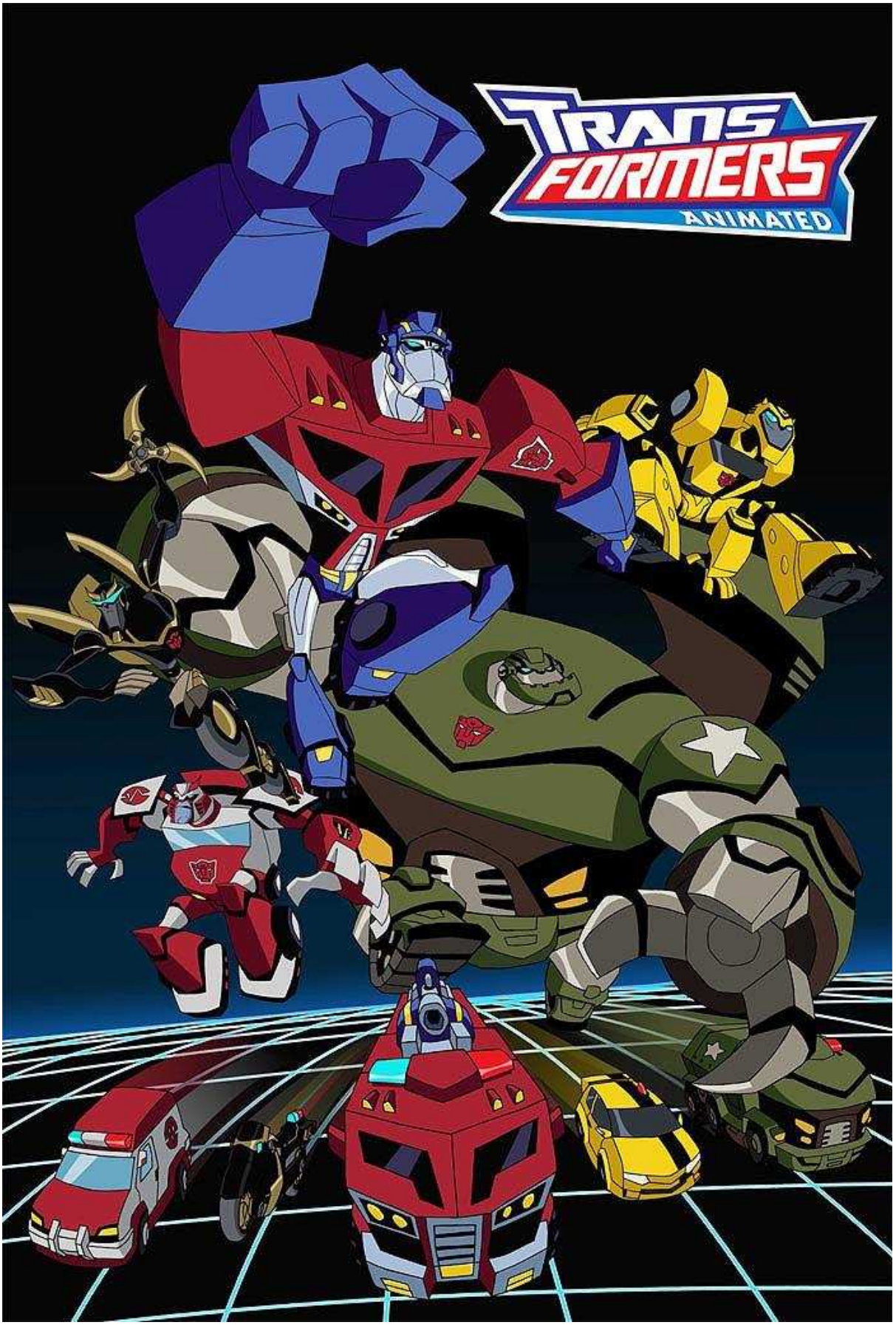

TRANSFORMERS
ANIMATED

Transformers: Animated The Jump
v1.0

by Maskedduskrider

This is fucking nuts. Autobots crash landed only to wake up decades later when a girl accidently gets a key with part of the AllSpark in it to reawaken them. Later said girl accidentally turns on the head of Megatron who works slowly but surely to return. And said girl is a techno-organic only she doesn't know it until way down the line. Not only that unlike other Transformers series the Great War has come and passed already with Optimus Prime as leader of a Space Bridge Repair Crew until he and his ship crashed following the battle with Decepticons.
Oh and did I bring up the multiple All-Spark created Transforms, multiple Techno-organics, the fact many transformers have unique mods and powers, and the many human criminals running around Detroit where there has been an advancement of tech leading to robots everywhere?

Take **1000 Choice Points** to fund your adventures.

Starting Location

Unless your Scenario or Drawback says otherwise. You are starting in 22nd Century Detroit a day before the Autobots come back online.

Age and Gender

You need to roll your age using a **1d20 + 1d8** if Human. **2d1000+1d100** if Cybertronian Transformer or Technorganic. 1 Day Old if Sparked Transformer.
By default your gender is whatever you were previously.
It is **50 CP** each to freely choose your own age or change your gender.

Race

Human [Free]
You are a Human though humans in this setting are not your normal ones. You have your criminals with high tech, police officers keeping up with super criminals, or a scientist able to reproduce Cybertronian technology for a tech uplift.

Cybertronian Transformer [100 CP]
You are one of the many Transformers from the planet of Cybertron. You start as either an Autobot or a Decepticon. Autobots currently control the planet while Decepticons will be spies as well as criminals. (Gain 1 Ground Based Cybertronian Alt Mode of Choice.)

Sparked Transformer [100 CP]
You are one of the many Transformers given life by a fragment of the All Spark which is currently shattered. Who you are and who you will be is up to you. Though you start as an Independent since you have no faction at the moment. (Gain 1 Ground Based Earth Alt Mode of Choice)

Technorganic Transformer [200 CP]
You are either a mutated Cybertronian turned into a part organic being with a Beast Alt Mode who used to be a Autobot or a Decepticon, or you are an experiment created by someone, likely Blackarachnia, who wants to create more Technorganics. Then again you could be a protoform who landed on earth and took on the first alt form which was an organic one you saw and forgot you were ever a transformer. Up to you. (Gain 1 Land or Sea based Alt Mode of Choice)

Factions

Independent
You are not part of the Autobot Regime or the Decepticon Forces who went underground. You are just you. Someone without an idea the war was a thing, or even a Bounty Hunter it is all up to you.

Autobot [Require: Cybertronian Transformer, or Technorganic Transformer]

You are part of the winning side. You are an Autobot! You might be a member of the Elites or you could be just a civilian living on Cybertron until you ended up on earth for whatever reason.

Decepticon [Require: Cybertronian Transformer, or Technorganic Transformer]
You are part of the side that lost the Great War. Though you are far from over. You might be one of the new recruits who believe in the cause, or you could be an old timer.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Triple Changer [200 CP]
You have two different Alt Forms for your own use. This is due to a natural mutation of your T-Cog unlike those experimented on to give you a modified T-Cog to transform into two different forms.

Unique Power Mod [400 CP]
Most Cybertronians have a Unique Power for their own use. Examples include being able to harden into a metal even stronger than normal, super speed and many others. You pick one power of your own that is given to you by your Spark.

Mimic Mod [400 CP]
Your special ability is to mimic the special abilities and mods of those you touch. This allows you an edge in combat much like that of Elite-One. While the mods do not last long unless you try to copy for example an organic being and get mutated, they can give you a massive edge in battle. Post Jump this can be used on the powers of a being the same species as yourself.

Combination Spark [300/600 CP | Incompatible with Human]
Due to either experimentation or through the use of a special ability born within you are capable of merging with other Transformers with this ability. For the 600 CP version you will be able to merge with Other Transformers that lack this Combination Spark due to the unique powers of your own spark.

Reformated [400 CP]
This is a Capstone Boost.
You are exposed to a powerful energy source such as the AllSpark Key or a being such as Unicron who reformatted your body into a new and much stronger form. For Transformers this gives them improved systems including armor and weapon systems to make use of far beyond the norm for the race, while for Humans it makes them into a better version of Human Form giving enhanced physical and mental abilities. Post Jump this affects all your forms giving them all great boosts putting you beyond the Peak for any race or species you are.

Counterpunch [400 CP]

You have a dual identity. If you are a transformer you have an ability that lets you assume a different form and identity that is unconnected to your true form much like Longarm/Shockwave. With this you can gain a second transformer alt form with a new vehicle mode as long as it is the same general vehicle such as a four wheeler crane into a tank or different kinds of jets. For this Jump and in future Transformers Jumps you can choose a second Faction for the Jump.

Technopath [400 CP]
You possess the power to interface with and command technology as well as being able to improve and repair technology. With a single touch you can detect a problem and tell what the problem is. You could even repair the missing memory of a bot who has been in a coma for thousands of years.

Human

Human Ingenuity [100 CP | Discounted for Human]
You are rather clever and while you may not understand all the details and facts going on. You at least have a good understanding of just how to make what you have at hand work. Even highly advanced technology as well as low tech solutions.

Officer Training [200 CP | Discounted for Human]
You have been trained as a Police Officer. You know how to look for clues at a crime scene, shoot a gun and even how to behave in a negotiation for a hostage situation. This gives you the basics skills needed, though it is up to you to solve the case.

Genius Inventor [400 CP | Discounted for Human]
You are brilliant! You are on level with Mr. Sundac himself is able to use alien tech to learn and produce his own technologies that can kick start a technological revolution if you really wanted to. Comes with a basic understanding of Cybertronian Technology.

Meltdown [600 CP | Discounted for Human]
You have gained Meltdown powers. Meltdown produces an acid that can eat through Transformer Metal with relative ease. With this version of the powers you do not need to worry about melting through the ground by standing on it.
Capstone: With this you gain the ability to alter the PH levels of your acidity altering the properties of your acid. Capable of making it much more deadly as well as altering it into a tar-like substance able to trap others without burning them with acid.

Cybertronian Transformer

Modula Frame [100 CP | Discounted for Cybertronian Transformer]
Your body is highly adaptive, able to take in new technologies that are even slightly comptable to yourself and make use of them to the fullest. Could be something man-made based on Cybertronian technology, could be other Cybertronians Mods. Post Jump this applies to lower the chance of rejection for new body parts.

Cybertronian Education [200 CP | Discounted for Cybertronian Transformer]
You are educated in Cybertron's history, culture, sciences and so on to a basic level which spans thousands of years giving you general knowledge needed to live.

Cybertronian Scientist [400 CP | Discounted for Cybertronian Transformer]
You have a fuller understanding of CNA and how to alter Transformer bodies as well as repairing them. With enough time and determination you could make combiners, or even something like Omega Sentinel.

Cyber-Ninja [600 CP | Discounted for Cybertronian Transformer]
You trained under Master Yoketron. You have taken the steps needed to be a true Cyber-Ninja as a master of stealth and combat. You have focused on Circuit-Su and Metallikato though you still have a way to go before Mastery. A highly trained warrior that few can stand up to in a fair fight.
Capstone: Now a Master of Cyber-Ninja. You have achieved a Processor-Over-Matter able to manipulate the physical world through your mind through concentration. You are now capable of using the energy of your Spark, your Soul, to attack using Circuit-Su. Your work with the blade through Metallikato has pushed you to the limit and beyond for what you can achieve.

Sparked Transformer

Spark of Life [100 CP | Discounted for Sparked Transformer]
You were given a Spark, the Soul of a Transformer by AllSpark. With this ability you always have a soul no matter the form. This also gives you the ability to talk and transform.

Spark Energy Knowledge [200 CP | Discounted for Sparked Transformer]
You have some kind of knowledge given when the AllSpark brought you to life based on your starting form (your alt form). For example the Constructicons know how to put together construction materials from raw material and make stable structures. While Dinobots are able to hunt and fight using instincts. This acts as a Skill Gain ability that gives you one or three basic skills that your new form specializes in with each Jump.

Unique Construction [400 CP | Discounted for Sparked Transformer]
You can pick more than one item to combine together to create yourself. This could be multiple vehicles or even items you bought here such as a Headmaster Unit to give yourself unique abilities compared to other Sparked beings such as Dirt Boss and Soundwave.

AllSpark Fragment Revival [600 CP | Discounted for Sparked Transformer]
Much like with Starscream your body has kept its AllSpark Fragment adapting it to make better use of it. This will keep you functioning for years and give you a 1Up revival once per Jump.
Capstone: The AllSpark Fragment that is inside of your body could be split to be used to bring other machines to life as 'clones' of yourself. Their bodies will modify itself and take on a trait of their own self. If used with Protoforms they will be clones of your Transformer Body, if they are normal machines then they will be parodies.

Technorganic Transformer

Technorganic CNA [100 CP | Discounted for Technorganic]
Your body has been changed to the very CNA level. No longer organic or machine fully. You are both, yet something else. Your body is stable and able to adapt to the needs of both sides without the weaknesses. This allows you to be a true hybrid between organic and cybertronian.

Technorganic Ability [200 CP | Discounted for Technorganic]
Your new Beast Mode gives you an ability which carries over to Robot Mode based on your Beast Mode. For example if your Beast Mode has Venom it upgrades the Venom to work on other Cybertronians improving their ability to poison and stun other beings.

Technorganic Knowledge [400 CP | Discounted for Technorganic]
Your knowledge on Technorganics is on par with Blackarachnia who has studied this unique phenomenon for over a thousand stellar cycles. Even using her research notes trying to remove her organic side to be able to create other Technorganics for more test subjects.

Transwarp Infusion [600 CP | Discounted for Technorganic]
Your mutation has infused Transwarp energy through your body. This means your body can pull itself back together even from the brink of destruction so long as they find the other parts in time. When separated each part of your body has the desire to find the other. You have 24 hours before the separated body parts run out of energy and die without your important parts back together such as your head to your spark chamber in your torso you are going to die.
Capstone: Increases your time limit to 72 hours. This ability now acts as a 1 Up which after the 72 hour mark will restore you good as new as if you were never injured in the first place. The restoration only works once per Jump or every 10 years (whichever happens first) and does not stack.

Independent

Independent Contractor [100 CP | Discounted for Independent]
You are able to remain neutral in events to come. You are capable of working with both sides of the fence as well as against without someone trying to muscle you into joining. So long as you keep holding up your end of the deal those you work with will do the same.

It's Just Business [200 CP | Discounted for Independent]
Somehow you get away with a lot of frankly legal stuff through the abuse of legal loopholes. When something is just for business as far as other people can prove then you can use it to slip by the consequences of your actions.

Supplier [400 CP | Discounted for Independent]
You have a connection able to get what you need. You are smooth talking and knowledgeable about the criminal underworld allowing you to get and make deals with anyone. You can use this to get what you need that is likely on the less than legal side of things.

Me Jumper, Me King! [600 CP | Discounted for Independent]
You are a strong and brutal fighter. You could stand your ground with a trained warrior on even ground without ever training a day in your life. When really mad or hurt you enter a Berserker like state that makes you even harder to figure out how to fight. This comes with the ability to breathe fire.
Capstone: You have control over your Berserker State, able to tell friend from foe. You will not fall in a fight until either your opponent's or your own body is unable to move. When you best someone in battle now you will rule them with them desiring to be ruled by you!

Autobots

Courage [100 CP | Discounted for Autobots]
You have Courage to do the right thing. Even if the world seems against you, you will stand by what you believe is right. This adds to your willsave and willpower.

Medical Training [200 CP | Discounted for Autobots]
You were trained on Cybertron to be a Medic. You are able to repair broken down bots and parts in the field.

Autobot Elite Guard [400 CP | Discounted for Autobots]
You are a trained member of the Autobot Elite Guard. This serves as both a boost to your combat ability and leadership skills. This gives a higher rank starting out as if you passed a harsh bootcamp Post Jump though you can lose rank for various reasons while keeping your skills.

Omega Sentinel Upgrade [600 CP | Discounted for Autobots]
Giants from the Great War. Mass Produced Weapons created as Weapons of Mass Destruction. Somehow you are one of these giant beings with a Spaceship Mode capable of carrying whole crews of Autobots through the universe. Heavy weapons with high energon costs. You and your brothers helped to turn the Great War around. While once you might have been a different bot, with your Spark used to give life to Omega Sentinel, you are a far different bot now.
Capstone: You are upgraded into a Headmaster as part of an experiment with your original Transformer form gaining the Head as a new Alt Form to make use of that can combine with Omega Sentinel to transform them into Robot Form with greater power than even a small group of Omega Sentinels.

Decepticons

Brutal Fighter [100 CP | Discounted for Decepticons]
Due to a lifetime on the run fighting for your life and freedom after losing the war, you have combat training from surviving. You are a great fighter especially at fighting dirty and brutally.

Flight Mode [200 CP | Discounted for Decepticons]
Your Alt Mode is now capable of flight due to Decepticon Technology allowing your T-Cog to make use of aerial alt forms such as jets, helicopters and starships.

Liar, Liar [400 CP | Discounted for Decepticons]
You are a great liar. Unless you are caught in a lie no one is going to disbelieve you unless you say something completely outrageous. Gives you a Charisma boost making it so that people will not just dismiss anything you say even after learning you are a liar.

Emperor of Destruction [600 CP | Discounted for Decepticons]
You are a powerful warrior. Your body was designed for War and improved by War itself. You have a much higher power and are capable of far more than the normal transformer capable of fighting off whole teams and even small armies on your own with just your combat abilities and raw power boosted.
Capstone: Your body has been even more improved by the Power of Unicron. Far more powerful with your circuits possessing far greater power than before. Your ability to use the Power of the Chaosbringer is a massive boost to your own power, improving both your personal power and ability as a warrior.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]



Angry Archer's Arrows [100 CP]
You have some pretty fancy high tech arrows that would be very useful in a life of crime or possibly as a superhero! Includes things like acid arrows, exploding arrows and more. Comes with the blueprints to make more with as well as a special bow able to fire these.

Nanosec Suit [200 CP]
This prototype suit has a few bugs to work out. Though it grants the user superhuman speed able to out race most vehicles it also ages the user of the suit through continued use. With this version of the suit as long as you take it off before becoming dust, you will be restored to your starting age over the course of a day for each year restored.



Headmaster Unit [400 CP]
You have your own Headmaster Unit created by Henry Masterson which is capable of flight, firing weapons as well as cutting off the heads of robots and other robotic beings to replace with your own Headmaster Unit you could pilot from within. This lets you hijack a transformer's body for your own use.

Slo-Mo Clock [400 CP]
You possess a pocket watch with a All-Spark Fragment inside of it. Using this can slow down any Machine using an energy beam inside of it to a crawl or less making a racing Cybertronian look like a statue standing in place. The effects are not permanent unless you keep the energy up and they will get out about 10 minutes after. You could hook this up to a machine that could affect a far wider range.

Allspark Key [600 CP]
You have the Key which possesses a fragment of the powers of the AllSpark. Capable of healing wounded Cybertronians including off lined ones, control machines and give life to machines. At the cost of all the energy inside of it you could upgrade a cybertronian. Post Jump the energy inside the Key will refill.



Space Bridge [600 CP]
You have your own Space Bridge with the blueprints to make more. You can create a network that can transport you across the universe. Post Jump import your Space Bridge(s) into the Jump or as Extension of your Warehouse.





Human

Big Bot Burger [100 CP | Discounted for Human]
Do you ever need a good Burger Jumper? You are in luck because we worked out a deal with Burger Bot and they will send you hot and freshly made Big Bot Burgers. A 10 year supply that gets more added in the following jumps! Comes with your choice of soft drink and fries.

Sparkplug [200 CP | Discounted for Human]
A little robot dog who will love it when you pet him and play with him.

The Bulkhead [400 CP | Discounted for Human]
A car designed to look like Bulkhead's Alt-form and cash in on the name developed by Powel. Only this one is actually not a road hazard.

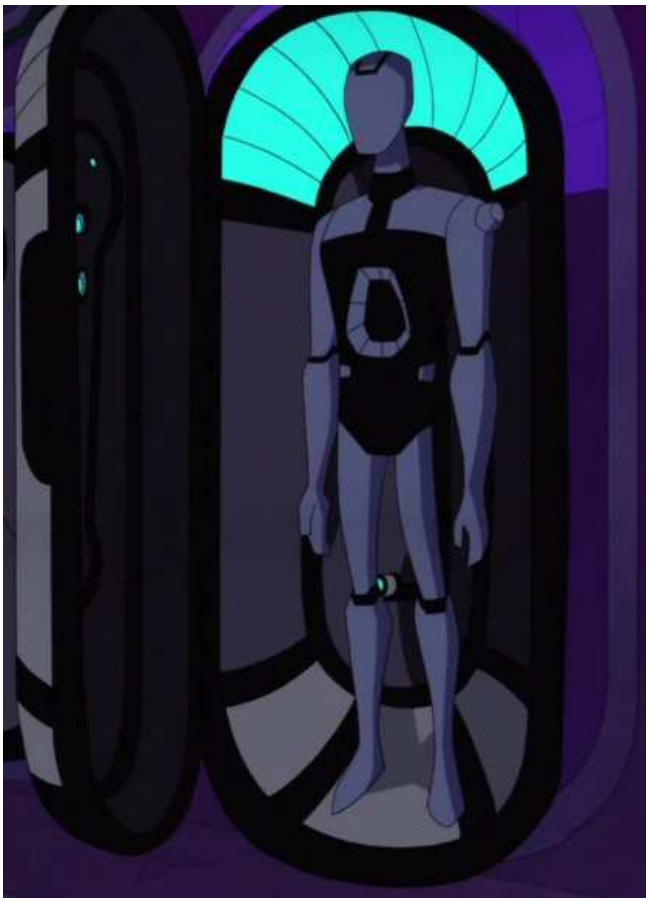
Big Business [600 CP | Discounted for Human]
You own either a big business on level with Sumdac Systems or Biotech Unbound. You have the connections needed to get contracts for your products if you can wow the locals with your ideas. Comes with an automated factory that is standard for the 22th Century Detroit. You could make use of this to sell and buy big. Post Jump this can be imported or made a Warehouse Attachment.



Cybertronian Transformer

Energon Cubes [100 CP | Discounted for Cybertronian Transformer]
You are given cubes of Energon enough to power one bot for a whole 10 years. This restocks fully in each new Jump.

Weapon Mod [200 CP | Discounted for Cybertronian Transformer]
Pick a simple weapon, or tool that is part of your systems installed in you that you could make use of. Pick one weapon example; Wrecking Ball Launcher Hand, Taser Hand, Energon Ax, Medical EMP Device, turning into Living Metal or Magnet Hands. This is part of your body though it could be removed and given to another transformer for them to use, or taken.



Protoforms [400 CP | Discounted for Cybertronian Transformer]
You start with 5 Protoforms. These Protoforms have sparks and can be activated to create new Cybertronians. What you do with them is up to you. If you want you could try to clone yourself using them, or have them scan an organic to gain an technorganic body that hides their cybertronian nature. At the start of each Jump you gain 5 more to use.

Cyber-Ninja Dojo [600 CP | Discounted for Cybertronian Transformer]
Master Yoketron's Dojo where he trained Prowl. Hidden away here are a whole generation of Protoforms though only a Master of Processor-over-Mater could unlock the secret. Much less find them. There are multiple training areas around you can use to train a draft-dodger into a true Cyber-Ninja.

Sparked Transformer

Cold Oil [100 CP | Discounted for Sparked Transformer]
You got some ice cold refreshing oil. A little something, something to help take the edge off the day. You have enough for a bot to gordge themself on for 10 years. You get another 10 year supply each new Jump.

Abandoned Factory [200 CP | Discounted for Sparked Transformer]
A small Abandoned Factory. This place is sized so that it can fit you and some buddies comfortably. It is off the grid and comes with electricity and water for your own use. Post Jump this can be Imported or made a Warehouse Extension.

Dinobot Island [400 CP | Discounted for Sparked Transformer]
In Lake Erie there is a jungle-like island that could fit three dinobots rampaging around easily. Elsewhere on the island is a base set up by a biochemist which has a fully stocked lab for what you might need. Post Jump this can be imported into the setting or made a Warehouse extension.



AllSpark Fragment [600 CP | Discounted for Sparked Transformer]
This fragment can bring machines to life and power items of mighty power. You get one fragment of the AllSpark itself each Jump from now on for your own use. This can act as a 1Up item if embedded in your own body, but only once per shard after that the shard is out of power.

Technorganic Transformer

Technorganic Fruit Tree [100 CP | Discounted for Technorganic]
Here is a fruit tree made of technorganic material that will help fuel your body and keep you functioning. It grows a fruit a day, and you could grow more with experimentation and time.

Genetic Modifier [200 CP | Discounted for Technorganic]
Created by Prometheus Black. This device is very useful in modifying the DNA of living creatures. With some modifications and a greater understanding of DNA perhaps you can create more than just some mutants. Maybe even make some true Transforming Humans like Black dreams of.

Archa Seven [400 CP | Discounted for Technorganic]
The planet of giant spiders where Elita-1 would be mutated into Blackarachnia. The Spider's venom was part of how Elita-1 was mutated into a Technorganic, perhaps you could use it and whatever else you find here to figure out a cure…or how to make more femmies like Blackarachnia. Either import it into future Jumps or make it a Warehouse Extension.



Transwarp Chamber [600 CP | Discounted for Technorganic]
Through the use of Transwarp technology it is possible to create more Technorganics. Simply put in a bot on one side and the DNA sample on the other of the organic creature you desire to merge. Though it might take a while to have it work so that the results are less…unstable.



Independent

Blackmarket Tablet [100 CP | Discounted for Independent]
The most important rule about being a salesman is this. Always have a private account you can make use of for later deals. This tablet will help you get into contact with the blackmarket of any world you visit. Updates each Jump with new information.

Vok Force Field [200 CP | Discounted for Independent]
This force field from a deal with the Vok is capable of negating negative effects from temporal based machines as well as abilities. Prevents a paradox from getting you erased too.

Speed Demon Pay Per View [400 CP | Discounted for Independent]
You own your own underground streaming pay per view channel. Can't be hacked into and you can make use of this to fill up your bank account as you can show even illegal content to the masses safely while your bank account hooked up to this is completely off the Grid.



Subspace Storage Pocket [600 CP | Discounted for Independent]
A personal transwarp based storage unit that acts as a personal pocket dimension that user can store objects about his own size in to retrieve later. You got enough room in this for a planet worth of stuff and can tell what is inside by thinking about it. Best of all this is completely hacker free so you don't have to worry about a Prime busting out of your chest!

Autobots

Stasis Cuffs [100 CP | Discounted for Autobots]
Handcuffs that will put the one it is put on in Stasis Lock. You get 5 of these at the start of each Jump to use how you will. Once Stasis Cuffs are on unless they are taken off by another they will not come off.

Autobot Academy [200 CP | Discounted for Autobots]
The Autobot Academy is an institution where Autobots are schooled in military tactics and combat. It trains its students to become officers, a significant number eventually being accepted into the Elite Guard. It has quite a reputation amongst Autobot graduates of less prestigious training programs such as Autobot boot camp. Post Jump you can Import this or make it a Warehouse Attachment.



Magnus Hammer [400 CP | Discounted for Autobots]
The Symbol of Leadership for the Autobots. Whoever holds this Hammer has the title of Magnus. An alien created an advanced weather manipulating weapon. It is capable of summoning lightning from the sky.

The Orion [600 CP | Discounted for Autobots]
A copy of the Space Bridge Repair Ship used by Optimus' crew in this series. While it possesses Weapon Systems it is currently unable to use them at the start of the Jump. If you repair this and fully unlock the Omega System you will have a loyal surprise added to your team. *Note: They will count either as a Vehicle, Companion or a Familiar based on how you handle things.*



Decepticons

Destronium [100 CP | Discounted for Decepticons]
Destronium is an essential substance for building Transformer bodies, especially those of Decepticons. The genuine material's properties are unknown save that it allows the creation of substances sturdier than normal Earthly ones for building servos and such. You get 10 tons of this material at the start of each Jump.

Fusion Cannon [200 CP | Discounted for Decepticons]
Megatron's personal weapon of destruction. It is devastatingly powerful. It is capable of knocking a ship out of the air and offlining most bots it hits at close range.





The Nemesis [400 CP | Discounted for Decepticons]
A fearsome and heavily armed warship that was personally commanded by Megatron himself. It is fully restored and is ready to be used as a command ship in the next Great War now.

Lugnut Supreme [600 CP | Discounted for Decepticons]
You have one of the multiple giant clones of Omega Supreme along with the control system allowing you to personally command them. Perhaps you can replicate this design and create a whole fleet of them ready for battle.

Companions

Companions can purchase more companions.

Companion Import [50-200]
Import or Create your own Companion. One for 50 CP or 8 for 200. They come with a free Race of choice, Faction and 400 CP to use how you want. They can take Drawbacks.



Canon Companion [100]
So you want to take any other existing character from this world. Well then this option is for you. Use this for a good first meeting with a character of choice.



Split Spark Twin OC Companion [400]
(Discount: Combination Spark)
This is your Twin who is identical to you in every way. Your twin possesses a Combination Spark along with 800 CP to spend. They have the same Race as you for free. You could combine with them much like Jetstorm and Jetfire can into Safeguard. This can be purchased multiple times.





Constructicons [200] (Discount: Independent)
The Duo of Scrapper and Mixmaster decided to hitch their wagon with your side of things. Helps you can get them oil from all across the multiverse. They share a slot along with any other Constructicon that goes with you a lot as Independent Contractors. They come with Combination Spark which allows them to combine into a version of Devastator.



Sari Sumdac [200] (Discount: Autobots)
The technorganic human is interested in other worlds. She has decided to go with you to explore the multiverse a bit after all the adventures you two have been on so far. She comes with her full weapons systems unlocked, Technopathic powers, and The AllSpark Key that only Sari can use having been blessed by the AllSpark once again.



Starscream Clones [200] (Discount: Decepticons)
The Starscream Clones were all brought to life by a shard of the AllSpark. After seeing what a failure Starscream is, and wanting to get out of dodge they decided to go with you sharing a companion slot. That is Dirge (Greed), Ramjet (Liar), Skywarp (Coward), Slipstream (Starscream's Unexplored Parts, being the only female clone), Sunstorm (Bootlicker), Thundercracker (Ego), and Thrust (Jealousy). If you can get him to agree you could even get Starscream himself to join this shared slot.







Shattered Glass Counterpart [Applies to requirement at a +100 cost if to a special companion above, if for Cannon Companion then it is just 100 CP Total.]

Out in another universe there is the Evil Isaac Sumdac who along with his experiment Sari Sumdac and his Autobot Slaves he revived plot to take over the world under his power, all the while the Tyranical Optimus Prime plans to show him his own heart as soon as he can break out of the collar. Meanwhile the Heroic Megatron works to try to stop Autobot Tyranny and protect his people supported by the Ever Loyal Starscream. Now you get a chance to meet one person of choice, or people. They even crossed over universes for a chance encounter even if you don't head over to the Shattered Glass Universe.



Scenarios

By the AllSpark

The Pieces of the Legendary artifact the AllSpark, the source of all Cybertronian Life is scattered throughout the earth. To succeed here you must gather all the Fragments of the All Spark from around the Earth to rebuild the AllSpark. Warning! Everyone else is after this as well and unless you have a fantastic plan you are frankly not going to get it without fighting most of the Cybertronians after this.



Reward

- The AllSpark (Item) - This is a Legendary Cybertronian Artifact and the source of much of the life of Cybertron. A touch of this can give the spark of life to any form of technology transforming them into Transformers. And that is only the start of its powers fully capable of converting and resparking life in a whole planet.

Win the Great War (Exclusive to Cybertronian Transformer)

Instead of waking up shortly before the Autobots are reawakened you wake up at the Start of the Great War itself. You will be on the Planet of Cybertron and your own mission is this. Win the Great War for your side, with yourself as leader of your own Faction. You could be an Autobot Magnus leading the way to victory, you could gain control of the Decepticons by taking out Megatron, or you could make your own faction. The choice is yours for how you take over the planet, you just need to take it over.



Reward

- Cybertron - You have gained your own planet. This is the Cybertron you personally control and command. Your armies will be able to live here without issues of resources. Post Jump that can be imported into new settings or be used as a Warehouse Extension. New Cybertronians can be born from this if you make use of the AllSpark with this to respark the Well of Sparks and together you could even choose the types of transformers to arise from the Well of Sparks.



Technorganic Conversion (Requires either Sparked Transformer or Cybertronian Transformer)

You must before the end of this Jump learn how to combine Cybertronian Metal with Organic Flesh in a way that will not have either side reject the other, or be accidental. Your process must have a 100% success rate by the time you are finished and not drive the test subject insane. Then you must convert yourself successfully.

Reward

- You are given 600 CP to make use of however you want to use after your conversion to Technorganic with all Technorganic Perks and Items having a discount.

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Extended Media [+0 CP]
Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 CP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.

Shakespeare Voice [+100]
Come young Jumper and embrace the hamy nature of ye ol' timey speech patterns! For the whole Jump you will talk like a proper Shakespearn Man. No matter how much this annoys yourself and others.

Total Simp [+100]
You tend to simp hard over a pretty face and nice figure. Like Grimlock is for Blackarachnia.



False Charges [+200] (Cybertronian Transformer)
Under false charges you have been imprisoned for centuries. This has had a negative effect on your mind with yourself driven by one thing. REVENGE AGAINST THE BOT WHO PUT YOU THROUGH THIS! Even if you escape they will send people after you to take you back.

Old Man Nanosec Test Pilot [+200] (Human Exclusive)
You have been aged up due to an accident with the Nanosec prototype testing. You are going to be a very old person during this jump easily in your late 80s even though you were only a young person when this started.

Feral Instinct [+200] (Requires: Technorganic Transformer)
Your mind and body conflict. You possess a lot of feral and predatory instincts. You will struggle to maintain control in stressful situations.

Me Not Stupid! Me Jumper! [+200] (Requires: Sparked Transformer)
You are actually kind of stupid this Jump. As a being never meant to be a living being your processor is a mess. This makes it much harder for you to learn, and dropping the speech impediment is going to take a lot of effort.

Unsound Mind [+200]
You are insane. You are like Blitzwing with either multiple personalities or Wasp who was driven mad by false imprisonment.

Xenophobia [+200]
You are either a giant robot who is grossed out by fleshy things, or a human who hates machines. Either way you're a Xenophobe when you get down to it. Not cool.



Sentinel Sized Ego [+200]
You are an ego on pair with Sentinel Prime. You believe you are Primus' gift to the universe and look out for number one. Yourself. If you ever meet Sentinel Prime the ego off between you two will be huge.



Just A Head [+300]
You start this Jump after horrible injuries that leave you as just a head if you are a bot unable to move, or as a bedridden human unable to move at all. You must figure out on your own just how to repair your body, or get a new one.



Great War Vet [+300] (Cybertronian Transformer)
You are a vet from the Great War. You remember when the whole universe seemed to be at war. Now you're old and have PTSD most likely. You have your issues with things as either side lost people and now you're dealing with an uprising of Decepticons.

Unstable Powers [+300] (Exclusive: Human)

Your superhuman abilities are unstable. Use of anything that is beyond the human norm has serious side effects on you. You rapidly rage as you go super speed, you get brain damage from using enhanced intelligence, your muscles tare super strength and muscles break due to them not being indestructible. You are only human and your body has its limits.

Hated Form [+300] (Requires: Technorganic Transformer)
You hate your body. You were once a Cybertronian Transformer before an accident or experiment mutated you into a Technorganic against your will. Driven slowly insane by your hate of yourself and your body you are unstable and will take extreme steps to remove your organic side.

I Am Garbage! [+300] (Requires: Sparked Transformer)
Much like Wreck-Gar you are gullible to a dangerous extreme. You take people's words as fact and start this Jump without any memory at all of your prior Jumps.





Shattered Glass [+500]
You are in the World of Shattered Glass. You are transported here right as the Jump started. Not only do you need to deal with an evil Isaac Sumdac who enslaved his own daughter Sari subjecting her to years of experimentation until she was given a battle mode allowing her to fight alongside the Autobots slaves controlled by a control collar. Worse yet Isaac has heard about you Jumper, and wants you as his newest slave. Try to survive the next 10 years here as there is no way for you to get out of here until the Aniamted Universe Sari and Bulkhead end up here….if they end up here since this is part of the unproduced Season 4…Well fuck you are screwed if Isaac catches you as he will never let you leave.

Lockdown Stole Your Mods [+600]
Not really, but it is like someone stole all your perks, items and other stuff including access to your Out of Context warehouse and other things.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Template Creation