Out of Context: Cybertronian Supplement

V1.1.5 (unstable) By "**Total_Signature**"

This document can be used as a supplement in any Jump that would not otherwise have **Cybertronians** within its continuity. No Go-Bots either, ya cheeky bugger.

By taking this Supplement you have chosen to be a Cybertronian, a sentient robotic lifeform from the planet Cybertron with the ability to Transform between a primary robot mode and a secondary alt mode and you will enter into that continuity as a Drop-In awakening in a protoform pod which scans a nearby target to become your alt-mode. As a Cybertronian, your alt mode is visually identical to a local vehicle, unless you choose for it not to be.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origins:

Cybertronians were originally enslaved by the Quintessons, but in ancient times they were actually originally creations of the mechanical light god Primus. The Quintessons split the species up into two lines, one as domestic Laborers and one as Military hardware. Eventually these two lines became the Autobots and Decepticons respectively after overthrowing the Quintesson. Millions of years after they revolted against the Quintessons they became a more organized society with new more advanced bodies provided by a Great Upgrade. Even still, there is the possibility of becoming too organized, and a future where Cybertronians give up their individuality (willing or not) and become a planet of cold unthinking Vehicon drones.

Laborer

You have the touch of kindness and intellect from the Autobot genetic code. This drives you to connect to the people around you and to live in harmony with organics. It also gives you access to the lineage of the Primes.

Military

You have the power and ambition granted by Decepticon genetic code within you. This drives you to seek conquest, battle power, and new technology to achieve your goals. It also allows you to move forward and constantly improve.

A Secret Third Thing

Despite what the above may have you believe, Cybertronians don't fit neatly into binary roles.

Great Upgrade - 100 CP

You are one of the Maximals and Predacons, an upgraded product of your gas guzzling Autobot or Decepticon ancestors. What you lack in size compared to them you make up for in

fuel-efficient bodies and more advanced transformation technology. Like your predecessors you can still become a vehicle, but you may find it more appealing to take on an organic alt-mode.

Ancient - 200 CP

The past of Cybertron. As much as they are literally technological people, the Cybertronians are a mystical people as well. Much of their ancient power has been lost to time, but you are a line to it. The age of the Primes held many secrets. Primordial Predacons, Insecticons, Dinobots, Cityspeaking, and Minicons all originated here. There's a reason everyone is always fighting over ancient treasures, they pack a punch.

Vehicon - 200 CP

The future of Cybertron…well hopefully not. Created through various means, Vehicons are built armies. You might start as one bot, but you will find very quickly that you are a lot more than that. With armies of unliving drones easily created for you, I don't doubt that you could take over Cybertron with little resistance.

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Cybertronian Body- Free
You are a giant alien robot standing from 8 ft to 25 ft, if you are a Great Upgrade Cybertronian you are instead 6ft to 11ft but require 1/10th of the fuel your larger counterparts need. Regardless, you have much more physical resilience than the average human with no need to breathe, eat, or sleep in the same way humans do. Instead you consume energon which is used as your food, ammo, and fuel. In a pinch or if supplies are low you can also consume other fuels such as gasoline or electricity but they always leave you feeling empty and unhealthy even if they do keep you alive.

Alt-Mode - Free
You can turn into any vehicle, object, or animal. Unless you are a Great Upgrade Cybertronian any animal you become is a mechanical replica of the animal, not very convincing as a disguise

but still useful for its brute strength and maneuverability.

Options include vehicles common to the setting you are entering or vehicles from worlds you have previously entered or vehicles which you own in which case you can integrate Perks your vehicles possess (work out how exactly that works with the help of your Benefactor). In future jumps if you choose to import a vehicle, your Cybertronian alt form also counts as a vehicle for that sake allowing you to upgrade it by giving it new perks or give it a new alt mode as long as its new alt mode would still fit the size requirements.

If you become an object it can be any size smaller than you with the smallest you can become being around the size of a human fist. Any vehicles or animals you become are a maximum of 50% smaller or larger than you. Objects can become as small as something that could fit into a human's hand.

Any attacks you make with your alt-mode use your own energy reserves. This means if you were a hand-gun you can still shoot out a blast with the power of a Kamehameha but you can't become an Ultimate Nullifier and destroy the universe unless you were already capable of that power.

Cybertronian Origin - Free (Cannot be taken with "Not Drop In")

This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were using this Supplement. This will make your new Alt-Form for this jump a Cybertronian and let you take an appropriate new Alt-Mode for that Alt-Form. It won't give you new powers but you can choose to look different or deactivate certain Perks so this form could be a regular sized Cybertronian even if you chose the "Jumper-plex" perk or non-binary bonded if you choose the "Head/Target/Power" perk. If you'd instead like to upgrade that new form with perks that you didn't buy, you can take non-Generic Drawbacks from this jump during future jumps and purchase perks from this supplement using the CP gained that way, optionally taking a new origin as well.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)

Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Weapons Systems -100 CP

You can create weapons from your body, they draw from your personal energy and can take the form of any melee or ranged weapon. You have increased your aim and skill with said weapons as well.

Extra Alt-Mode -200 CP

Take the Alt-Mode General Perk again, giving you an additional alt-mode of your choice. Can be taken up to 9 times to be a Deca-Changer. Still has the same stipulations as before.

Enigma of Combination -300/-500 CP

You gain a unique facet of your spark that allows you to connect with others, literally. For an additional 200 CP the Enigma is a literal item integrated into your body, and exposing others to its energy gives them the ability to combine with others who have the same ability, what's more is you can even use it on non-Cybertronian robots or devices to combine yourself with them.

Titan Master -400 CP
You are not a typical Cybertronian, you are a human sized robot known as a Titan Master. Your usual Cybertronin body is now a separate vehicle called a “Transtechtor” which you can pilot by becoming its head. But that’s not all it does, whenever you encounter another Transformer-sized robot, whether sentient or drone, you can remove its head and modify it to be compatible as your new Transtechtor taking control of all of its systems. If it is alive you merge with it which still requires you to replace it’s head but now it will continue living mentally being connected to you, if you allow it they will have access to your powers including Perks which you can selectively grant them. If you want to undo this connection you can either repair their head and revert them or let them die without you.

Pretender -400 CP
You gain a Pretender shell, a super advanced pseudo-organic carapace you have a psychic link with, an extension of your body. For Autobots this shell is usually a human or other local life form as a way to fit in, but Decepticons may make their shell monstrous to invoke fear in their enemies. The shell can be removed and remotely piloted to double your main power, but if it is hurt you psychically feel the pain. While you are wearing it, the shell has another benefit, insane levels of regeneration. The shell can repair even fatal injuries and destroyed bodies.

Jumper Prime -600 CP
You are a Prime, one chosen by the Cybertronian god Primus. You have ~~The Touch The Power~~ increased physical and mental abilities that very few non-Primes can match. You are at peak Cybertronian ability and will perform better than those around you. You could shoot someone from upper orbit when you are at sea level, go toe to toe with eldritch gods, or lead even the most insubordinate and depressed of armies in a patriotic charge to victory. Why? You are a Prime, that’s why.

Pretender Booster: Prime Master Shell
Your Pretender Shell is turned into a Prime Master shell, allowing you to hide any unique energy signatures you would give off due to your powers. This includes obvious things like Energon and your Spark signatures but also Perks from other jumps or anything else that would identify you as different than your Pretender Shell’s disguise.

Jumper-plex -800 CP
Call it what you want, Cityformer, Megamaster, Metrotitan, but you are a giant living Cybertronian City. Your height can range from 600 ft to 2 miles tall and your alternate mode is a small city capable of holding life be it human, cybertronian, or other.

Extra Alt Mode Booster: Colony City
Your function isn’t limited to this planet, you now have the option to make one of your alternate modes a city-sized spaceship, any citizens inside find a perfectly habitable environment even in the depths of space. What’s more, as a colony ship you have the

facilities to produce new Cybertronian protoforms as a “nursery” or “forge” somewhere inside of you, you can even choose common characteristics of theirs such as coloration, common alternate modes, and if they inherent your perks. (though toned down significantly, to around 1/1000th of the potency).

Weapon Systems Booster: War City
Your function is to protect your citizens, and your body reflects that. You have up to 3 non living drones that you can control when in city mode, they are armed to the teeth and can use any of your offensive powers. When in robot mode, they merge with you to grant more power to your weaponry. Don’t ask how that sizing works, mass shifting is king.

Laborer Perk Tree:

“Bah-weep-Graaaaagnah wheep ni ni bong”-100 CP (Free for Laborer)
The Universal Greeting, say these words and somehow any sentient being will know you mean them no harm. Works a lot better if you have something to offer them like food. Only works well as an introduction though, so if you are in the middle of fighting someone don’t expect to fool them by saying this.

Cybertronian Origin Booster: Long ago…
Instead of entering as normal, you can specifically wake up in an ancient space ship of Autobot design which has been in this world for a long time, deactivated and hidden, by default it crash landed and was put deep under a mountain. Your arrival in this jump starts with you and your imported companions unconscious and deactivated in the ship before an event (discuss with your Benefactor, though they will favor natural disasters above direct intervention unless there is a good reason for it) which reveals the ship and awakens its systems with just enough energy to reformat you and your Cybertronian companion’s bodies to fit into this world as robots in disguise. If you have the Capital Ship item then that is where you wake up.

Need a Tune Up? -200 CP (Discounted for Laborer) For Cybertronians, the difference between people and machines isn’t that extreme. You find it trivial to repair your own systems using car parts or other technology, and you can do the same for others. While this works better on robots, you can make an extremely advanced life support system for a human just by taking apart an old jalopy.

Head/Target/Power -400/200 CP (Discounted for Laborer) Laborers are ready to work together, even with those different from them. Thanks to the process of Binary Bonding you have connected with a partner Minicon, now they share a mental and physical connection with you. This partner can either be an organic with a specialized suit of armor or another Cybertronian who’s alt-mode connects to you.

This perk can manifest in one of the following forms chosen when you take it:

- **Headmaster.** The earliest form of Binary Bonding, imparts twice the brain power allowing for you two to calculate how to deal with problems even in the battlefield. Your partner becomes your robot-mode's head but can be removed leaving a hard-light hologram in their place when removed. The process also gives you access to any special skills your partner has such as martial arts, supernatural powers like eye lasers, or any perks they have.
- **Targetmaster**. Take energy directly from your spark and channel it into your partner's gun form for powerful attacks. Some devious individuals even found out that you can alter a Targetmaster to drain power from other individuals for their attacks, like some kind of vampiric rifle which drains then shoots the energy at its target.
- **Powermaster.** A separate bot who stores energon for you, allowing you to power up and do things other bots can't imagine. The process even unlocks new weapons and powers when your partner is connected to you.

You can take up this Perk for 200 CP instead but if you do then Binary Bonding comes with several flaws: your personality starts to merge with your partner ending when eventually one persona takes over and subsumes the other turning the other into an extension of themselves, Headmasters don't gain a hard-light hologram and can't transform if their headmaster partner isn't present, Powermasters cannot transform without their partners being connected to them, and Targetmasters are unable to control where they draw the energy from their shots from so larger shots drain energy from you and all those around you with potentially lethal consequences.

You can take this Perk multiple times, getting a new Minicon Partner each time.
If a companion takes this perk, you can allow them to choose you as their Minicon partner instead, though you then cannot take this perk yourself then.

Titan Master Booster: Jumper Maximus
You are now the smallest in a series of robots made up of you, your minicon who is now the size of a regular cybertronian that you become the head of which we will call the "Cerebros", and an even non-living transtector that they become the head of. While not city sized unless you have the Jumperplex perk, the transtector body is the size of a few buildings and when you are not connected it functions as a fortified battle platform for you and your allies. Your powers are doubled in your base robot mode, doubled again when you attach to your Cerebros, and doubled once more when connecting to the transtector.

Matrix of Leadership -600 CP (Discounted for Laborer) This is the Matrix of Leadership, an ancient Autobot artifact holding the wisdom of generations. In future jumps you can choose for it to inherit the memories and wisdom of great leaders from those worlds, but for now it starts off with the memories of the original 13 Primes which you can access through

meditation. This version can never reject you and makes it so that all versions of the Matrix of Leadership or similar Cybertronian artifacts recognize you as acceptable wielders. Additionally it gives a boost to your power putting you on par with the likes of Optimus Prime and Megatron.

Jumper Prime Booster: Prime Master Spark

You are the host for the spark of one of the previous Matrix Bearers, they grant you their powers directly, compounding the strength of your own spark. You now have control over their domain as a god.

Prima gives you a massive power boost when you show your paragon-like traits, the more heroic what you are doing the more powerful you become. Saving a cat from a tree makes you as powerful as an Olympian for a few minutes, saving someone's life makes you as powerful as Captain America for a few hours, saving a planet makes you as powerful as silver age Superman for a year. You gain these bonuses slowly as you work towards the good of the task, helping you do them with more ease.

Vector Prime gives you control over time and the ability to time travel with no consequence at will, even splintering off new timelines without issue. You can also turn off time travel or other time-based abilities such as a time stop at will. Other time traveling entities will recognize you as the highest authority of time and treat you with respect, or fear if they cross you/

Alpha Trion gives you huge historical knowledge, anywhere you travel you will be given a huge book's worth of information directly in your mind as well as a physical book to share with your companions. The book can be asked for specific information and will turn to reveal information relevant to the question asked. Additionally you know some events that are to come with limited precognition of vague future events, these can also be written in the book.

Solus lets you create great artifacts with unrivaled power. Anything from a blaster that could destroy any material, a storage case that could hold a god's power, or an armor that could turn any being into a fighter capable of fighting on your level. The limit of your ability is your imagination and the time to forge. Additionally, if you get your hands on any supernatural, superscience, or rare metals you can recreate them in a suitable forge with some time and without any defects. You can also reforge artifacts to suit your needs such as altering a weapon's enchantment to allow others to wield it or enhancing it with new greater powers.

Micronus allows you to link to share your powers with others. Linking takes only a few seconds and from any distance you can share your perks, skills, or abilities with anybody you are linked with from any distance. People you are linked with gain a psychic connection with you so you can see what they need. Additionally, you can share this perk with them allowing them to bring others into the psychic link and share power as needed or share their power with you. Once large enough this becomes a large net of psychic connection and creates its own sub-dimension called the "Linkage" allowing you to Link with others without even being around them or with effort forcing someone to Link and gaining control of their powers with that, though if they are as powerful as you they may be able to remove themselves

Alchemist gives you alchemical and transmutational powers letting you grant strange

abilities to elements. Energon is uniquely affected by this with dozens of variants. From booze-like Energex to toxic Tox-En to super speed granting Red Energon, and those are only examples. You can make any effect from energon with time studying it and giving it a few years to mature into its new form. Weaker effects like energon with cosmetic or simple uses such as coloring energon or flavoring it only takes a year or two to study and mature, but more intense effects such as Shockwave's Ores could take hundreds of years to study and thousands to fully mature.

Nexus gives you the ability to combine with any people and objects, taking their traits, memories, or abilities for yourself without consequence or added weaknesses, always being the main personality of any fusions or mergers you have. You could merge with the entire universe given enough time and suffer no issues. You can also selectively unfuse yourself if you want to remove a component from yourself. Once per jump you were to be killed you can instead separate all your components and divide yourself into 5 beings with none of your memories but 1/5th of your perks and skills in each, they will be separated but want to reunite instinctively.

Onyx gives you animalistic powers, you can invoke primal nature in the world around you, changing landscapes into any natural landscapes of your choice through your mere presence. You could summon volcanoes in a city, then turn it into a jungle, then turn it into an arctic waste, but you can't turn it back into a city. Additionally while fighting in natural environments you will find yourself uninhibited, lava rivers will part for you, cold will not affect you, and jungle brush will get in your enemy's way but not yours.

Amalgamous upgrades your t-got to take the form of anything you wish. Will not give you any abilities you did not already have or are not a physical part of what you become, you could become as small as an atom or as large as Jupiter but outside of that your imagination is the limit. Mass is no issue for you, you could be made out of any material, and you can move in ways that astonish mortal minds.

Quintus gives you knowledge to create new life with science. You can create Cybertronian-like species such as the Quintessons, Sharkticons, or Alicons with enough raw materials and tools as easily as others would make a toy car. What's more you can modify existing species to your whims. You could create a designer dragon, a chibi Transformer, or a human with wings. You can even modify yourself to incorporate new technologies without issue. Understanding genetic code be it CNA or DNA is simple.

Liege Maximo grants you enough charisma to change the minds of and fool gods. You could bring together a team of heroes who all had their qualms with one another, or you could tear apart a brotherhood who had known each other closely for decades. The more powerful the person you are talking to makes them more likely to see what you are telling them to. A princess would kill their husbands if you showed them some evidence of being unfaithful, Kings may kill their courts if you suggest they were treasonous, and Gods may destroy their followers if you even imply their followers are unfaithful.

Megatronus makes you an unparalleled warlord, getting more powerful the more you show domineering traits. While Megatronus isn't evil in every universe, it is very common considering he inspired the greatest Cybertronian villain of all time. Defeating mooks makes you as powerful as an Olympian for a few minutes, conquering a base of your enemy makes you as dangerous as an experienced assassin for a few hours, and killing your arch enemy makes you as powerful as DC's Doomsday for a year. You gain these

bonuses slowly as you work towards your goal helping you accomplish your goal with more ease. What makes this different from Prime's similar ability is that it gains an additional boost, you can either choose to protect those you care about or to destroy and kill those that oppose you. The more you devote yourself to one of those extremes the more intense and longer your boost lasts, up to 5 times as powerful and 5 times as long.

The 13th …wait what. That's not a specific person, that's an idea. The idea of the future. This is a spark of great power. There are a number of candidates ranging from Optimus Prime, Hot Rod, Zeta Prime, Sentinel Prime, Optimus Primal, Ultra Magnus, Shockwave, Deathsaurus, Megatron, Shockwave, Arcee, Elita-1, or even a duplicate of your own spark. Any way you choose it will give you the spark of any Transformers character giving you their skills and abilities boosted even more heavily. Also unlike the other Prime's sparks you can get a new one every 10 years or every new jump, when you make a new spark the old spark loses the powers the boost that makes it a Prime and is safely extracted from you and placed in a new body you make for it. They will remain a loyal follower and can be imported as a companion.

These powers will be extremely potent and noticeable so if you want to hide from energy scans get the **Pretender Shell** Perk for the **Prime Master Shell** Booster.

You can take this Perk additional times, paying another 600 CP (undiscounted) every time and taking a different Prime's Spark. If you take all 13 sparks, you gain a red commemorative sticker from Primus resembling his face but with golden trimmings. Megatronus also slips you a sticker of his own face in a similar style to Primus's but purple. The stickers are FIAT backed, you can make as many copies as you need for your companions or to put on your items.

Need a Tune Up? Booster: Matrix of Creation

The Matrix of Leadership is more than a power up, it is a symbol of life. Encoded within its crystals is a divine pattern of light called the Primal Program. Using the Matrix you can activate the Primal Program to impart sparks into the lifeless bodies of machines, creating new Cybertronians. These Cybertronians personalities, appearances, likes, dislikes, and abilities are all randomly selected lower likely based on what it is that you brought to life. You can do this up to 10 times a month, doing it more than that instead drains energy from you directly and risks killing you.

Enigma of Combination Booster: Super Mode

You can now combine with another single partner, and if you do then you can become the predominant personality with them instead just in your ear. Combining like this actually makes you just as powerful as a 5 person combiner, maybe even more so if you are working well with your partner. You still can take all 5 members of the Combiner Team companion options and can merge with each of them individually as well as into your larger Gestalt mode. After this jump, you can use this as a potent fusion ability with any willing creature which lets you gain traits of theirs while fused.

Military Perk Tree:

Deceptive Concealment -100 CP (Free for Military)
Disguise is a natural element for strategy. While the Military may not have made the first t-cogs they are the ones who mastered its use for surprise attacks. You can take on the appearance of anything similar in size and movement type to your alternate mode, this disguise is so close that even those who are intimately familiar with this type of vehicle would never be able to tell the difference until you make your presence known. If you have an object as your alternate mode instead you can take any appearance of an object between the size of your robot mode or your alternate mode.
Additionally people will never point out how out of place your alternate mode is and will believe it could just be an object there. Why is there a cassette player out in the middle of nowhere? Who cares, cool find! Why does that lamp look like a robot with its arms outstretched? Eh, it must be new. Why is there an unidentified jet at this airbase? I don't know, it must be a drill. As long as you are not outright threatening them or endangering them with your presence, they will pay you no mind.

Cybertronian Origin Booster: All Hail Jumper
Instead of entering as normal, you enter by invading a major city. The local government will be ill prepared to deal with your sudden arrival and you will have free reign. If you continue your rampage then within 48 hours whatever government owns the city will give you an offer, that you may keep the city, its residents, and anything else within city limits as long as you promise to not extend your rampage to anywhere outside of the city. How willing and true they are to keep to said promise depends on if you keep your end of the bargain, what government you are dealing with, and if they think they can take you. But if you both agree to the terms then you can keep the city, or whatever wasteland is left, granting it fiat-backing and making it into a warehouse extension or importing it into future jumps, if you do this multiple times then you can connect the cities together in your warehouse.

Living Space Bridge -200 CP (Discounted for Military) A power many some Decepticons seekers have allows them to do the same process as a space bridge but instead with their own body. You can use your internal energy to fuel these teleports either creating a swirling portal for others to follow you through or just teleporting your own body. Teleporting across a planet's surface as a "ground bridge" can also be done and requires less energy but still needs some focus.

Peace Through Tyranny -400 CP (Discounted for Military) Victory leads to victory for you. The more you defeat your enemies, the more your legendary and well earned reputation grows and the more powerful you become. Fighting enemies of equal skill to you doubles your effective power and killing them makes it permanent. Those that are weaker than you have the instinctive desire to bow out of a puny

attempt to spare their petty lives.

Titan Master Booster: Infinitus
You have mastered your Titan Master abilities as a parasite. You can remove robot heads like a guillotine and then automatically attach yourself to the body, taking instant and perfect control over their systems with them being unable to give any input even if they were alive. For every enemy you do this to you cumulatively gain their skills, integrated weapons, and abilities, bringing them on to the next body you steal and getting more powerful as you go. Also to improve your disguise, you can take the head appearance of anyone you have attached to in this way.

Anti-Matter Siphon -600 CP (Discounted for Military) Like the great Megatron, you can tap into the energy of a black hole and draw out “anti-matter”. While real Anti-Matter would probably just kill you and everyone around, this version instead powers up your attacks and can selectively eat through anything around you. You can destroy those around you by literally tearing them into nothing. What makes this worse for them? They can see it coming as the antimatter pours out of your eyes and any attacks they attempt on you while using it disappear into the black crackling nothingness while you are free to remove them from existence.

Jumper Prime Booster: Herald of the Singularity
Your existence as a prime has drawn the attention of an entity through your black hole, the dark god Unicron. He has decided to unlock the full potential of your black hole based powers allowing you to travel into the past or back to the future, corrupting the sparks/souls of others with special rusting attacks, and reformatting your body to be upgraded to a capacity where you could take the 13 original Primes in a fight (even comes with free re-design to better match a more evil aesthetic). Those are just as starting bonuses he gives out of an agreement with your benefactor. By bargaining with Unicron and consuming enough matter of whatever universe you are in he is willing to grant you additional powers or boosts, he’ll want at least a planet consumed before he lets you get anything else, and don’t cheap out on him or he will put you in insurmountable amounts of pain. Aside from that, any powers or items you ask of him he can probably give, for the right price.

Living Space Bridge Booster: Living Mess of Portals
When someone attacks you, they will find that you are made up of mostly space bridge to hold all of your anti-matter. When they plunge their attacks into you they’ll just disappear inside of you, either destroyed by the black hole you siphon off of or teleported to some random place in the depths of space. With focus you can control this to make their attacks appear somewhere else more convenient, like hitting them instead. This is toggleable, so no worries about wondering where the food you want to eat is going.

A Secret Third Option Perk Tree:

Utility Perk -100 CP (Free for A Secret Third Option)
This should be something character A can do that helps but isn't very powerful.

Support Perk -200 CP (Discounted for A Secret Third Option) This should be something character A can do that helps themself and their allies.

Self Strengthening Perk -400 CP (Discounted for A Secret Third Option) This should be a perk that helps character A get stronger in one way or another.

Something Rare Boost: Rare Self Strengthening
This should be a way to integrate the rare perk into the self strengthening in order to make it even better.

Main PowerUp -600 CP (Discounted for A Secret Third Option) This is the thing that Character A uses to become far more powerful when they are serious.

Almost Unique Booster: Unique PowerUp
This combines the powerup with the unique power to make the powerup far stronger.

Support Perk Booster: PowerUp Support
Your support perk is now combined with the PowerUp to make them both more powerful.

Great Upgrade Perk Tree:

Flesh and Metal -100 CP (Free for Great Upgrade)
Not the simplistic ideas of your ancestors combining flesh and metal through primitive practices. Your body acts as both. An elegant merging of flesh with inorganic compounds allows you to function as both a cybertronian and whatever your organic altmode is, perfectly passing as either. You also gain the ability to consume organic foods as a substitute for energon.

Cybertronian Origin Booster: BEAST WARS!
Instead of entering as normal, you can select to enter through a transwarp rift. You can arrive at the normal start of the jump or any time before then.

My Great Aunt -200 CP (Discounted for Great Upgrade) You have a lineage that you are notable for such as one of the noble Autobots or infamous Decepticons. Could be anyone from the great leader Optimus Prime to a nobody like Scrapface. This doesn't guarantee you their abilities, but it does give you some respect from those around you even if they didn't actually know your

relative. Socially you could name drop your relative and people will take you a lot more seriously and listen to what you have to say concerning them.

One and the Same -400 CP (Discounted for Great Upgrade) Your body sees no difference between metal and flesh, and you can use that in incredible ways. You have the benefits of being organic and robotic as you can repair damage passively by leaving the wound alone and also not worry about aging, you are immune to both organic and technological viruses, and you can integrate both organic and robotic upgrades (i.e. super soldier serum now works on your robotic body; you can have your human hand work like a gun). You can selectively toggle how this works if you'd like to be considered more organic or more robotic in select alt forms.

Titan Master Booster: Godmaster

You can now merge machinery with another thing it doesn't often agree with: magic. Instead of becoming a head for your transtechtor, you now transform into an engine known as an Iacon. This gives you access to the strange "Chōkon Power", a divine source of extra dimensional energy and the same kind found in Primus and Unicron. This is the closest thing to Cybertronian magic there is and allows you to use any magic-based abilities without interfering with technology in any way. Studying Chōkon in specific also gives you access to many new abilities. In its most basic form increases your strength, speed, and intelligence but can be practiced and utilized to give you control over Earth, Fire, Water, and Wind, launched as energy attacks, or used to heal almost instantly. A master of using Chōkon has a connection to the life energy of whatever planet they reside on. When in different alt-forms you gain a pair of golden bracelets you can use to channel this perk to work magic in tandem with technology as well as armor yourself to become your Iacon form while in non-Cybertronian alt-forms.

The Oracle -600 CP (Discounted for Great Upgrade) You have a spark receptive to the super computer Vector Sigma, or more accurately its evolved form: the Oracle. The Oracle is a sentient otherworldly mainframe that has direct access to the Allspark. Among its many powers the Oracle will warn you of any upcoming danger you may face and will prepare you by reformatting your body to be a match for this new threat, it also gives you access to a repository of Cybertronian knowledge letting you recreate Cybertronian technology from across the franchise's history in the worlds you visit such as but not limited to: Space Bridges, Holomatter avatars, Cyberforming, Cyberkeys, CR Chambers, Agonizing Rehabilitation Chambers, Transwarp Drives, Mnemosurgery, Energon Matrices, and the Internet.

Jumper Prime Booster: Well That's Just Prime

You have the ability to create Protoforms, turning Earthly metals into robotic mannequins that can then scan a nearby vehicle or animal to make it into their alt-mode. While you can theoretically create infinite protoforms with the raw materials, without a spark they are kinda useless. So now every year you can create one new spark, and I mean fully create it. You can

choose any aspects of the spark and how it turns out including personality, appearance, abilities, skills, lineage, or even pre-program an alternate mode for it to take on. The sparks you create cannot be more powerful than you are but can have a copy of any perk you have from this document.

My Great Aunt Booster: Reduce, Reuse, Resurrect

You can resurrect great warriors of the past in new Cybertronian forms. By default this allows you to bring back any of the Autobots or Decepticons from the Great War, but as you go on this applies to anyone who has died in a jump you have been to. You can take their soul and turn it into a spark, then place that spark into any vehicle or protoform where it reformats that into its new body. Powerful, willful, or heroic beings can refuse your attempts to resurrect them but you can still take their souls out of death or whatever afterlife they ended up in and persuade them to join you in whatever way you would like. Once a being has agreed to be resurrected by you once though, you now own their soul and can freely resurrect them at your leisure or do whatever else you'd like with their spark.

Also, try not to damage the sparks too much by resurrecting the same person more than once in a jump, or else they might be too weak to resurrect at all and be permanently killed.

If you take this Booster along with the "Well That's Just Prime" Booster then you can also reprogram the sparks as if you were creating them with that ability, even rewriting their memories to your liking. Useful for redeeming great tyrants after their death.

Ancient Perk Tree:

Utility Perk -100 CP (Free for Ancient)

This should be something character B can do that helps but isn't very powerful.

Cybertronian Origin Booster: Age of the Primes

Instead of entering as normal,

Support Perk -200 CP (Discounted for Ancient) This should be something character B can do that helps themself and their allies.

Self Strengthening Perk -400 CP (Discounted for Ancient) This should be a perk that helps character B get stronger in one way or another.

Something Rare Boost: Rare Self Strengthening

This should be a way to integrate the rare perk into the self strengthening in order to make it even better.

Main PowerUp -600 CP (Discounted for Ancient) This is the thing that Character B uses to become far more powerful when they are serious.

Almost Unique Booster: Unique PowerUp

This combines the powerup with the unique power to make the powerup far stronger.

Support Perk Booster: PowerUp Support
Your support perk is now combined with the PowerUp to make them both more powerful.

Characteristic of Character C Perk Tree:

Utility Perk -100 CP (Free for Characteristic of Character C)
This should be something character C can do that helps but isn't very powerful.

Cybertronian Origin Booster: Age of the Primes
Instead of entering as normal,

Support Perk -200 CP (Discounted for Characteristic of Character C) This should be something character C can do that helps themself and their allies.

Self Strengthening Perk -400 CP (Discounted for Characteristic of Character C)
This should be a perk that helps character C get stronger in one way or another.

Something Rare Boost: Rare Self Strengthening
This should be a way to integrate the rare perk into the self strengthening in order to make it even better.

Main PowerUp -600 CP (Discounted for Characteristic of Character C) This is the thing that Character C uses to become far more powerful when they are serious.

Almost Unique Booster: Unique PowerUp
This combines the powerup with the unique power to make the powerup far stronger.

Support Perk Booster: PowerUp Support
Your support perk is now combined with the PowerUp to make them both more powerful.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Empty Energon Cubes- Free
Energon is the lifeblood of your species, and without it you would be unable to function. The problem is that not all worlds have energon, so here is your solution.
These clear Empty Energon Cubes are 1.5 ft long on each side and can absorb any "stable" energy, from electricity to oil to esoteric energies like magic or ki with the right setup to transfer it, things like attacks being sent at them or more violently used energy cannot be absorbed and

instead shatters the cube. Once absorbed, the energy becomes Energon and is a perfect refreshing drink for any Transformer or a battery for any weapons you want to power with it.
This item allows you to produce empty Energon Cubes from your body in a matter of seconds with a bit of focus. Just be careful, because if a filled Energon Cube is destroyed it lets out all the energy in a destructive explosion.

Used Protoform Pod- Free
The Pod you emerged from. Not too useful now that it's function has been fulfilled. Incapable of any kind of locomotion, but you could use it as a resting place from the elements or try and rewire its systems to use as a repair/modification tool for your Cybertronian form.

Badge - Free for first Badge, 100 CP
A badge that looks like a face, it won't be noticed by people until you turn into robot mode. It can be placed anywhere on you and when you aren't a Cybertronian it takes the form of a tattoo, jewelry, or other identifier. It is only of your cybertronian faction (Autobot, Decepticon, Maximal, Predacon, Mercenary, Blentrons etc.), a local faction, or a custom faction symbol. You can share a copy of your Badge with your companions freely which shows their allegiance. Can be imported into any similar item.
You can pay an additional 100 CP to take a second badge, being able to hide either of them with a touch to "change" your allegiance, though people that recognize you will still recognize you unless you find something else to change.

Merchandising -100/200 CP
You have an unlimited supply of any Transformers toy/movie/game/tv show/book that has ever been released. In your warehouse you can summon them at will with boxes optionally. For the 200 CP option you can even make new ones such as Transformers figures that were never released, games that are just ideas fans would like, or comics with altered or extended story lines. You can even make figures of your Cybertronian friends and enemies. Nothing made with this perk is more than mundane though, it's all just made as toys in the style of any years from 1984-to-today.

Energon Crystal -200 CP
Energon crystals are extremely powerful and unstable, but if refined into Energon Cubes they are a perfect clean energy source for you and whatever technology you have on hand. You have a crystal that is the size of a human, it can fill 30 Energon Cubes and you gain a new crystal every month.

Energon Mine -400 CP
Energon

Protoforms -300 CP
Similar to your own protoform pod, here are 5 unused protoforms. They don't come with their own sparks but you can implant your own into them to clone yourself, give them a spark from someone else, or program them to become drones totally loyal and customizable though not

exceptionally bright. You gain another 5 every month.

Capital Ship -500/800 CP
A ship of your own equivalent to the Ark or the Nemesis. Incredibly large with a crew capacity in the high thousands, this ship was designed to transport troops for large scale battles and be the headquarters for a commander. Has a built-in computer like Teletraan or NAVI-ko which can control the entire ship, repair and reformat you, and will always do as you ask.
For an additional 300 points this is instead a living city on the level of Metroplex or Trypticon and much larger than the ship with a higher capacity for crew or a living ship such as the Ark or Nemesis's titan form with a spark included but making up for its size the ship has many more weapons installed. Either way, when it transforms this new Titan will decimate those that stand in your way.

RIDE IN STYLE! - Free and Mandatory for the Humanformers Drawback (Requires Humanformers Drawback)
Instead of having a cool robot alt-form you now have its alternate mode as an item. You don't get any of the perks from this jump, this item does which you can activate by using it. They run on energon though thanks to your fiat that is infinite so it's more like its systems are filled with the stuff. Still suffers the same limitations for what it can be as an alternate mode. Optionally it could actually be a living Cybertronian with their own spark who is permanently stuck in alternate mode with no way to repair in this jump.

Companions:
Companions bought here do not count towards the companion limit on the main jump, you can import existing companions as well. By spending 200 CP you can give another companion access to this supplement or create a companion using this, they will have 1000 CP but they cannot purchase companions that are any price other than Free and their companions cannot purchase the same perks they do.

Minicon -100 CP (One for Free/Mandatory for every purchase of Head/Target/Power)
A tiny (3-7ft) tall Cybertronian who relies on you as their Bulk, they have simple weapons and can either have a humanoid robot mode or an animal robot mode, their alt-mode can be anything useful to you. They can be stored inside of your body and ejected at will.
If you have the Head/Target/Power Perk you can either create a companion here, import one from your existing companions, or import one from the main jump to become your Minicon but they don't get an alt-mode and instead have it decided by the Head/Target/Power Perk.
They have 400 CP to use for this supplement but cannot spend them on companions or to take the Head/Target/Power perk. The only drawback they can take is "Feral".

Coggless Miners -200 CP
These 5 generic Cybertronian followers can't transform, but they all share a single companion slot. They are much shorter and weaker than your average cybertronian (standing at about half the height) but come with mining equipment such as jetpacks, drills, and minecarts and are

well versed in mining energon or any other materials you require. They will work tirelessly and remain loyal to you. If you find a way to get them T-Cogs, they will become a decent army with a variety of Cybertronian alternate modes, but none of them
You can take this companion option multiple times, each time multiplying the amount of Cybertronians you can multiply the amount of miners you receive by 10.

Gestalt Special Team -400 CP (Free w/ Enigma of Combination)
Team of 4-5 members with the Enigma of Combination Perk at its 300 CP version, all are treated as one slot for Companions for Importing into future jumps. They each have 300 CP to use for this supplement but cannot spend them on companions of any kind. They are fully loyal to you.
For an additional 100 CP (undiscounted) then you can choose for them to be clones of any canon combiner team from the Transformers franchise who had 6 or less components.

Second-In Command -200/400 CP
Jazz, Airachnid, and Soundwave each demonstrate immense skill in assisting their leader, so it helps to have a companion who can do that for you. Skill-wise they will cover any of your blindspots. If you work as a public figure they can do the dirty work you don't want traced back to you, if you are in combat against an enemy army they will work to root out and "correct" any traitors or internal threats so you can focus, and if you are all around competent then they somehow have non-combat skills superior to yours, especially regarding working to make you have a pleasant day.
They have 800 CP to use in this document and if you take them for 400 CP then they also get 6 purchases of the Minicon companion for free. You can even have them be a clone of Soundwave if you've purchased the 400 CP version (though it's up to you if the New Soundwave is called Soundblaster or if they are just normal Soundwave but loyal to you.)
You can determine their personality as well as how loyal they are, ranging from seeing you as their boss on a relatively equal footing to being a sycophant hanging on your every word and willing to burn planets for you and your goals. Either way they will never betray you or your goals.

Nemesis Jumper -500 CP
Oh, well this is interesting. [Black repaint of you who has all of the powers you purchased in this document. They can optionally be entirely mute but are entirely loyal to you. Purchases of this companion option if you already have a duplicate can instead be a duplicate of anyone who you have fought before or have as a companion, retaining all of that person's powers but a deep loyalty to you, you can change their personality as you wish and if they defeat any other versions of that character then they can absorb that version's powers.]

Drawbacks:

Wait, isn't that a thing? +0 CP

Fun fact! In the original Transformers G1 cartoon and comics, sparks weren't a thing. Nowadays they are a staple of modern Transformers media, the veritable soul of a Transformer. There are a lot of weird things like that. In some universes energon isn't a natural substance for them, other times they were created by the Quintessons instead of Primus, and other times they can scan nearby vehicles on command instead of having to be rebuilt by someone to turn into a new vehicle. With this drawback, you can mix and match which parts are true about Cybertronians and you, including or excluding any parts from their lore and biology as unquestioned facts that everyone treats as "just a thing you can do".

Drone +100 CP

You are no longer a drop-in instead you are a human (or other local faction)-made drone which runs on energon able to transform into a vehicle. If you take the Titan Master General Perk then you gain a mechanized suit you can use to convert into a head to control the vehicle.

You will need to work out your Background with your Jump Chan, additionally you will lose all Free Items from this Supplement aside from Energon Cubes.

Activation Code +100 CP

Whenever you transform into your alt mode or bot mode you must first yell out an Activation Code based on your faction. This Activation Code comes before you transform and immediately identifies what faction you are a part of to everyone around. It can be changed if you choose, but it cannot be removed and needs to include your name and another word.

"Frag!" +100 CP

You can't say or reference human culture directly, especially not curse words, it's all some slightly off Cybertronian equivalent. Get used to saying , "Cesium salami", and "guinea pigatrons" if you ever want to talk to people. Using curse words just makes it worse "Oh Primus", "Frag!", and "You Glitch!" for example, so hope that your human companions can parse what you're saying or get ready to be a bit more creative in your insults.

Feral +100 CP

You are now associated with a certain animal, likely but not necessarily one that you transform into. choose one of the following: Your bot mode is an animal instead of humanoid and loses its human dexterity, you speak either in a growling animalistic way with a few words or like a caveman, you are overcome by your animalistic instincts stereotypical of your animal, or you gain physical features associated with your animal in both your modes. This drawback can be taken up to four times with a new effect each time.

Furman +100 CP

You enjoy very grandiose and over the top sayings, a few specific ones actually, which you unintentionally use every time you try to talk with others. It will be noticeable to those around you if they talk to you often. https://tfwiki.net/wiki/Furmanism

Background Generic +100 CP

You are very plain as far as giant robots are concerned, yeah you might still amaze people when

you're the only giant robot around but compared to others you just seem…meh. What this means design wise is one of two things, either you are directly based on an existing transformer but with a new color palette or other small change, or you are designed like a background character without much thought or detail into what you transform into.

Empurata +200 CP

Cybertronians have their own ideas of punishment and this might be one of the worst ones. Your face and hands have been removed. Now you have a screen for a face with one glowing blank eye you see out of and your hands have been replaced with simple non-dexterous claws. You can replace your hands with time though it would be difficult without assistance, and there is no way to repair your face till the end of this jump. Others will see you as horrifying to be around and inhuman, even if they've never seen this before.

Humanformers +200 CP

…I honestly don't get why you would want this *but* it does seem pretty popular in the fandom. Instead of being an awesome giant robot you are now just…a human. You cannot take the Cybertronian Body Perk and you cannot transform into your alt-mode. Instead you get a vehicle that resembles what your alternate mode would have been. Choose how your perks integrate into that vehicle or with you.

(In)Action Master +100/300 CP

You cannot take the Alt-Mode or Extra Alt-Mode perks leaving you as a transformer who cannot Transform. Some would call this being "cogless" as well. For an extra 200 CP you cannot use any transformation abilities for the rest of this jump, including switching alt-forms. You can choose to take the second half of this perk for 200 CP instead of the first.

"Are All Dead" +300 CP

Another Cybertronian has found their way into this universe from somewhere else, appearing in this world in prehistoric times if possible before being reactivated in modern times by your arrival. There is one VERY dangerous other Cybertronian in your vicinity. Either the mad scientist Decepticon Shockwave or the tyrant king Autobot Grimlock. Either way they both have all perks from the Laborer and Military perk sections and enough energon to last the entire duration of the jump. They will be opposed to you, regardless of your faction and allegiances. Shockwave will experiment on locals for his own demented goals while Grimlock is content to be worshipped and be treated as the king of wherever he is, taking power through force if he wants to. Both see you as a direct threat to their goals and will not be talked down. Shockwave's alternate mode is a Cybertronian spaceship which is 90% cannon while Grimlock has a t-rex like beast mode, but both are serious threats and if you draw their ire they will not let you rest. You can take this perk a second time for both of them to appear in the world instead.

The Planet Cybertron +200 CP

Normally you would be the one and only Cybertronian within this continuity, however with this drawback the Planet Cybertron will appear somewhere in space, if you are a Laborer or Military the planet will be embroiled in a bloody Civil War where your enemy faction will send

various Cybertronian soldiers to wherever you are to take control of the planet, take all energy sources, and kill you. If you are a Great Upgrade, they will instead send highly trained Cybertronian assassins to kill you.

"Female Autobots?!" +300 CP (Requires *The Planet Cybertron* and *(In)Action Master* drawbacks)

You are now a Female Cybertronian. Sounds sexist for that to be a Drawback, yeah? Well yeah, humans are weird about there being female Cybertronians for some reason. While it could easily be handwaved since there are already Cybertronians that identify as male, for some reason people came up with horrible reasons why Female Cybertronians exist.

You do not get to decide how you came to be, no one does, roll 1d8 pick on one of the weird reasons that justify your existence from one of the following:

1. Being female is a trait of Solus Prime. Only 1/13th of Cybertronians are women, you are treated as a rare minority and will be treated as an object of desire for powerful Cybertronians who want you to design things for them architecture, tools, or weapons. If you disappoint in that department they will be dismissive of you and will treat those as your only function and purpose
2. You're a "domestic" Cybertronian, not made for the battlefield. You won't be allowed to have weapons outside of extreme circumstances and the "real" members of your faction will constantly request you do menial labor for them which a "servility program" inside of your brain will force you to do with a smile on your face and no complaints.
3. You were created to appease a group who thought your faction were "too homosexual" due to being mostly male so you were made to be hit on to make them seem less gay.
4. You were made by another member of your faction as a "special friend" for them and are unable to disobey their orders. They treat you like an object and aren't happy if you spend time around people, whether they be human or cybertronian, that aren't them.
5. You were a male Cybertronian, but someone modified to be a woman. You are more comfortable with this gender than your previous gender, but other Cybertronians are unfamiliar with you and will ask invasive and awkward questions as well as being confused by your existence.
6. You were modified by your own faction to be "more appealing to human males" and aren't able to undo these modifications, what's more you will be getting continuous modification updates automatically which will try to change you to better fit what people around you think is attractive. These updates change your bot-mode, your alt-mode, the way you talk, and even your personality. You cannot stop or undo these updates as your body transforms to "fit in" with it. By the end of the jump expect to not look anything like you did when you came in.
7. You and your lineage were made as a Quintesson sex doll. If you were to ever come across a Quintesson you identify them as your creators and are unable to disobey orders given by Quintessons, much less when they get close to you. Quintessons and other Cybertronians will treat you as your "purpose" and even humans will just see you as a big sex toy. Yes, this includes a tentacle fetish.
8. Choose an option from one of the above.

This reasoning now applies to ALL female Cybertronians within this universe if you import any female Cybertronians, while all other Cybertronians are treated as male.

Get ready for justifying your appearance, existence, and role anywhere you go, both to Cybertronians and to Humans. Everyone will suddenly become very interested in the existence of your gender and why you aren't a "normal" male and ask you constant invasive questions.

Fred Perry's Robocream Mad Project +300 CP (Requires *"Female Autobots?!"* drawback)
NSFW DRAWBACK
Oh…are you sure? You know what all those names mean, right? Okay then. In addition to your previous…purpose…the world around you will become much more pornographic, with yourself at the center of attention. Your body is fully compatible sexually with any species but seems to favor more humanoid sexual traits. Additionally in sexual scenarios, your perks begin to falter, your items don't protect you, and your companions get too turned on to stop. Even your own mind turns against you as you feel the urge to finish what has started. The only way to stop this effect is by making every currently aroused person in the same room climax, that stops the effect for 24 hours.
The only bright side is that now since you are living in a porn parody you can seduce basically anyone, even enemies who are actively fighting you won't kill you if you offer to get them off, though that doesn't mean they will let you walk free, they will still usually capture you and put you into Cybertronian-sized bondage they have for some reason.
For free you can take this drawback as a Narrative Perk in future jumps, with the downsides being toggleable, but you can apply the reasoning you got from "Female Autobots?!" as the reason for any female Cybertronians existing in future Transformers jumps, or even retroactively change specific groups of Transformers to be created that way with their gender changing to match if necessary.

Autobots, Roll Out +300 CP (Exclusive to Laborer)
You are an Autobot commander, the type who defines a generation with a strong moral personality and desire for unity. You refuse to allow innocents to get hurt, even in simulations! You'd rather sacrifice yourself than even have the potential of someone being harmed.
Because of this you are no longer able to take perks from the **Military** Perk tree or the **Great Upgrade**.

Decepticons, Forever! +300 CP (Exclusive to Military)
You are a Decepticon loyalist, and have an overly extreme devotion to the cause and ideology of "Peace through Tyranny", willing to take what rightfully belongs to you.
Because of this you are no longer able to take perks from the **Laborer** Perk tree or the **Great Upgrade**.

Transtech +300 CP (Exclusive to Great Upgrade)
You are a super advanced Cybertronian similar to those found on Axiom Nexus, you see yourself as above your "lowtech" ancestors and run on entirely different systems than them.
Because of this you are no longer able to take perks from the **Laborer** Perk tree or the **Military**.

Part of a Bigger Franchise +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other Cybertronians within this continuity, however with each purchase of this drawback, a new group of Cybertronians will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** only Quintessons and Quintesson slaves will appear.
For **+400 CP** Quintessons, Quintesson slaves, and Decepticons *or* Autobots will appear.
For **+600 CP** Quintessons, Quintesson slaves, Decepticons or Autobots, and the Axiom Nexus Security Administration will appear.
For **+1000 CP** the Quintessons, Quintesson slaves, Decepticons or Autobots, and the Axiom Nexus Security Administration and Prima Prime will appear.

1. The Quintessons believe that all Cybertronians are their property, including you. Their Cybertronian slaves will have access to all the perks on the **Laborer** Perk Tree and will be turned on you as a military attack force. There are three Quintesson Judges who share a Quintesson freighter and have 100 slaves each. They always know your location and will go after you with various plans to add you to their slave ranks.

2. Millions of years ago on this planet, the Autobots and Decepticons crash landed in the Autobot ship the Ark. There they laid for years until being reawoken when you entered the jump. Whichever faction you allied yourself with is the one that didn't wake up, and minutes after awakening they will kill their opposing faction then go after you, the last remaining member of their enemies. Regardless, either faction will have access to all the perks on the **Military** Perk Tree, though Autobots are still Laborers in their core programming and will be more likely to imprison you rather than kill you, they are no less capable. Either way, 2 years into the Jump if allowed the faction in control will be able to repair their ship and leave whatever planet they are on to go and get/make reinforcements.

3. The Axiom Nexus Security Administration is a multiversal group dedicated to maintaining the universal streams of all universes connected to the Transformers Multiverse, including this one now thanks to you using this supplement. They believe that this presents a grave threat due to your power and could destabilize their multiverse, so they want to get you to either chainfail or stop jumping from now on. The Security Administration will have access to all the perks on the **Great Upgrade** Perk Tree and an unlimited number of members, though they will only ever send up to 10 at a time after you as to not disturb this universe more than they have to.

4. Prima Prime or simply "Prima" is the first Prime, a divine creation of Primus who seeks to destroy evil wherever it crawls out from, and their target is you. Prima will have access to **all the perks** on this Jump Document. Additionally, if Prima is killed or otherwise defeated and unable to complete their mission, in one year a new version of Prima is brought from another universe, being up to date on whatever you have done here and will continue the mission of their alternate version with all

of the same knowledge and abilities.

Scenarios:

It's Unicron!

Oh, you're fucked. What could be considered your "natural predator" has come to being in this jump. Unicron, the Opposite of Primus. Unicron is a planet that eats other planets, and nothing short of Primus or a similar God's life essence can stop him. Even then he won't die as his essence will stay around, either communicating through whatever is left of his body or looking for a robotic body he can take over or possess. He will come after you and any companions of yours, and if he consumes either then no 1-ups or fiat-backing can bring you or them back. The same is true for your fiat-backed items as any that he successfully consumes are permanently destroyed.
Regardless of his form, Unicron cannot easily move through space, typically taking days of travel through wormholes before suddenly appearing above a planet he plans to destroy. Instead his more maneuverable allies will be Heralds, any assortment of powerful evil-aligned robots native to this jump, in addition to any new herald, he also brings in a version of Galvatron and Nemesis Prime who have all of the Perks in the Military Perk Tree as well as the boosted "**Herald of the Singularity**" perk, they cannot be reasoned with, they do not rest, and if destroyed will be revived by Unicron's Dark Energon powers, a truly agonizing means of resurrection. They have the 500 CP version of Capital Ship in the form of "The Revenge", a ship which they share and will use to transport you or your allies to their master if necessary.
To succeed in this scenario you must find a way to expose Unicron's core to as much holy or divine energy as the lifeforce of a demi-god, then you have to hunt down his essence after it escapes this body. His essence can jump through time and space and take on different forms, so you have to completely wipe it out and stop any of his plans to regain power. Failure to defeat Unicron by the end of your time here means he receives this jump, you can't pause time in it and come back later as Unicron now controls it's timestream and can bring his full power into this universe consuming it completely until no light remains. If you take this Scenario again in the case you reuse this document, then any jumps failed will make Unicron more powerful as he consumes them without issue and can give his Heralds any perks or items from those documents.
Reward:
For defeating Unicron himself, Primus has given you a handful of rewards. Firstly an additional +1000CP to use in this document as you please. What happens next is your choice, as you can either take boons from Primus, or he will allow you to absorb Unicron's essence to be able to use the powers of Dark Energon safely and align it with yourself instead.
Taking Primus's boons [Optimus Prime becomes Star Convoy and gains the Jumper-plex

perk, Jumper Prime perk, and all perks from the Laborer perk tree, he becomes a city-sized truck. Meanwhile Megatron is reformed and the good deep inside of him is brought out as he takes on the new name of Novatron, gaining the Jumper Prime perk and all perks from the Great Upgrade perk tree. If you'd like, they can also take any Boosted perks that they are applicable for. Get the planet Cybertron, or for giving up 1000 this becomes a new instance of Primus who is your companion automatically. They are cut off from Primus as a multiversal being but still retain billions of years of wisdom and a newfound undying loyalty to you for destroying this universe's Unicron. You can customize this Primus's personality, alt-form terrain, and robot form freely as they are the God of Transformation and more than willing to make changes you request. In future Transformers jumps you can import Primus, as they are now retroactively that Universe's version of Primus, this actually allows them to operate multiple planet-sized bodies as each is just an Avatar of their true consciousness like the original Primus.]

Absorbing Unicron, Primus aids you in overcoming his brother and [Nemesis and Galvatron are rewritten removing their disloyalty to Unicron and instead reprogramming them with undying loyalty to you. Get Unicron's body, being able to use it as a moon-sized space station which can consume other planets. If you give up 1000 points then instead you can take Unicron's body as a new Alt-Form. In this form you can view any point in time within the local multiverse freely and can take on Heralds, empowering other beings, giving them copies of your perks, and being able to punish them if they disobey you. You can also secrete your planet form's "blood" in the form of minerals you seed a planet with which will develop into your own form of Dark Energon. You can customize exactly what effects your Dark Energon provides but it is typically corruptive especially to Cybertronians. Over the course of time you can even turn Unicron's Dark Energon that already exists or any other Energon into your Dark Energon. You gain power the more Dark Energon exists in the universe you are in and the more beings consume it. With enough Dark Energon created, you can recreate any ability Unicron has demonstrated, though don't expect any local versions of Primus to be excited seeing you replicate their sibling's dark power regardless of how you use it.]

Notes:

Big thanks to u/the1ian for helping me look over this and suggesting some perks

If you get the **"Colony City"** Booster your offspring count as Followers, unless you let them inherit one of your Perks, then they count as your children and are given the full benefits Companions have.

For the "**Prime Master Spark**" Booster you only have access to the Prime's sparks, not their wisdom or memories, though you can choose to remove their sparks the only other vessel that can hold them is the body of another Prime chosen by the Matrix, otherwise their spark will reject any other option presented and would destroy whatever vessel they were placed into as well as themselves. Some examples of hosts would be other universe versions of Optimus Prime, clones of yourself or Optimus, or other universe versions of the original 13 Primes.

Also the sticker you get from Primus for purchasing "**Prime Master Spark**" is an Autobot version of the Megatronus sticker from Transformers ONE. The sticker Megatronus gives you is the

sticker from the movie.
Gestalt Special Team's clones can retain the original's personalities and skills, though regardless they are fully loyal to you.
For the **Fred Perry's Robocream Mad Project** NSFW Drawback. If you've read one comic from each of those creators then you have to take it and the required Drawbacks as Mandatory Drawbacks, but gain **an additional +200 CP**

- I'm not complaining, I'll be joining you in the Mandatory Drawback gooner club o7
- You only have to take it as a Mandatory Drawback once, if you take this document multiple times or in different chains then only on the first time after you've read a comic from each of them.
- You can take the additional +200 CP from this section if you do take them again though.
- You can choose for the drawback or Narrative Perk version of Fred Perry's Robocream Mad Project to affect any of your Cybertronian companions without them ever noticing, yes, even Primus or Unicron if you have them from a different jump. You can select how heavily the weakening perk affects them and under what circumstances.
- Of course it also comes with porn physics, so don't worry about being too big for your Minicon to take or vice versa.
- If you take Female Autobots multiple times in multiple instances of this jump, then you can choose which "reason" for Female Cybertronians existing.

Updates
V1.1.5

- Added an Updates Section
- Changed Head/Target/Power so it can be taken any number of times
- Added new companion options
  - Coggless Miners
  - Second-in Command
  - Nemesis Jumper
- Nerfed Minicon companion option so it didn't double each time you took it
- Updated Gestalt Special Team to take clones of canon transformers
- Added the "It's Unicron!" scenario
  - Since people wanted a way to become Unicron, I've added it as one of the possible rewards for the "It's Unicron!" scenario
- Added "Fred Perry's Robocream Mad Project" as an NSFW Drawback.
- Added 3 new Perk Trees
  - "A Secret Third Thing" for any Mercenaries, Star Seekers, Bounty Hunters, Functionists, Junkions, or Neutrals
  - Added "Vehicon" for those who prefer to be one in a crowd…or who prefer to lord over a sea of non-thinking drones who don't question them
  - Added "Ancient" to fit the Primes, Predacons, and other groups of ancient Cybertronians
- Added a price to the Great Upgrade option.
- Added boosted perks for every 100 CP Origin Tree perk from the Cybertronian Origin perk.