



While chasing criminal descendants of the Decepticons known as Predacons led by the renegade Predacon Megatron the crew of a Maximal (Descendants of the Autobots) ship led by Optimus Primal find themselves thrown through a rift in space known as a transwarp portal, during a quick but harsh firefight both ships are badly damaged and fall from orbit while losing their precious cargo of unactivated maximal protoforms in space due to the damage done to their ship.

Stranded on a strange and primitive world ruled by beasts and unbelievably rich in raw energon (the lifeblood of both maximals and predacons) the crews of both ships find that the only way to avoid permanent damage due to the sheer amount of raw energon radiation is to take on animalistic beast forms which will both allow them to repair their inorganic transformer bodies and function on this planet which is so inundated with energon radiation.

Though unable to leave this world the two sides are unwilling and unable to make peace, thus began the beast wars. Those who fight for Megatron known as Predacons shouting their transformation code of "Terrorize!" And those who follow the Maximal leader known as Optimus Primal yelling their transformation code of "Maximize!".

Every so often one of the protoforms lost in orbit around the planet will fall to earth and a mad scramble to activate it will ensue in order to add a new soldier to their sides ranks. Eventually it comes to light that this planet is not some unknown world, this world is

indeed prehistoric earth, though no accurate time frame is given the actions here in the past have a provable effect on the future.

It is time to choose a side as the Beast Wars have begun. Take this to help:

+1000 cp

Backgrounds

You need to have some place to call your own. Due to the events unfolding in the series any background may be drop in. Choose maximal or predacon as well as one professional background. (1 purple and 1 blue)

Maximal: Those who follow Optimus Primal and fight for peace and favor a democratic outlook. Though the maximals have plenty of skeletons in their closet as a race they often follow their forebears the autobots in their temperaments and more often than not prefer to back the cause of freedom for all.

Predacon: Those who follow Megatron and fight to change the status quo in which predacons, like their Decepticon forebears, are seen as second class citizens on their home world of Cybertron. Due to the loss of their forefathers to the autobots they are theoretically equal to the maximals however in practice they are treated as an underclass and often treated very poorly. They tend towards a more militaristic outlook and seek to follow Megatron to change the past to undo what they see as a great wrong done to their people.

Scientist: Maybe you don't have the strongest weapons or the toughest armor but you have a mind like none other. You are a scientist of rather amazing talent, your creations could easily sway the course of the Beast Wars.

Soldier: A warrior's spirit and strong of body you are a soldier of your side. Created with weapons and abilities which surpass many others in the field of combat. In the troubled times ahead another gun is always welcome.

Leader: You are a born leader, able to direct the course of a war and bring those who choose to follow you through in the end. Like Megatron and Optimus you will probably have your own way to lead but in the end you know you have what it takes to win.

Perks

Each Background gets their 100 cp perks for free with all other perks in their background discounted by half.

General

Beast Mode -Free- Choose one creature from any time period on earth to serve as your beast form. This creature may be any non sapient animal to have ever existed naturally on Earth. You can switch between your humanoid form and your beast form by saying your factions transformation code.

- For an Added 50 cp you may choose to import a non sapient creature from any of your past jumps to serve as your beast mode.
- For an added 50 cp you may choose two creatures to be merged making you a fuzor. If you chose to take the above import option you may choose two imported creatures to merge.
- For an added 50 cp you may also have a secondary inorganic mode. This form must be a machine be no larger than an average pickup truck.

Transmetal -50- You are a transmetal, your animal form has been replaced with a polished metal version and you now have an alternative vehicle mode incorporated into your beast form. What vehicle is up to you, maybe you have wheels, maybe you have jetpacks, maybe you instead get water jets for faster nautical speeds. What you choose is up to you.

- For an added 50 cp you may instead be a transmetal 2, choosing this will greatly increase your strength and speed as well as making your beast form all around more effective in battle.

Some Assembly Required -**free (here) 200 (to keep)**- Transformers are rather durable but they can and do get broken rather easily if someone tries hard enough, luckily just being dismembered isn't much more than a distraction in the long term. Should your limbs (or head) be separated from your body they will still function as if they were attached in some way to your head. Your head being one of the most important parts here, so long as both your head and chest are in one piece (even if your head is separated from your chest) you can still function. This means that should someone dismember you it is entirely possible for your head to ride your hand around and slowly repair yourself.

Maximals

Corny One Liners **-100-** You know how some people say those corny one liners that seem to be stripped right from an old romance novel? Or say things more suited to a ye olde knight than a modern day bot? Yeah those people are weird. Well you can do that now too only instead of being weird it totally works for you, your corny romantic lines totally work to get the girl and your heroic poses and statements come off as dashing and cool rather than weird. Have at it loverboy.

Brave **-200-** You are a rather brave bot aren't you? Simple things like fear just seem to wash over you, your mind is clear and you know how to put even the most distracting things out of your mind and do what you know needs to be done. Even artificially created fear (such as that created by a virus) simply does not affect you unless you allow it to.

A Light **-400-** All beings have light and darkness inside of them, sometimes all it takes to find the light in someone is to give them a chance. You know what it takes to help people become better than they could be on their own, you know how to encourage them and what to say in order to turn even the darkest enemy into a trusted ally provided you are given the chance to do so.

The Hero Prevails **-600-** Sometimes there comes a time when all seems lost, when the villain has won and the heroes have fallen. In these times one must try their hardest because the impossible can be made possible and defeats turned into victory. So long as you work hard you can do the impossible, it is never too late as long as you push yourself to the limit there is always a chance, though it may be small, that you can prevail in your goals no matter the circumstances. Did the villain kill your leader? Maybe if you work hard you can bring him back. Did your great grandfather get his head blown off and now time has unraveled? Maybe if you work fast enough you can undo what has been done. All it takes is you pushing harder than you have pushed before.

Predacons

Backstabbing -**100**- Knowing when to strike is tantamount to knowing when you will receive a promotion in the predacon ranks. Thanks to such a background you know when and how to insinuate yourself into people's good graces and make them trust you. It won't be easy but with some work you can get on pretty much anyone's good side, at least long enough to slide the knife in.

Two timing -**200**- Ever wonder how one day one day you can be trying to kill someone and the next you can be working with them hand in hand? Desperate times call for desperate measures and when the chips are down people are often willing to work with those they normally would not trust. People seem to be willing to forgive and forget your past deeds so long as there is a reason for them to work with you. You could have been enemies for years and still switch sides with no ill will from your new team mates, then after they become not useful to you simply switch back again... so long as they find you useful.

A Spark untouched by Time -**400**- Just as Megatron sought to change the future by destroying the past without hurting himself so to are you able to survive changes to time without risk. Paradoxes, changes to time, or even the complete destruction of your current dimension simply seem to wash over you without harm. Just as when Megatron altered the timeline the resulting time storm simply did not touch him. As the waves of change altered the world Megatron stood as if they simply passed him by, this is how it shall work with you if something attempts to change your timeline. Should the universe unravel around you, you will find yourself on a similar if different world.

Goals Unmet -**600**- Sometimes no matter how good you plan, no matter how well you prepare, no matter what you do or how many minions you throw at a situation you just cannot meet your goals. Sometimes you just are not strong enough, powerful enough, smart enough, just not *Good* enough to succeed. In the event that you tried everything you can and just nothing works maybe it is time for you to change yourself. That is exactly where this perk comes in, much like Megatron himself you seem to have a knack for going beyond your limits whenever your carefully laid plans are dashed at the last moment and coming out better for it. When you fail you become just a little stronger, the larger the failure the larger the boost you receive in some cases leading you to unlock bigger, shinier, deadlier forms of yourself that are just all around better. You have to be actually trying to succeed, but in the case that you do not? Well maybe you can try again as a dragon next time.

Scientist

Clever **-100-** A mind is a terrible thing to waste, yours is especially valuable. You are smart, extremely smart, smart enough to make most other bots look rather like children in comparison to your towering intellect.

Scavenger **-200-** The sad fact is there aren't a lot of spare parts lying around on this prehistoric planet, a bot has to make do with what he's got. You are an expert scavenger, you can strip enough parts from a wreck that you could rebuild the original vehicle from scratch with a bit of time and effort and should you not be able to find parts you know just how to craft the next best thing from raw materials though it might take longer. Heck you could probably rig a signal jammer out of an old antenna and a lightning rod if you tried.

Specialty **-400-** Megatron had many flaws but for all his flaws he was a genius when it came to knowledge and skill when it comes to the manipulation of sparks as well as creating new weapons. Tarantulus was a genius when it came to creating viruses and weapons. Rhinox was amazing at crafting sensor tools. You now have a few specialties of your own (three in fact such as sensor tech, weaponry, or robotic cloning just to name a few) similar to the above mentioned examples, maybe you can cobble a mega cannon from scrap metal or surgically split a spark into two working pieces, whatever specialties you choose you are an undeniable expert in that field able to create and craft wonders.

New frontiers! **-600-** The backstabbing untrustworthy scientist Tarantulus (and to a lesser extent Black Arachnia) was many things. Evil, maniacal, cruel, but nobody says he wasn't a genius. Able to scavenge parts from wrecked Vok alien technology and busted ship parts from fallen pods he created wonders that allowed him to recreate the transmetal radiation, craft a single person ship off the planet, program his own mind into others in the event he died and much more! You have a mind on par with his own which allows you to easily see how to merge technology which by all rights probably shouldn't work together. Alien orb that does some unknown thing? Slap that sucker in a spider web and go to town. The best part? If you wish you can make the newly merged technology fit a theme such as (for example) it all being a massive glowing spiderweb with spider legs holding the important parts with no loss of functionality.

Soldier

Powerful Build -100- You are powerful even for a soldier, you are faster and stronger than other bots by a large margin. Simply put you are buff. While other bots may be in shape you put them to shame with your sheer physical prowess, easily being able to lift twice what someone your size ought to be capable of.

Weaponsmaster -200- A soldier is only as good as his weapon, and you are very very good with your weapon. You are a master in all forms of combat both armed and unarmed. You can hit a target from a mile away with a rifle or dismember an enemy with nothing more than a rock and a stick. Also you can shoot lasers out of your eyes. Neat.

Honorable Soul -400- You have a strong moral character. A sense of purpose and ingrained feeling of what is right and wrong. While this may not be the same as what others may deem right and wrong you never need worry about others making you work against the ideals you hold dear. Your sense of honor is such a large part of who you are that if someone cloned you all the clones would have your exact same morality and sense of purpose as the original, any copies, clones, or facsimiles of you will share your ethics and ideals and any attempts to turn them against these ideals will only end in violent failure for the being who tries.

Spark of Evil -600- You have a spark that just keeps on sparking, which means you are extremely hard to kill. Your spark is an imperfect copy of Starscream's immortal spark making it making it nearly indestructible. Your body may be torn to shreds but your spark (or soul when applicable) is amazingly hard to kill. Short of utter destruction your body and spark will simply reform. It would take someone purposefully detonating an energon bomb in your face point blank to fully kill you. Put simply, short of something completely destroying your spark it is impossible to completely kill you.

Leader

Inspirational **-100-** Something about you is rather impressive. You seem to have an inner light about you, a force of being that pulls others to your cause and makes them wish to follow you. Some people call it charisma some call it allure, whatever you call it people want to be around you and they hang on to every word you say.

Tactical Genius **-200-** Yeeeeesss... ahem. Excuse me. You are a tactical genius, able to plan weeks or even months ahead and create multiple plans at once such as having three plans to attack your enemies base going at once in case one fails. Plan A didn't work? Well good thing you have plans B through F ready to go just in case!

Spiritual Leader **-400-** A good leader knows that they have to take care of not just the physical well being of their soldiers but their mental and spiritual well being as well. You are able to help those who follow you to work their ways past problems they may be having mentally and spiritually. For instance, if a follower is having a crisis due to having lost a loved one you can console them and help them move on in a speedy and healthy way. You can also contact those who have gone ahead and sometimes speak to those who have joined the allspark to gain their knowledge and expertise when situations become hard. In later jumps this means you have the ability to ask those who have died for aid and get their advice on what to do or say.

That's Just Prime **-600-** As the leader it is your job to get up no matter how bad the situation, keep fighting no matter how dire straits become, and move ahead no matter what life throws at you. You have a will to keep going that is positively amazing and your followers know it and look up to you. Your willpower is frankly astounding and this amazing mental fortitude and the faith others have in you makes you rather hard to keep down, once per jump if you sacrifice yourself or are killed while working for a cause events will conspire to bring you back to life without ending your chain. For megatron the cause is undoing the great war, for optimus it is protecting time and stopping megatron. Both have come back from the dead to keep going. Both are great leaders in their way. Basically this allows you to come back from the dead once per jump and grants a large boost to your willpower.

Items

Everyone gets a discount of half for 2 items from each tier. Items from 100 or below tier are free if discounted.

Toy line **-50-** A line of toys depicting you and your friends, you get a full set for yourself as well as them being available wherever toys are sold!

Weaponry **-50-** Standard set of weaponry, everyone has a set. Generally themed off of their beast form you receive a melee weapon and a long range weapon of your choice. Should they be damaged, lost, or broken, they will return to you good as new within a week. For an added 50 cp your weapons can be built into your body which means they cannot be removed short of (for example) ripping your arm off.

Energon Blade **-50-** A blade made completely of stable energon, sharp enough to cut through a transformer like butter and able to completely extinguish the spark of almost any transformer. The size and shape can be whatever you choose, ranging from a scalpel to a large sword. Particularly useful if you want to perform spark surgery or kill nigh unkillable abominations.

Hoverboard **-50-** Much like Optimus Primals own hoverboard you have a flying metal slab with jetpacks that can move at supersonic speeds now. Never needs refueling and will repair itself of all damage within a week, if stolen it always finds its way back.

Blank Stasis Pod **-50-** A stasis pod containing a blank protoform, generally useless but maybe you can figure out a way to use it?

Energon Stash **-100-** A large deposit of stable energon crystals, enough to feed a transformer for decades, or power a superweapon capable of destroying a mountain range for a year. You know, if you wanted. Regenerates once per jump.

CR Chamber **-100-** A chamber which is basically a closet sized tank which can heal even the most damaged of bots, comes in two forms: a hot tub full of energon or a glass and metal dome with a door. It has been called waspinators best friend. It will never run out of energy and should you wish it can be added to your warehouse as a small side attachment for no extra charge.

Drone Factory -100- A small but efficient factory module has come into your possession, this small contraption will create hundreds of small drones just for you. These drones tend to follow a certain theme determined by you, for tarantulus they were small spider like robots. These drones are generally up to a foot long on a side but are much stronger than they appear, able to drag boxes over ten times their size and weight and smart enough to put their owners back together should they be blown to pieces.

Ship -200- You have a working ship similar to the ones the predacons and the maximals rode here on, just smaller. Your ship only has enough room to carry 3 people but on the plus side it is totally equipped with a transwarp engine to allow it to jump through transwarp space. Honestly this thing could solve a lot of problems, or get shot down depending on what you do with it.

Golden Disc -200- A golden disc inscribed with a message from the future, using it allows you to see what any changes you make to the present will do to change the future. Beware making a paradox and causing yourself an existential crisis.

Home Base -200- A moderately sized but well shielded home base able to support you and eight other comfortably with their own bunks and rooms. Completely shielded from energon radiation and easily defensible, shield system has its own power supply. The only downside is that it is completely stationary, after this jump it can be placed in a location of your choosing once per jump. Can come in either crashed ship or cave variations.

Floating Island -400- A veritable utopia, this large island floats above the clouds and is filled with plants and animals completely cut off from the rest of the world in their own self sustaining ecosystem. The island can be either surrounded by dense clouds for camouflage or the clouds can be dispersed. The owner can control and move the island by sitting in a control chair inside of the large tower situated near the center of the island. Comes complete with traps and advanced weaponry which can be triggered at the owner's behest.

Transmetal Driver -400- An odd orb of Vok design this transmetal driver has been altered by Megatron. By supplying it with excessive amounts of power one can cause it to emit a radiation field of similar wavelength and strength to upgrade a transformer into a transmetal 2 transformer. It could theoretically be used on other robotics and mecha to give them a similar upgrade if one wished to do so.

Precious Cargo -400- The Axalon was the ship which brought the maximals to this primitive planet, it was originally carrying a cargo of protoforms to serve as scientists in order to study the native life on distant worlds. Sadly it never got to complete this mission and had to jettison its cargo of protoforms into orbit around the planet before it crashed. Its loss is your gain, you have at your disposal 10 unactivated protoforms complete with pods, should you choose to activate one of these pods it will immediately scan for the closest biological life form and create a new transformer based on the animals template, with a few alterations for size. You receive 10 new protoforms per jump.

Nemesis -600- The Nemesis was the most powerful ship ever created in the time leading up to the great war between the autobots and decepticons. Originally the flagship of Megatron himself this ship was lost and later refurbished to have transwarp drives installed by Tarantulus who found it wrecked at the bottom of the ocean. You have a copy of this powerful ship all to yourself now, cannons powerful enough to erase mountains all at your fingertips. Be careful how you use such power lest you rewrite history. Should you wish this ship can be hidden safely on the dark side of the moon until such a time as you require it. The Nemesis is a big ship, created for beings the size of the original autobots and decepticons but if you want it can be refitted after the jump to support a crew of much smaller beings instead, allowing a crew of roughly human proportions to comfortably work and live inside it.

Spark of a Hero -600- The living spark of an ancient Autobot Hero. This spark is seemingly stable and able to be kept outside of a body for copious amounts of time. Which autobot? Well that is up to you. Should you mingle this spark with your own you will achieve an upgrade similar to you gaining abilities to what the sparks owner had and gain traits similar to theirs mixed with your beast form. For example when Optimus Primal mingled sparks with Optimus Prime he became a gorilla mixed with a jet fighter. Or you could put it into a blank protoform and give them new life as a companion. Up to you. Nothing done to this spark will change the future or cause paradoxes. You could choose primes if you wished, though you will not become a universal singularity, just become much bigger and get a similarly large power boost similar to Optimal Optimus or Megatron.

Spark of a Devil **-600-** The living spark of an ancient Decepticon Hero. This spark is seemingly stable and able to be kept outside of a body for copious amounts of time. Which decepticon? Well that is up to you. Should you mingle this spark with your own you will achieve an upgrade similar to you gaining abilities to what the sparks owner had and gain traits similar to theirs mixed with your beast form. For example when Megatron from beast war era mingled sparks with the original Megatron he became a Dragon when he used to be a tyrannosaurus, not sure how it works either honestly. It just does. Or you could put it into a blank protoform and give them new life as a companion. Up to you. Nothing done to this spark will change the future or cause paradoxes. You could choose primes if you wished, though you will not become a universal singularity, just become much bigger and get a similarly large power boost similar to Optimal Optimus or Megatron.

Companions

Teammates **-50-** You may Import or create up to 8 companions to receive a background of your choice along with 600 cp each.

Canon Companion **-100-** You may take 1 person of your choice as a companion at the end of your time here. Hope you can convince them to come!

Drawbacks

Not enough to get everything you want? Make things a bit harder on yourself for a little more.

Stasis Locked +100 - All transformers must spend time in their beast form or else they face the possibility of entering stasis lock due to the radiation of this world. Seems you are extremely susceptible to this energon radiation, you are only able to stay in your humanoid form half as long as others while in an unshielded area before you risk stasis lock.

MMMM DOGGYBOT! +100 - You are somehow not quite as articulate as others. Much like Waspinator you cannot seem to speak in anything more than extremely simplistic (one would say stupid) terms. Expect everyone to see you as dumber than a bag of bolts.

Obsessive Loyalty +100 - For the Royalty! You are fanatically loyal to your leader. So loyal that you would gladly allow yourself to be blown to pieces if it meant protecting them. Their wish is your command, hop to it like the good little soldier you are now!

Wildly Varying Power Levels +100 -Put simply the power levels of bots and their weapons varies by an amazing degree from week to week. One day your weapon may scrap an enemy in 2 shots while next time it requires ten just to scratch them. Luckily it is this way for everyone and nobody seems to notice it.

That Old 3d CGI +100 -It looks like this world was rendered completely in a 1990's era computer. Things are going to look weird but otherwise nothing too bad. Hope you can get used to it!

Comic Relief +200 - Does the world hate you? It sure seems like it. No matter what you do here you will have horrible luck and be constantly plagued by terrible happenstances. The good side is none of these bad situations will outright kill you. The bad side is that you are going to hate every second of it.

Outnumbered +200 -Throughout the series both sides of the war are more or less equal strength in numbers and firepower, this is no longer true. Now your forces are more often than not outnumbered at least two to one in almost every situation. You better be prepared for an uphill battle.

Outgunned +200 -Guns are the great equalizer, with the right weaponry even the smallest recon drone can become a deadly force. Now for whatever reason your enemies have developed some rather impressive weaponry, and should you capture or destroy it then you will find that they have not only rebuilt their new toys but upgraded them soon after. Prepare to be constantly outgunned.

Betrayal +300 -You have friends you can trust right? Well no, no you don't. Those around you no longer can be trusted to have your back in a bad situation. Oh sure 90% of the time they will be great but the second a situation gets bad? You will be dumped like a hot potato.

Broken +300 -Does the name Transmutate ring any bells with you? Your protoform was damaged and your body is malformed. Not to the level of the original transmutate but you will find yourself unable to transform without extreme pain on top of looking rather horrifyingly ugly.

End Choices

And so the age of those who live and war as beasts are at an end. What will you do?

Next jump- Continue on your chain

Stay- Make a life here among the plants and animals of this world

Return Home- Keep your perks and powers along with all you have and return to the world from whence you came

Jump made by Prof. Tarantulus