 100bp || 50% **Traitor, Requires Insignia //**

Kind of hard to hide your allegiance with it stamped across your chest. This works in tandem with the Insignia perk, allowing you to choose another insignia to temporarily replace your actual badge, complete with the change to your aura. However, this faux insignia is ineffective on those who know your true nature, and cannot be shared with others. You must pay full price for all additional insignias.

Fullspeed - // 100bp //

For a bit of extra Energon, you can instantly propel yourself forward with a short-lived burst of speed. Can be used in robot or vehicle mode, but the mechanism needs a few seconds to recharge after use. Be careful that you don't dash into a battle you'd be better off dashing out of. You can alternatively opt for a vertical variation of this mod, resulting in a boost to jump height.

Night Attack - // 100bp //

Not to be confused with any kind of invisibility. Your engine and chassis have been modified to reduce (though not fully erase) your sound and visibility to non-light based sensors like thermal. This won't fool a bot who's staring right at you, but as an extra precaution, you can choose a specific paint job to better camouflage you in one particular environment, like green for jungles, dark blue for nights, etc.

Pressure Point - // 100bp //

Sometimes the best solutions are also the simplest. You can reroute some of your energy reserves to boost the destructive power of your hand-to-hand combat. It's similar to the mechanism of infusing a blade with energon, but with your fist. You can choose to spread the power through your whole body for an extended period, or pump it all into one attack that can send most Bults flying. Fairly draining.

Range Finder - // 150bp //

Modifications have been made to your optics, shock absorbers, and just about every joint in your body to optimize you for sniping. A target you could hit from meters away, you could now manage from miles away. This naturally enhances your eyesight over distances. This level of accuracy can be held back by your equipment, and tunnel vision is a real risk.

Deflector - // 150bp //

You have a personal force field emitter that covers you in a 360° bubble that nullifies a certain amount of damage before needing to recharge. Keeping the shield up costs a negligible amount of energy when not under fire. You may choose one of two types, a ballistic shield that blocks physical attacks like missiles and bullets, or an energon shield that blocks energy attacks like lasers or EMPs.

Safeguard - // 150bp //

Simple but sweet. Your armor has been custom treated, and installed with a special shock-absorbing mechanism. This will absorb a small portion of all damage you take, and generally make you more durable. The protection isn't as dramatic as a forcefield, but the effects are completely passive, so you don't have to worry about running out of power just by keeping this on.

Discord - // 150bp //

When enabled, you project an area of effect that scrambled technological devices within. This is less effective the more advanced the technology is. For most Transformers, it's more of a strong sense of discomfort and disorientation. With the right upgrades, you could up the output to make enemy bots fight each other, or control, to only target technology above or below a certain level of complexity.

Shock Punch - // 150bp //

At a substantial energy cost, you can release an omnidirectional wave of pure energon. This can either be a short-lived push, or a sustained torrent of destruction that will tear to shreds any bot foolish enough to enter it. As you'd imagine, this is extremely energon-intensive, so best to save it for emergencies, or instances where energy is of no concern.

Teleportation - // 200bp //

Seems someone was crazy enough to install space-warping technology into your body. You are capable of short-range teleportation. You can teleport several times in short succession, to the point of spawning after-images, but the unupgraded range of this is extremely short, a mile tops, and anything more than a few meters will empty out your fuel cells in minutes.

Comeback - // 200bp //

Over time, your body will slowly recover from any non-life threatening damage. If you buy this with an Output upgrade, this is a reactivator, that can instantly bring you back to peak condition once it's been detected that you're on the verge of deactivation. However, you have to charge this ahead of time, so once you've used it, it will be inoperable until you can return to base to recharge it.

Covert - // 200bp //

You are able to bend light around you to render yourself completely invisible to visual detection. Oddly, others have a tendency to lose their grip on you if you turn this on while in physical contact with them. You can also extend this cloak to those around or in contact with you, but this adds to the energy drain. This is best if only used in short bursts, due to the energon consumption.

Dimensional Link - // 200bp || 300bp //

You found your own energy reserves lacking, so you've modified either one of your weapons or your own fuel cells with an interdimensional link to a celestial body. Your energy reserves dwarf most other bots ten-fold. For an added 100bp, it seems this "celestial body" was actually a powerful cosmic entity of primordial chaos or order. As long as they aren't directly weakened, the power they can provide you is functionally infinite. However, they demand your total loyalty, and will gladly rescind this power, or punish you telepathically, if you disappoint or betray them.

Alternate - // 400bp //

Taking transforming to a new extreme, you can freely sculpt your body like clay. Through just your will, you can mimic other beings, stretch and grow your body, or piece yourself together from near total destruction. The energy required by this modification is exorbitant. If you don't have an external power source like a Minicon, any one of the previously mentioned feats will leave you exhausted. With experimental, you may even be capable of absurd forms, like a hologram or a swarm of nanites.

Chassis [Upgrades & Downgrades]

- Effects can be applied to individual equipment or dispersed across entire body-
- Each Upgrade/Downgrade can only be applied a max of 2 times per feature/body -
- See Notes for more details on how Upgrades/Downgrades work -

Usability - // +/- 50bp //

This affects the feature's ease of use and safety. As an upgrade, it could automate certain features, or reduce the unintended damage or side effects of its use. As a downgrade, it makes interfaces deliberately obtuse, or poses an immense risk of causing unintended damage.

Output - // +/- 100bp Per //

This affects the feature's raw output and durability. As an upgrade, your armor could be twice as sturdy as normal, or do the same to your cannons' destructive power. As a drawback, the upgraded feature is extra flimsy, or has far less power or potency than is normal.

Versatility - // +/- 100bp Per //

This affects the feature's use cases and flexibility. As an upgrade, this could expand a multi-tool to have more specialized applications, or provide additional ammo or configurations to weapons. As a downgrade, this could make a feature more circumstantial, or reduce a cannon's range of motion.

AOE - // +/- 100bp Per //

This affects the feature's area of effect. Perhaps it expands the area covered by the effects of the upgrade, or expands the blast radius of a weapon. As a downgrade, it is only able to influence a very small area at a given time, or has little to no ability to cause widespread damage.

Range - // +/- 100bp Per //

This affects the feature's active range it can influence over a limited time period. As an upgrade, it could allow for aiming over greater distances, or simply enhance movement speed. As a downgrade, this could render it abnormally slow, or significantly reduce range of influence, to its detriment.

Reliability - // +||- 100bp Per //

This affects the feature's cost to use and maintain. As an upgrade, this can greatly enhance fuel/ammo efficiency, or maybe even repair itself automatically. As a drawback, this greatly reduces efficiency, or renders it prone to breaking down and requiring extensive repairs.

Control - // +||- 100bp Per //

This affects the feature's precision and level of control. As an upgrade, this could allow equipment to handle far more precise tasks, or let you enforce more direct control on its functions. As a downgrade, this makes the feature far more unwieldy, and opaque in its actual mechanisms.

Experimental - // +||- 200bp Per //

This affects how unconventional the feature's mechanisms are. As an upgrade, this could improve it in a multitude of ways, like invisibility that comes with brief intangibility, or shapeshifting that can turn you into a hologram. As a downgrade, your technology is several centuries out of date. Whether as an upgrade or a downgrade, the odds, consequences, and repair cost of random malfunctions rise exponentially. If something goes wrong, it will go horribly wrong.

Faulty - // +50bp || +100bp Per //

It seems some part of your body or equipment is faulty. For 50bp this is something minor: a gun prone to jamming, joints that scrape against each other, etc. For 100bp, this is a manufacturing error that either poses a major risk, or affects a large portion of your body, like a gun with a chance of exploding, or a bug in your systems that causes all your joints to lock up when you're knocked down.

Impaired - // +100bp Per //

Your body was designed with form over function in mind. Whether for aesthetics or just to fit more guns on your body, sacrifices were made in your construction that leave you severely impaired for basic day-to-day operations. Maybe you don't have any usable hands, or your feet are just wheels with no stabilization, or you lack any means of verbal communication, etc.

Closing [Drawbacks]

- No Drawback cap -
- Companions may take Drawbacks -

Legends of the Microns - // +0cp //

This setting can be viewed through many different lenses, you may now choose which. You could stick to the original cartoon, or maybe the Dreamwave comic is more to your liking, maybe the Panini Comic. You can also choose to mix-and-match, deciding to what extent each adaptation is canon to your current jump. This also includes side-stories like Linkage or the toy pack-in comics. Really any part of Transformers canon that involves the Aurex Universal Cluster.

First of Three - // +0cp //

You may already know this jump is the first part of a trilogy. However, the Unicron Trilogy continuity isn't always straightforward. In your time here, you'll experience nods to elements that are technically present at this point in the timeline, but won't be relevant until the Energon or Cybertron portion of the continuity. Plot holes are a very real possibility, especially if you have dealings with Sideways.

Dubbed in Vancouver - // +50cp //

Why would you put your audio receptors through this? It seems that there's an omnipresent force of Canadian origin. It seems to subtly influence all beings to speak in the most obnoxious and cringe inducing dialog possible. It's especially potent on humans. This applies to your speech as well, but you and your companions seem to be the only one's unfortunate enough to perceive it.

Knowing is Half the Battle - // +50cp //

You'd think eons-old warmachines wouldn't need to be taught about teamwork or why you shouldn't start fires, but I guess not. Whenever your enemies or allies aren't preaching about environmentalism or pacifism, they're taking part in PSA-esque melodrama, concluding with an on-the-nose summary of the lesson they learned, often ones anyone over the age of 12 should already know.

I was Born This Way - // +100cp //

There are few creatures as unpleasant to be around as you. You may not be a bad person deep down, but you're either unable or unwilling to read the room, and you make a point to neglect all but the most necessary personal hygiene. Only those with a close intimate bond with you, or who stand far too much to gain from you, are willing to tolerate being around you for a prolonged period.

Cyclonipus - // +100cp //

What is wrong with everyone here? Nobody can seem to keep anyone's names right. Whether it's a harmless slip of the tongue, calling bots by another character's name, inexplicably saying their name in the wrong language, or just calling everyone "Leader-1" for some reason. Nothing you do will fix this habit, and for some reason this confuses everyone else far less than you.

Rush Job - // +100cp //

Seems whatever force escorted you here was in a bit of a time crunch. Something about the fabric of reality is just... wrong. Sometimes characters will appear to slide instead of properly moving. Other times they'll appear with the wrong colors, the wrong insignia, the wrong proportions, or sometimes they'll just briefly be a big black splotch. Nobody but you is able to perceive these anomalies.

Sleeping Dragon - // +100cp //

There's nothing wrong with taking it easy, but this might be a bit too easy. The second nothing important is happening, you're out like a light. A light that snores loud enough to echo through your whole base. This habit is likely to give you a reputation as a slacker, or at the very least a slob. In general, you come across as a bit too lax while off the front line, which can rub many the wrong way.

Lone Wolf - // +200cp //

No matter the size, you can't seem to quite fit in any group. You'll start pointless fights, openly mock the beliefs of others, and you have a nasty habit of incriminating yourself for crimes you know you didn't do. Adding to the problem is the tendency of others to launch accusations at the drop of a hat. Those who spend enough time with you can learn to see the real you.

Robots Needing Disguise - // +200cp //

Looks like stealth is out the window. You'll have an infinitely harder time keeping a low profile going forward. Minicons almost always appear in populated places, people are more willing to listen to their kids ranting about seeing a robot, and human governments already seem vaguely aware of the Transformers' presence, and will rush to develop countermeasures if their suspicions are confirmed.

Ragdoll - // +200cp //

Must be some defect in your joints. Any time you're flung away, or bumble a landing, or fall from a significant height, your entire body will go slack. You won't be able to regain control of your body until you come to a stop. Oddly, enemies never seem to be in any rush to take advantage of this moment of vulnerability, but that doesn't mean they'll stop firing if you were already in a battle.

Red Lenses - // +200cp //

The problem with using red lenses for your optics is you can't see the red flags around you. No matter how obvious the signs, you insist that everything must tie back to Autobots fighting Decepticons. Even as a giant black hole swirls over your head, and you must join forces to fight a common enemy, you'll still insist this is all some Autobot/Decepticon illusion. Comes with red eyes if you'd like.

Incompatible - // +300cp //

Whatever moral extreme you represent, you are practically the embodiment of that extreme. If you choose to embody evil, the basic ideas of "goodness" are intrinsically incomprehensible to you. It is to such an extent that concentrated doses of positive energy can cause you significant physical harm. If you choose to embody good, then naturally negative energy and emotions are your weakness.

Escort Quest - // +300cp //

Regardless of your faction, a batch of 3-5 humans have taken to hanging around you. They have a talent for getting into trouble, and insist on getting involved in whatever you're up to. Even if you refuse to include them, they'll always somehow stowaway to wherever you're going. If you can't keep the kids alive, then it'll collapse some time loop that would otherwise save you from chainfail.

Prized - // +300cp //

Whether because you're a Minicon, or word of your otherworldly power got out, every faction covets you to some extent. Staying neutral will be a challenge. To make matters worse, you are afflicted by a weakened form of the Minicons' servile programming. You'll feel instinctively more loyal to anyone who powerlinks with you, but you're somewhat more resistant to this than most Minicons.

Ahead of Schedule - // +300cp //

Unicron has been alerted to your arrival. They've accelerated their plans. Their harbinger(s) will be in more of a rush, more aggressive in their tactics. This raises the chance of them making mistakes, but they have an excess of raw power to fall back on, and they will eventually succeed in awakening their master. You'll have to do some heavy lifting to get the Autobots and Decepticons on the same page.

Plastic Addict - // +400cp //

Seems the designers cut every corner they could for the sake of gimmicks. Yes, even if you're a human. Your body is awkward, with extreme limitations to your range of motion. Maybe you can only move your shoulders outward, or can only turn one of your wrists, or carry 60% of your mass in your arms. Tl;dr, your body reflects some of the worst engineering in the Transformers Armada toyline.

Back to the Start - // +400cp //

Some pesky humans have taken to mucking around with the time stream, sabotaging you at every turn. This doesn't make success impossible, but no matter how certain victory, or how absurd your advantage, every win is one you'll have to fight for. They seem guided by fate in the way they always escape capture, and show up in the exact time and place to cause you the most trouble down the line.

Dead End - // +400cp //

Seems you've suffered the same fate as Unicron's poor Minicon. You were consumed by the Chaos Bringer, painfully experimented on, and tortured by isolation and screams of terror. You will eventually find a way out, but should you return, you've found that Unicron has produced mindless clones of you to defend him. They are hundreds of times weaker than you individually, but number in the millions.

Tool of War - // +400cp //

In this war, it is the weapons who suffer more than anything. Other than abilities bought in this jump, you'll find all of your powers from out of this jump sealed away. You may only use them by entering a particular form where your consciousness is sealed, following the will of whatever bot is currently wielding or commanding you. Due to an unknown bug, your companions cannot act as this wielder.

Closing [Ending Options]

Retreat - Go Home

You know when to quit while you're ahead. All this battle has made you long to return to your roots. Perhaps to protect those who can't protect themselves, or to dominate them with overwhelming power, or just to live in peace. Whatever the case, you will return home and conclude your chain.

Stand Down - Stay Here

It's finally time to go, but you refuse to leave a job unfinished. At the cost of your chain, you will spend the rest of your days in this setting. Maybe you'll find a path to navigate the wider Transformers multiverse, but anything beyond that will forever be locked to you, for better or worse.

Roll Out - Move On

Time waits for no bot, except for you. You've had your fun here, maybe even learned some lessons, but it's time once again to pack up and take all you've gained into a new world with new adventures. Not to worry, I'm sure in due time you'll once again be paying this universe a visit.

Closing [Notes]

- Jump by **Gene** -

I was a TF fan loooong before I was a manga reader, and I was surprised by how easily rewatching Armada dug all that back up. I think once I've made a dent in my current backlog, I'll start making more TF jumps. I was planning to go back and catch the series I missed out on anyways.

I was surprised to find just how much more media there was for Armada compared to Energon or Cybertron, so the next two parts of the trilogy are likely to get much smaller jumps than this one. I'm thankful for that, since I really don't know how the robot builder alone came up to over 20 pages.

Cybertronian physiology is weird, especially in this continuity. On one hand, Transformers have different genders, they can have familial relationships like twins or cousins, and at least understand the concept of parenthood. The Dreamwave bio for Clench states outright that they have a genetic code, but it's not specified whether this is all Transformers or just Minicons. We know that Minicons were spawned from Unicron, many female Transformers are recolors of male characters with no outward changes, and biotechnology is considered rare and esoteric in-setting, so they clearly make some distinction between organic and inorganic. What I'm getting at is I have no idea how Cybertronian reproduction or gender works in this setting, and I'd wager neither to the writers.

Trying something different with the cannon companion option. I always just houserule that cannon companions work on a "slot" system, so I might as well do cannon companion options in all my jumps like this going forward. If I don't, then it's because I forgot, rather than consciously deciding against it.

The different "class" naming convention in the Fleet section is just something I made up. It made it easy to break up the different ship sizes when (to my knowledge) no such classifications were provided in-cannon. It also lets me feel a bit clever, since Hasbro also produces Battleship.

A lot of perks make mention of vaguely making the user "stronger" or "more powerful" in very vague terms. The series itself isn't the best at quantifying what exactly this means. It usually just means something along the lines of "punch harder, shoot bigger, get back up faster".

On Upgrades/Downgrades:

If asked about the upgrades later, like “how would X amount of Y upgrade look” I want to be fully transparent that any answer I give is complete eyeballing, and I’d personally recommend you do the same. The most concrete quantification I can provide is that each upgrade/downgrade is meant to be a substantial change to functionality. Each one represents a fundamental change that should be noticeable at a glance, hence the two upgrades per rule. Rather than getting (pistol -> bigger pistol -> even bigger pistol) it’d be more like (pistol -> cannon -> cannon bigger than most Bulks).

The 2 per limit is counted separately for upgrades and downgrades, as long as you aren’t upgrading the same attribute you’re downgrading, that would be pointless. On that topic, downgrades work like drawbacks for this jump. You’ll have to wait until the next jump, and repair them manually, but once you have, they’ll retain any changes you make.

I’m usually of the opinion that this kind of legalese tends to cause more problems than it solves, but in this instance I insisted on this needlessly complicated mechanic, so I only have myself to blame. If this explanation is satisfactory to you, just use your own judgment.

On Warranty:

The idea of being able to hold onto your reformatting for use later in your chain is that you’ll be able to build it in accordance to your needs and means at that time. Maybe you’re in a situation where a submarine mode would be a lot more useful than a car, or maybe you have some weapons or mods you’d like to import that you didn’t have when you went through the jump the first time.

The Autobot discount doesn’t apply to the 200bp plus-charge. You also can’t buy Warranty again when you go through the builder a second time. Silver lining, the bp spent on Warranty the first time does count to the total bp you have to spend on your new body. In the case of Smokescreen/Hoist, his Minicon didn’t get reformed in the same way, he just partnered with a different Minicon outright, so buying this won’t extend to your own Minicon/Bulk partner.

On More Than Meets the Eye:

In honor of my recent poor financial decisions, if you want an artstyle more in-line with some fanart or 3rd party figures inspired by Armada characters, I’m not going to stop you.

On Features / Trans-Phase Mode:

Even though the Trans-Phase mode is a pretty common benefit of enslavement to Unicron, it's way too OP to just hand it out. It's essentially the power to take on any form (including intangible holograms or data), survive any damage, and instantly appear seemingly anywhere in the galaxy, if not the Universe, with the only implied caveat being that it's dependent on Unicron's power, so if you want it, it'll take: Shapeshifting (Experimentalx1) + Teleportation (Rangex2) + Dimensional Link (Unicron) for a total of 1200 bp. Though you can leave out individual components (shapeshifting, teleportation, power source) if you aren't interested in that part, or already have that covered.

On Insignia [Enigma]:

The yellow symbol described is the Unicron symbol in Armada's More than Meets the Eye books, it looks like a big yellow circle with Unicron's ring around it. Alternatively, you can choose for the insignia to be invisible, a conspicuous blank spot where there's clearly meant to be something there. In this instance the effects will still apply.

On MicroGlot:

if you're unsure what languages would fall under this, as an example, if you dropped by Star Wars, it wouldn't take long to be able to parse a Wookiee's roars, or R2-D2's beeps. Minicons in the cartoon speak in beeps. There are some cases like Megatron who can understand the language itself, but for everyone else they speak to their partners through a telepathic bond. In that case, it's like almost every character has the +50cp version. Minicons speak like everyone else in the various comics, so if you choose one of those continuities, and take the +50cp version, you'd be the odd one out.

On Repaint:

The power boost from the 300cp version doesn't relate to what the actual energy was. Whether it was energon, mana, ki, whatever, the result is always a fairly straightforward boost to raw stats and output: better armor, better guns, better strength, etc. For a benchmark, after Megatron was showered in the shared energy from a group of Minicons and became Galvatron, the Dreamwave comic claims that his base power is now greater than in his original body while enhanced by Leader-1. Just know that this was only possible because the Minicons began awakening to their dormant Unicron power at this point, so it takes a substantial dose of energy for that kind of drastic boost.

On The Entity:

Potentially, you could use this to become an equal to Unicron. However, he was already a planet-sized Transformer before he sucked up millions of years of energy from the Cybertron Civil War, and presumably has done so to many other planets, so I have no clue how much negative energy, or how many eons it'd take, to reach the starting line of Death Star Satan. The fact that he could drain power from a whole planet also has to do with Unicron himself being planet-size.

The vulnerability to positive energy depends on how integral this power is to your being. Unicron was pure evil, all the way down to his soul, and his every cell was completely saturated, if not composed wholesale, of negative energy. Even then, it took a psychic attack followed by a point-blank shot at his heart with the Requiem Blaster to stop him, and he came close to immediately reviving once Optimus and Galvatron started fighting each other. After blowing up, he had enough power to be a serious threat and eventually revive fully in Energon and Cybertron.

Point is, a splash of holy water probably won't melt you on the spot, nor do you have to worry about self-destructing just because the world you're on suddenly achieved world peace. If you're really worried, it's not like this blocks OOC perks and powers.

If you took the positive energy version, you'll instead have an advantage against enemies saturated in Negative energy, but as mentioned, negative energy is generally more potent due to how easy it is to spread and accumulate.

On Bug:

This is based on Unicron's Minicon Dead End, who somehow became one of my favorite characters in all TF media upon researching for this jump. Out of who knows how many planets Unicron devoured, he chose Dead End from one of his meals at seemingly random. He experimented on Dead End for eons, eventually cloning him to act as his immune system. Despite seemingly having no more use for him, Unicron still lets Dead End wander around his guts, marinating in his insanity. The ambient energy is stated to have given Dead End strength far greater than most Transformers (notably it doesn't specify Minicons). Like Unicron, he has horns, a spherical altmode, and an absurdly destructive cannon, some of which he presumably didn't have before being swallowed, so that's what the perk is referring to when it says you can absorb traits from the being in question.

On Elevate:

In the comics, it's pretty explicit that the modifications to allow Bulks and Minicons to powerlink was a manual and deliberate process done by the Bulks. In the Linkage comic (which is pretty close in continuity to the cartoon) it's shown that's just something Minicons can do to any machine.

On Unpolished Gem:

You can only choose one path to spend this potential on. You'll have to wait for the next jump if you want to find another path to spend all this talent on.

On Vehicle Import with Beastly:

0bp = Modern animals, 50bp = Extinct animals, 100bp = Fantasy or alien creatures.

On Spawn of Unicron + Prized:

Since you're paying at least 300bp, I think it's fair to say buying that frees you from the Servility Program aspect of the drawback, but all the other parts are still in effect.

On Fleet Classes:

If you shrunk an average-sized Bulk down to human size, and a vessel by the same factor, the class Submarine and Destroyer vessels would be around the size of a Smart Car and a large RV respectively, while class Cruiser and Carrier vessels would be closer to the ships I named them after.

On Unimouto:

This isn't based on anything beyond a handful of r63 fanart. I only added it because I didn't like looking at that ugly gap in the companions section. They're 300cp because they essentially get The Entity perk for free, even if they start off essentially as a human with some mechanical bits, and a spherical alt mode. Water them with enough negative energy to grow a full-sized Unicron waifu.

On Data-Con:

The 50cp version is based on the bonus content in the PS2 game, while the 100cp version is a hybrid of that and the TF Wiki, which is prone to stamp very strange captions on almost every picture.

On Missile Launcher:

Wasn't my initial plan, but an anon pointed out this perk technically covers arrows.