

"Our worlds are in danger! To save them and the galaxy, we must find the four Cyber Planet Keys before the Decepticons can use them for evil. It is our mission: Hotshot! Jetfire! Vector Prime! Landmine! Scattershot! Optimus Prime! Transform and roll out!"

Primus has failed. Following the Energon Battles, the spark of Unicron was used to forge a sun, which was meant to nourish an entire universe. However, the destruction of such a colossal concentration of evil wasn't without consequences. The sun collapsed into a black hole. If allowed to grow, this singularity would consume all of reality as we know it.

In the Autobots' darkest moment, an ancient transformer by the name of Vector Prime came to them with a solution. In ancient times, Primus' spark was split into 5 shards. Four Cyber Planet Keys and the Omega Lock that could unite their power. These were carried on ships to cyber-form distant planets to construct a galactic space-bridge network, but for unknown reasons contact was lost with these colonies, and the event vanished into myth.

By reuniting these artifacts, Primus could be reawoken, and only with his power could the black hole be destroyed. However, craving this power for himself, Megatron tricked Vector Prime to seize the universal map, beginning a race between the Autobots and Decepticons for the Cyber Planet Keys, and the fate of existence as we know it. In an odd twist of fate, this quickly brought them to a familiar battleground: a quant organic planet called Earth.

Take these 1000 Cyber-Points (CP) to carve out your own place in this new conflict.

Designation [Body]

- All Bodies can choose age & apparent gender freely -

Human – // +200cp, +0bp //

One of Earth's lovable fleshbags. You might be a professor chasing the occult, a government official with high enough rank to know we aren't alone, or a friend of Coby, Lori, and Bud who was with them when they stumbled upon the injured Autobot Landmine. You'll soon be provided the opportunity to involve yourself in this conflict. Humans have the unique ability to hear an extremely grating sound called the "Omega Frequency" in the proximity of a Cyber Planet Key or the Omega Lock.

Minicon – // +100cp, +400bp //

A small race of helper robots that you rarely see these days. You have the ability to fuse with larger Transformers for a power boost, but most prefer the reliability of Cyber Keys, so you aren't in too much danger. You're either a native of Gigantion used for complex detail work, one of the scattered survivors of the Unicron battles, or maybe you got stranded between dimensions like Jolt, Reverb, and Six-Speed before Vector Prime stumbled across your vessel, allowing you to travel with him.

Autobot – // 0cp, +600bp //

The Autobots have known peace for quite some time after the fall of Unicron under Optimus Prime's command. However, the black hole provided them with a threat that not even the combined might of the Autobots and Decepticons could hope to defeat. You may not be a native of Cybertron, you may not even know what an "Autobot" is, but you certainly carry their spirit. Wherever you originate, you have a history as an agent of peace, a warrior of justice, or simply a law-abiding citizen.

Decepticon – // 0cp, +600bp //

Not every Decepticon was pleased with Autobot rule, and it didn't take long for you to amass under that banner once more, especially with Megatron's return with the Armor of Unicron. The Autobots dwarf you in numbers, but Decepticons tend to be far more battle-ready than Autobots on average. Even if the term "Decepticon" is wholly foreign to you, you have similar ideals. You were a thug, a tyrant, a rebel, a schemer; someone who doesn't mind sowing a little chaos to get what they want.

Designation [Origins]

- Any Origin other than Planet X may be Drop-In -

- To start on a planet not associated with your Origin, roll 1d8 or pay 50cp to choose: 1. Cybertron, 2. Earth, 3. Velocitron, 4. Jungle Planet, 5. Gigantion, 6. Combatron, 7. Sandokan, 8. Free Choice -

- The survivors of Planet X no longer have a home, so they must roll regardless. -

Cybertron - // 0cp //

At the conclusion of the Energon Battles, many Cybertronians thought their planet may know peace for the first time in millennia. However, the formation of the Unicron Singularity forced Optimus Prime to order all Transformers to abandon their home to take refuge on the planet Earth. Just as Vector Prime gave them hope of saving their planet, Megatron stole the map to seize the Cyber Planet Keys for his own selfish ends. You could be part of the small team manning a desperate offensive against the black hole, or perhaps you're part of your faction's elite team pursuing the Cyber Planet Keys.

Earth - // 0cp, Mandatory Human //

This big blue marble has a way of always getting involved in Cybertronian affairs. Eons ago, the colony ship Atlantis crashed on this planet, carrying the Earth Cyber Planet key and the Omega Lock. You could be one of the ancient Transformers who ran wild and became the basis for countless myths and monsters, or maybe you fought alongside Crosswise and Evac as a monster hunter. You could also be one of the countless Cybertronians who took refuge on Earth. Of course, if you're a human, it'd be more bizarre if you found yourself on any planet other than Earth.

Velocitron - // 0cp //

The Speed Planet, and the resting place of the colony ship Ogygia. The whole planet resembles a desert wasteland covered in roads. This planet's culture revolves around speed. Racing is everything, and every aspect of the natives' lives revolves around proving that they're the fastest. Not that every racer cares about winning fairly. The Speed Cyber Planet Key has taken the form of the Planet Cup, the trophy for the race of the same name. The Planet Cup lies in the hands of Override, the fastest bot on Velocitron. Though lately her flawless win-streak has left her yearning for a real challenge.

Jungle Planet - // 0cp //

The Beast Planet has always been a brutal land. From constant natural disasters, merciless weather, to man (and bot) eating flora. In days long past, weak leadership caused violence to run rampant. The wise Backstop united those being preyed on and taught them the ways of peaceful self-defense. However, his student Scourge grew impatient and used his might to unite the planet under him. However, he soon lost his way and became yet another tyrant. The Beast Cyber Planet Key is hidden within Scourge's temple, which itself lies atop the buried colony ship Hyperborea.

Wanderer - // 0cp //

Not every bot is so easy to tie down to one location. You are a traveler. Perhaps a wanderer like Vector Prime or the bounty hunter Astrotrain. Perhaps you're part of an independent group like Cannonball's pirate crew. Alternatively, you may find yourself on one of two planets who were destroyed by their own power. Combatron was a planet with dozens of factions beyond Autobot and Decepticon, all fighting for control over the various stockpiles of advanced weaponry. Or perhaps the planet Sandokan, which was wiped out by Synthosz: an intelligent psychic weapon of their own creation.

Gigantion | Planet X - // 150cp //

The final planet found in the search for the Cyber Planet Keys. Initially, the colonization by the inhabitants of Lemuria went smoothly. However, in another dimension, there was a technologically advanced planet known only as Planet X. Coveting this planet's rich resources and energy, they pulled the entire planet of Gigantion into their universe. However, in defense, the Giant Planet Key used its power to grow the planet itself and its inhabitants to immense size, giving them a fighting chance. In their desperation, Planet X created a superweapon that ended up malfunctioning and destroying their own planet, leaving Sideways and Soundwave as the only known survivors, hungry for revenge.

Back on Gigantion, things quickly returned to normality, and the war against Planet X reduced to a vague legend. The bots of Gigantion are builders. Covering the entire planet with layer upon layer of city. The current leader of Gigantion is a jolly bot by the name of Metroplex. He's a wise leader who cares for his people, but his single-minded devotion to his people's tradition of never returning to a city once abandoned, will put the pursuit of the Giant Cyber Planet Key in somewhat of a deadlock.

Perks [General]

It is Our Mission – // +100cp || 0cp || 200cp //

For this jump, you won't have to worry about your transformations being interrupted, and you can selectively replace regular transformations with dramatic transformation sequences in a strange dimension that everyone can see but nobody will question. Pay 200cp to keep these effects post-jump. In return for some extra cp you can pass on this perk's effects even within this jump.

More Than Meets the Eye – // 0cp //

You have the ability to alter the art style of the world around you. Perhaps rather than clunky CG, everyone is constantly animated in 2D Sakuga, or maybe you prefer the art of the Transformers Collector's Club media. Nobody other than you will notice any change.

Robots in Disguise – // 0cp //

You have the ability to apply the Transformers' sound design to yourself, such as mechanical whirs when you move or a distinct modulation on your voice, including their iconic transformation sound when switching between forms. You can also grant yourself a noticeable accent resembling some Earth culture, even if you've never been to Earth. Nobody will find this odd. Toggleable.

Human Ambassador – // Free || 200cp //

It's a good thing for these Earthlings that so many alien planets have a breathable atmosphere and speak a language identical to English. You may pay to retain this effect post-jump, inexplicably making your language the galactic standard for most sapient life. In addition, as long as you aren't landing on a gas giant, you won't find alien planets any less hospitable than they are for the natives.

Good Will Visit – // 50cp //

Only an idiot would involve themselves in a galactic conflict without something to show for it. You have a natural talent for crafting award-winning documentaries. When you sit someone down for an interview, you have the odd ability to transport them into a black void with a spotlight above them.

Old School – // 50cp //

You have a knack for applying a distinct aesthetic to your creations. Whether it be ornate clockwork, ambiguous Mesoamerican architecture, or something more dynamic like the building style of Planet X. Non-human Origins may choose to apply this to their own chassis. This is purely aesthetic.

Burning Justice - // Free || 300cp //

The Cyber Planet Keys tend to respond to intense emotions by sharing some of their power with its source, regardless of the nature of those emotions. This could manifest any number of ways, from a direct power-up, a new weapon, a new body, a portal to your desired destination, or almost anything else. For 300cp, you retain this ability post-jump, and sufficiently intense emotions can draw power from mystical artifacts, potentially over continental distances, to perform similar miracles. What forms these miracles take depends on the power and nature of the artifact in question.

As a bonus, even if you don't pay to keep the above effect, once you contain a sufficiently absurd quantity of power in your body, regardless of its source, you may project it as a visible aura. Once you're wielding the kind of power to destroy massive cities with one attack, this aura will be dense enough to enhance your attacks or apply physical pressure to any weaklings who get too close.

Missile Launcher - // 150cp //

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

Fanboys - // 200cp //

Going forward, you'll find that any tool or weapon designed with a humanoid body plan in mind, regardless of size, can be "scaled" up or down to match your own size. With this, a human could wield Transformer weapons, while a Transformer could wield human weapons. The output of these tools is scaled as well. So while something like a data storage device would face a negligible loss, a laser rifle would be far less powerful in a human's hands than an Autobot. This doesn't work on anything that requires functions or appendages that an ordinary human wouldn't naturally possess.

Flexible Mind - // 200cp || Free Humans & Minicons //

Dimensional travel takes its toll on the mind. In the worst-case scenario, one may find their mind shattered or split from their body. However, the minds of Minicons and young humans are flexible, and wouldn't even notice such distortions. Going forward, regardless of your age or species, you can easily weather distortions in reality that would disorient or drive others mad. This could either be due to mental flexibility, granting you greater creativity and an open mind. Alternatively, your immunity comes from mind-boggling willpower. No amount of pain or humiliation will dissuade you from your goals. If someone wants to make you stop, they better be prepared to destroy you themselves.

Warp – // Varies //

Seems you've received lessons from Vector Prime, or perhaps you just stumbled upon a cache of Planet X technology. However you learned this, you now have the ability to tunnel through spacetime.

Warp [Blink] - 300cp - Like the Minicon Jolt, you can warp yourself and others short distances, or open portals within that range. This has a range of about a mile once mastered. Until you have more practice, warping will require some specific motion to activate that makes it unusable in tight spaces.

Warp [Gate] - 300cp, Requires [Blink] or any 600cp+ Asset || 0cp w/ Jumper's Dimension - You can open up portals anywhere in your current universe, as long as you know the coordinates. If you don't want to pass through, you can just leave a portal open to spy on those distant locations. If you didn't purchase [Blink] this isn't a personal ability and must be focused through a particular item. This also gives you the ability to survive outside of time itself, but re-entering time is another story entirely.

Warp [Trans-Phase] - 200cp || 400cp, Requires [Gate] - You have the means to freely travel through adjacent universes and dimensions. Any scanning technology you possess can now be modified to function through these vectors, allowing you to find the coordinates of dimensions that match your current needs. For double the price, this has reached a new extreme, allowing you to insert yourself into a random dimension's history, gaining a new body appropriate for that world. You can still physically teleport out and assume your former bodies at any time.

Warp [Pendulum] - 400cp, Requires [Gate] - Like Vector Prime, you have the ability to manipulate time itself. You can rewind or travel through time and allow any spatial-transportation abilities to function through time as well as space. However, this isn't without risk. The more you use this power, the more of a strain it puts on the fabric of time. Overuse this and the consequences could be disastrous. Anything from different points in the timeline blending together planet-wide, to stranding yourself outside of time, never to return. While theoretically no hard limit exists on this ability, if you want to avoid the aforementioned consequences, it's best to avoid using this to reverse time by more than a few minutes once a month or so. In all his eons, Vector Prime has not found any way to mitigate this damage to the fabric of spacetime, but perhaps you'll fare better.

Faction Insignia - // Varies //

The badge of your faction. Those who witness or brandish it intuitively grasp the ideals and values it embodies. You may choose how this manifests in non-mechanical forms: a tattoo, a scar, embedded on your clothing, etc. You may choose how your Insignia integrates with past Insignias you may have.

Insignia [Human] - Resembling an insignia or symbol of your choosing, this embodies humanity's propensity for forming bonds between diverse groups, as well as uniting against a common evil.

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

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

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

Insignia [Branding] - 50cp - You may grant copies of your insignia to others in any form you please.

Insignia [Double-Cross] - 50cp || 100cp - You may change your physical insignia with a mere act of will, but your aura remains unchanged. This won't change the meaning of the insignia on others. For another 50cp, wearing another faction's insignia for a prolonged period will cause you to adapt the insignia's aura as well, even slightly shifting your disposition in that direction, if you desire.

Insignia [Custom Faction] - 100cp - You may make slight additions to your insignia's design, such as putting wings on an Autobot badge or wicked fangs on a Decepticon badge. The core of the insignia's meaning is retained but can be slightly tweaked in a direction of your choosing. Perhaps a modified Autobot symbol emphasizes your dignity as an elite protector over a champion for the people, or a Decepticon symbol that emphasizes raw combat ability over tricks and deception.

Planet Insignia - // Varies //

The symbol of the world you hold the greatest affinity with. This determines the appearance of your Cyber Key and the boost it provides (on top of whatever weapons or abilities it unlocks). Despite being tied to your key, you can choose to mark your body or gear with it anyway, purely for aesthetics.

Insignia [Cybertron] - The everybots of the galaxy, Cybertronians easily ingratiate themselves with foreign cultures, and often get more leeway for faux pas. Provides a slight boost to all abilities.

Insignia [Earth] - Bots adapted to Earth tend to be the more communal types. It's fairly easy for you to form friendships and information travels fast. Provides a notable boost to strength and firepower.

Insignia [Velocitron] - Speed is all that matters, that's what this insignia says. This makes it easy for you to direct almost any conflict into a test of speed. Provides a substantial boost to speed.

Insignia [Jungle Planet] - You embody either might or peace. Whichever philosophy you champion, you can easily sell others on its appeal and feasibility. Provides a notable boost to strength and agility.

Insignia [Gigantion] - You have the same presence as Metroplex that lets you organize large teams of workers and emphasize the value of tradition. Provides a notable boost to strength and endurance.

Insignia [Planet X] - You possess an aura of competence with technology, as well as a talent for deflecting questions regarding your background. Provides a significant boost to stealth.

Insignia [Combatron]- As one born of Combatron, you've retained its affinity for escalating any conflict to self-destructive extremes. Provides a significant boost to firepower.

Insignia [Choose] - 50cp, Free Cybertron & Wanderer - Choose a different insignia from your Origin.

Insignia [Branding] - 50cp - You may grant copies of your insignia to others in any form you please.

Insignia [Custom Planet] - 100cp || Free w/ any 600cp+ Asset - You bear a completely unique Cyber Key. Like Custom Faction, you may tweak the aura of your base insignia to suit your needs, but you have unlimited freedom to decide the key's physical appearance. Choose now what stats this boosts.

Perks [Human]

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

Innocent Eyes - // 100cp //

It takes a special type of person to stumble upon an alien robot and immediately try to help them. You have an eye for people, human or otherwise. Look someone in the eyes, and you can intuitively tell whether you have any reason to be afraid of them. A group of random kids could announce to you with no evidence that they're friends with extraterrestrials, and you'll be able to tell from the looks on their face that you can accept their words at face value. Completely ineffective through sunglasses.

Work Smarter - // 200cp //

You may not have the smarts of an alien robot, but if they'll give you the time of day, they'd be surprised how much they can learn from you. As long as what you're saying isn't inherently ridiculous, even the most stubborn or experienced beings can't help but take your words at face value. You could tell a sapient airplane how to improve their takeoff, or point out the inefficiencies in an alien blueprint, or scold a giant fire-breathing dragon so badly that they can't even look you in the eyes.

Grease Monkey - // 400cp //

Geniuses like you and Coby are hard to find on Earth or Cybertron. Somehow, you can seamlessly apply your experience with earth vehicles to repair and identify alien technology, even if this is your first time seeing it. You won't necessarily know how to replicate these devices, but you can get the general gist of what it's supposed to do, and what's stopping it from working on sight. The farther a technology strays from mundane Earth mechanics, the less information you can gleam about it.

Climbing the ladder - // 600cp //

When it comes to intergalactic relations, only the best of the best would be invited to participate. That's why it's good you have a talent for practically tripping into positions of national importance, particularly those relating to extraterrestrials. One day you're an eccentric teacher at a small college, the next you're being called to take part in excavating an alien body. Thought you saw an alien as a boy? Use that motivation to reach the rank of colonel in your 20s so you can access all the Government's files on the topic. You can only use this to pursue one such position at a time.

Perks [Minicon]

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

Cybertronian Standard - // 100cp //

In recent years, many Minicons have switched over from their own language to Cybertronian Standard. There are some who aren't quite fluent yet, so it's a good thing you're here to translate. You can quickly pick up new languages, especially those used by digital lifeforms, and reach fluency in weeks. In addition, your eloquence makes you a very appealing candidate for any transcendent beings in need of a mouthpiece to speak through. That last effect can be toggled.

Ninja Bot - // 200cp //

Things like scale can get a bit wonky with Minicons. One second you're standing eye-to-eye with a human, the next they fit perfectly in your cockpit. You have a way of shifting to whatever size seems the most appropriate for your current form or context. This shift can't be any more significant than the previously mentioned example. This can include a decrease in weight, so you won't have to worry about crashing through a weak wooden floor despite literally being a car with legs.

Spark in the Machine - // 400cp //

The sage Overrun came to understand Cybertron on a deeper level than any other Transformer in History. You can now follow his example and upload your consciousness into digital systems. It will take months to perform most of the transfer, but the only way to complete it is for your physical body to die, at which point your very spark will be integrated into the system. You can freely control anything connected to the system, but certain functions may take longer than others to master.

Shoulders of Giants - // 600cp //

Minicons were deliberately designed to be helpless, pitiable even. Beings that appear to dwarf you in power (barring those wholly devoid of benevolence) have a way of becoming quickly attached to you, eventually treating you as both a friend and an equal. In addition, they'll be far less resistant to teaching you their techniques. You can potentially even learn techniques that shouldn't be teachable, like inherent abilities. In the latter case, you'll only learn a fragment of its full power.

Perks [Autobot]

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

Welcome to Planet Earth - // 100cp //

Who would've imagined that giant alien robots could expect such a warm welcome? First contact with any alien species tends to go better than anyone could have hoped for. Stranded on a savage planet where might makes right? You're found by the leader of the planet's peaceful faction. Badly injured in a strange world full of organic life? Not only are you not sold out, the first natives you meet immediately try and repair you. Doesn't work if your desire to get along isn't genuine.

Sharing the Honor - // 200cp //

There's a real power to ceremony. Allowing an ally to perform some symbolically significant ritual relating to your goal has the effect of a comparable amount of trust-building. Letting them lead your troops in a fairly inconsequential skirmish would only translate to a couple extra days as fighting by your side. However, letting them receive a one-time honor, like inserting the key into the treasure or announcing your victory, would be like you spent months, if not years fighting life-or-death battles.

Relocation - // 400cp //

When working on a planetary scale, it's easy to lose track of just how many people you're working with. You share the Transformers' impossible efficiency for relocating absurd quantities of people. Of course, you need to be in a position where all these people would be willing to leave their homes behind without question, but if you could, you could relocate your planet's entire population to another in a few days and have all of them assume secret identities on this planet in a few weeks.

Down, But Not Out - // 600cp //

Considering how much of his spark has been split up and absorbed by various parties, it's truly astounding how much power Primus can exert. Like him, as long as you retain possession of at least ⅝ of your soul or power, you can act as if you have all of it, and even someone with the remaining ⅜ wouldn't be able to control the bulk of your power. The only drawback is that you'll occasionally fall into prolonged periods of dormancy as your spirit attempts to regenerate itself.

Perks [Decepticon]

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

Comic Relief - // 100cp //

If the Decepticons have anything going for them, they know how to take a beating. This is even more potent the less seriously you're being taken and the less of a genuine threat you appear to pose. With all those factors in alignment, you could be trampled by a monster truck and be flattened into paper rather than violently demolished or take a Cyber Key infused attack point-blank and be comically flung into the sky rather than split in half. Make no mistake, it will still hurt, but you'll survive.

Deceptive Work Ethic - // 200cp //

For all his failings, Thundercracker works harder than possibly any other Decepticon to earn his keep. You share his talent for using skill and creativity to stand up to enemies that dwarf him in raw power. Spin around to turn your blaster into an omnidirectional rain of plasma or use the jet thrusters in your heels to add some extra fire to your kicks. This won't do much if you lack the ammo or endurance to consistently fight at this level, but each defeat just motivates you to devise even more attack ideas.

Good Vs Better - // 400cp //

Who needs to earn loyalty when you have the power to take it? You share Megatron's eye for telling what someone wants. However, you also share his ability to overstimulate your underlings with so much of your power and ambition, that they gradually forget what their own desires were. A king will abandon his people to follow you, an opportunist will chase you with nothing to gain, short-sighted grunts will forget they were only working for you because you threatened them, and so on.

Shadow Spark - // 600cp //

A mysterious ability that can be initiated once per jump upon your complete annihilation. Upon experiencing such a fate, you will return as an intangible phantom, surrounded by a dark mist. You can use up this mist for a variety of effects, from consuming weak enemies, corrupting and upgrading injured allies, or you can use the majority of the mist to create a loyal full-powered clone from the negative emotions within another being. Once this mist is expended, you will be fully revived.

Perks [Cybertron]

- 50% off & one 100cp 100% off for Cybertron natives -

Dancing Racecars - // 100cp //

There are few advantages greater than the inflexibility of adults. Want to have a car break dance in the parking lot? Go for it! Harass the Navy as a submarine? Why not! As long as nobody was hurt and you get away before anyone can ask questions, witnesses to scenes you cause will quickly convince themselves that they were just seeing things and will have immense difficulty articulating what they saw to others. Be warned, this isn't effective on children or conspiratorial-minded adults.

First Contact - // 100cp //

The divide between good and evil is often decided by who's faster to seize control of the narrative. As long as you're the first to tell your side of the story, it's effortless for you to sell a total inversion of the actual nature of a conflict. Even if it's revealed that you lied, it's not a guarantee that they'll immediately trust the group you framed as the true enemy. More often than not, it'll just convince them that neither of you can be trusted, and you'll need to prove yourself with more than just words.

Molecule in a Haystack - // 200cp //

When looking for a specific item or power, even if you don't know what it looks like, what it does, or where in the Universe it even is, you have absurd luck with finding breadcrumbs leading to it. Visit a random organic planet where you see a T-Shirt that leads to an ancient ruin that leads to another planet that leads to a civilian who happens to know the person who probably knows about the thing you're looking for. You'll probably still have to deal with some false leads before you finally get a hit.

What Fine Soldiers - // 200cp //

What could be better than a soldier who follows your orders unquestioningly? A one who follows your orders before you can make them. The greater the trust you forge with your men, the faster they're able to act on your orders. Once you've earned their total trust, they'll intuitively know exactly what you're going to order them, even if you never get the chance to actually verbalize it. This takes a minimum of half a month serving under you for a new soldier to fall into this flow.

Bringing Muscle to the Tussle – // 400cp //

It's strange to think that such an ability belongs to Thundercracker of all people. You have learned how to focus every last drop of power in your body to double, if not quadruple your physical abilities. With this, a mere Decepticon cannon fodder could fight all but the most elite Autobots to a standstill. Imagine what you could do by focusing this into a single attack. The only drawback is that after a few minutes, you won't even have enough energy left to move. Make sure you finish what you started.

Oil Hound – // 400cp //

By any chance, were Scrapmetal parts used in your construction? Like them, you can feed on all but the most esoteric or volatile inorganic matter. You also possess some kind of sixth sense that lets you navigate metal-rich structures and sniff out electrical energy sources. You may optionally enter this jump as a rare intelligent Scrapmetal, letting you freely command other members of your species, but deforming your vocal processor and making other Transformers inclined to shoot you on sight.

Cosmic Scales – // 600cp //

If the Unicron Singularity is proof of anything, it's that as long as good exists, evil will survive to oppose it. Whether you fight for universal peace or domination, as long as you have an enemy out there fighting for the exact opposite goal or ideal you are, infecting others with your ambitions will be effortless. Simply beating someone in combat or some other attribute they take personal pride in has an odd way of shaping their morality to more closely match your own. Beat a prideful warrior-king in a fight and they won't even realize they've started following your orders like a drone. Outrace an apathetic speedster and suddenly saving the universe is their top priority. As one added benefit, even if your faction is thoroughly defeated, as long as your former foe still exists, they'll find it impossible to permanently stomp out your influence, whether it be from your philosophy repeatedly resurfacing within their populace, or simply your former underlings who refuse to adapt to the new status quo.

Perks [Earth]

- 50% off & one 100cp 100% off for Earth natives -

The Hidden Truth - // 100cp //

If giant alien robots can be real, are sasquatches or vampires that much of a stretch? Maybe, but it doesn't hurt to check. Any urban legends of occult theories almost always have a pinch of truth, or at least a grain. Maybe your investigation of hollow-earth theory will lead you to an ancient alien burial site, or perhaps investigating vampires will lead you to uncovering an ancient dynasty forgotten by history. There's no guarantee this truth will be what you expect, or even helpful, but it will be there.

Just Because You're Cute - // 100cp //

By Transformer and human standards alike, it's hard to deny that you're quite the looker. Your body may even possess traits that serve no practical purpose beyond sex appeal. You're cute, and you know it. You're particularly skilled in getting under people's skin or pitting them against each other. This won't work unless there's already animosity or hostility between the parties for you to poke at, but the right words at the right time can give you just the opening to get out of a tight spot.

Scene Just Got Too Heavy - // 200cp //

Even without righteousness or ambition, there's something admirable about someone who takes life at their own pace. All but the most high-strung bots will find your presence at least tolerable, and even those you fight have a hard time hating you as a person. Easily influenced people tend to get caught-up in your leisurely pace. As long as you don't make a habit of using this to trick people, you could take a break in the middle of a firefight, and the right opponent may follow your example.

Cryptic Cryptid - // 200cp //

Your actions have a way of impacting people. Save a random child, and it may inspire them to become a high-ranking official who one day plays a role in saving the world. Maybe you harassed a small village a few years back, only to find out that stories of your misdeeds were exaggerated and spread world-wide until you became a feared urban legend. As a side benefit, you possess the Earth Decepticons' inexplicable ability to cloak yourself in a veil of darkness resembling a monster.

Monster Hunter - // 400cp //

You have been trained under Evac in the ways of monster hunting. This includes the battle skills and tactics to hunt and trap far stronger opponents. In addition, you've been taught how to replicate the technologies they use in their trade. Such as devices to trap incapacitated enemies in stasis pods, create force fields, perfectly hide the energy signature of something as powerful as a Cyber Planet Key, and carve secret bases complete with automated doors and stairs into natural rock formations.

Free Spirit - // 400cp //

When the whole universe is at stake, one can't be too picky with their allies. As long as you weren't the one giving out orders, just lending a hand at the right time can have your past misdeeds forgiven with absurd ease. This can even be extended to however many of your colleagues you can convince to join you on this mission for redemption. As long as you drop by to help save a planet from destruction, it'd be as if you weren't following orders that would destroy the universe weeks earlier.

Your New Master - // 600cp //

Gratitude in the wrong hands is a scary thing. Barring individuals with personal power equal or greater than yours, those you free from imprisonment will pledge their loyalty to you on the spot, even if they outnumber you hundreds of times over. Be they backstabbing criminals or self-righteous rebels, at that time, your goals become theirs. Maybe 1 out of every 1,000-2,000 escapees will just be biding their time until they're certain they can escape retaliation for betraying you, but they'll still be hesitant to openly disobey you. You just need to give the word, and you can have thousands of warriors scoping the Earth for a treasure that only you stand to benefit from. With all that said, should you be defeated after raising this army, only those whom you've kindled deep personal bonds with will feel the need to stand by your side. Once their loyalty is lost, your underlings are rarely held accountable for your orders, not even for turning a blind eye to your obvious insubordination.

Perks [Velocitron]

- 50% off & one 100cp 100% off for Velocitron natives -

One Step Ahead - // 100cp //

If you want to move fast, you better be able to think fast. Your reaction time is exceptional, particularly in reference to sudden hazards and obstacles to your mobility. You may not be catching bullets, but it'll certainly help when moving as fast as one. This also provides a general boost to your intuition for danger. As long as you aren't already in the middle of battle, you can sense incoming attacks or similar hazards a split second before any clear signs present themselves.

Dead Weight - // 100cp //

Even by robot standards, this is morbid. You have an intuitive sense and mental inventory for how parts of your own body can be sacrificed or repurposed for an advantage. You'll never overlook when your own driveshaft would make for a perfect rope, or which of your systems you can technically survive removing to lose weight, or when your body happens to contain the part needed to fix a machine. You can theoretically use this on less... modular bodies, but it's not recommended.

Super Duper Tuneup - // 200cp //

Seemingly by force of sheer stupidity, you're able to pack you and other vehicles full of several brief single-use upgrades like nitros for speed or springs for a jump boost. These upgrades are performed by smacking each other with a comically large hammer, however the effectiveness is determined by the importance of the contest or conflict this tune-up was intended to help in. Attempting this for something completely inconsequential will just have you smacking each other around for no reason.

Gran Turismo Sport - // 200cp //

In a market where every new part is "top-of-the-line" you have an eye for singling out which ones deserve that title, and an ear for being the first to hear about them. Is there a hyper efficient engine in development? You knew long before it was public. New innovations in wheel technology? You placed your order a month ago. When forming an alliance with a group possessing their own technology, it's rarely impossible to convince them to share, within reason. Not exclusive to vehicle parts.

High Heels - // 400cp //

A test of skill is nice and all, but what's a competition without narrative? As long as it makes for a good story, you can get away with even the most blatant cheating in any competition. Turn the whole audience against you ahead of time, and the most you'd get for damaging the track is a chorus of boos. Present yourself as an upstanding boy scout, and a random Minicon flying onto the field to help you will just be lauded as a symbol of the deep friendships you've formed.

Power Provisioning - // 400cp //

Anyone can summon the power of a Cyber Key, but few can say they've mastered it. Once you have extensive experience using a specific temporary powerup, you can gain better control over its output. You have an intuitive sense for the powerup's duration and can reduce or increase the output to increase or decrease the duration proportionally. Be warned, using more power than you or the source of the power was designed to process at once runs the risk of damaging you or the source.

Keymaker - // 600cp //

As advanced as Cybertronian technology is, it's beyond bizarre that they weren't even aware of the existence of Cyber Keys until recently. For the other colony planets, they were as normal to daily life as other Transformers. On Planets like Velocitron, the process of producing Cyber Keys involved refining special crystals mined from deep underground. You possess a similar ability to craft Cyber Keys, even in future worlds. They may be much rarer than on planets with an artifact like a Cyber Planet Key, but you can find similar crystals deep within other life-bearing worlds, particularly those with a strong technological presence. You can forge these into Cyber-keys with properties that reflect the traits of the planet they were harvested from. You even know how to modify intelligent machines with ports to receive these keys. With enough time to perfect your craft, you may learn to improve this technology into something as potent as the Force Chip.

Perks [Jungle Planet]

- 50% off & one 100cp 100% off for Jungle Planet natives -

Always Lands on Their Feet - // 100cp //

You have the agility fitting of the beast planet. This will help somewhat with navigating uneven terrain, but your true talent lies in leveraging this mobility to minimize impacts. To be clear, you won't be dodging raindrops or firearms, but you know how to jump in the same direction a melee attack would send you flying to reduce the damage, orient yourself to cushion your collusion with the wall you were flung against, and then distribute your weight to survive the long fall back to the ground.

Homing Instinct - // 100cp //

The connection of the beast bots with Jungle Planet is beyond anything the other colonies can claim. You have a bizarre sixth sense of whether your planet is in trouble and to what degree, ranging from "planet-wide unrest" to "impending apocalypse". This won't tell you the nature of the danger, but you'll sense it regardless of distance, even from within an alternate universe. The larger the scale of the danger, the stronger the sense, becoming imperceptible for anything smaller than a city.

Privilege of the Strong - // 200cp //

The concepts of "teamwork" and "honor" are admirable on their own, but don't always mix. However, when facing up against a particularly honor-driven opponent they usually won't raise much of a fuss if you tweak the definition of "one on one". Combining with an ally is still technically one body, just like receiving a sudden upgrade to your body mid-fight doesn't change the number of opponents. You still have to be transparent with what you're doing. There's nothing honorable about sneak attacks.

Trial by Fire - // 200cp //

Even after being disowned, Scourge could never fully abandon Backstop's teachings and adapted their elements into a code of honor. Going forward, this code will infect those who define themselves by their strength, even if they had no such values prior. They'll honor any agreements made if they lose, and even if they win, the courageousness you displayed in the fight may have won their respect. Be careful you don't try this on anyone who also prides themselves on their ability to deceive.

Peace Through Violence - // 400cp //

From a certain point of view, Scourge and Backstop's philosophy are fundamentally the same. You can similarly utilize violence to achieve peace. You could wield violence directly against other rulers to pacify their kingdoms, or alternatively give the weak the means to defend themselves and create a more harmonious society, but this will take far longer to produce results. Regardless, the peace you create has a way of spreading. Perhaps one day you'll manage to tame an entire planet.

King of the Jungle - // 400cp //

It takes power to protect, but sometimes the universe lends a hand. A starship rises from the ground as the planet is torn apart, the land's very essence briefly empowers you to strike down a monster, a cure for a plague is discovered by coincidence, etc. There are some caveats: You may only benefit from one miracle per jump. The scope of the miracles is limited to that of your kingdom. The miracle must be born from sincere altruistic desire and will never benefit you more than it does others.

The Hottest Fire Makes the Strongest Metal - // 600cp //

When faced with obsolescence, it is the way of a machine to be replaced, it is the way of a beast to evolve. By exposing yourself to extreme environments, you can adapt and potentially evolve in response. What is a dragon's breath to someone who bathes in lava? Who cares if an enemy can electrocute you after you've survived a direct lightning strike? In cases where simple tolerance isn't enough to save your life, with an unrelenting will to live, you can instead evolve to take this hazard's power as your own. Refuse to be mauled by beasts? Become a beast yourself. Maintain your determination in the face of the cold abyss of space? Develop a body that can create and manipulate ice far colder than the void could ever throw at you. Though, I wouldn't recommend throwing yourself into antimatter. After all, not even mentioning the matter of willpower, the extremity of the adaptation scales with how long you have to survive constant exposure to the hazard.

Perks [Wanderers]

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

Best in the Business - // 100cp //

It's not easy to set out as an independent Cybertronian. It takes nerves of titanium. Not even the most notorious tyrants and torturers can intimidate you. It's also almost impossible to blackmail or extort you, because you know beyond a shadow of a doubt that however far you're dragged down, how tarnished your reputation becomes, you can't silence skill. It won't be easy, but you can build your reputation back from square one as many times as it takes.

Volatile Dynamics - // 100cp //

You think working with Decepticons is a pain? Try leading them. No matter how eccentric, how ambitious, or how much you all clearly hate each other, you have an odd way of pulling together even the most volatile groups to function in spite or possibly because of these traits. Point a blaster at each other one moment and sit down to share a comic the next, use your underling as bait and make it up to them with some extra loot, and so on. Doesn't work if you're the only source of chaos.

Bot of Science - // 200cp //

You're more than a soldier, you're a thinker. Specifically, you are a student of the natural sciences: geology, botany, entomology, etc. Though you likely specialize in one field in particular. With some experimentation, you may learn to weaponize this expertise, but even before that, you've honed your investigative ability to a razor-edge. Depending on your specialty, you might be able to deduce a city's history from a sprout or locate an enemy camp by observing the unusual movement of insects.

The Scent of Hatred - // 200cp //

Much like the living weapon Synthos, you have the ability to sense the negative emotions in others. You can't detect lies, but you can distinctly smell the greed, hatred, despair, or similar emotions within a being. Alternatively, you instead have the ability to smell positive emotions, though you can only take one or the other. The emotions have to be extremely intense or prominent to particularly stand out. In general, you need to stand right in front of someone to get a feel for their emotions.

An Immortal Legend - // 400cp //

The moniker of "Cannonball" has been carried by at least ten bots over the years. Titles and reputations you form or inherit can be passed down in a similar fashion. As far as wider society is concerned, every feat and misdeed attributed to this title were performed by one person. Your legend could be carried by dozens of generations after you relinquished it, carrying all accumulated notoriety, authority, and to an extent competence, so you needn't worry about your legend being tarnished.

Adventure Awaits - // 400cp //

Any pirate worth his metal needs two things, a crew to command, and a treasure to seek. You have an uncanny luck for both. You have a way of stumbling upon those who are completely abandoned. Disgraced Decepticon scouts, Minicons stranded between dimensions, a newbie bounty hunter, etc. On the treasure side, if there's some great treasure on the verge of being taken by someone else in the same solar system as you, you'll be guided right to it, as if by fate.

The Power is Yours - // 600cp //

Minicons, Cyber Keys, Energon Stars, etc. With so many options to boost one's power, you'd think every Transformer would be blasting holes in mountains or splitting seas. However, every bot has their limit to how much power they can handle, every bot except you. The only limit to how much energy your body can accept is your own willpower. Whether the power comes from an inanimate object or another entity, your will can allow you to control the power of any number of these boosts at once, without any concern for incompatibility or overloading. Keeping this power under control requires constant focus, so you won't ever be able to keep this up indefinitely and will still feel quite exhausted once the boost wears off. Also, certain power sources are infused with the will of their source, such as those who take in the power of Unicron. While you won't be destroyed by such a power, this won't inhibit the power's ability to influence your mind and soul.

Perks [Gigantion / Planet X]

- 50% off & one 100cp 100% off for Gigantion / Planet X natives -

Craftsman's Servos - // 100cp //

Whether you're building cities or circuits, an eye for details is a necessity. Even if you're standing miles tall, you can see small mistakes that could lead to safety hazards or notice an animal the size of a single one of your rivets in time to protect them from falling debris. The big bots of Gigantion don't have the best hands for detail work, but if you do have the right fingers for it, this also improves your manual dexterity and precision. Perfect for elaborate sculptures or delicate wiring.

Mixed Messages - // 100cp //

With their mighty empire fallen, the survivors of Planet X have mastered the use of trickery and deception. You're a natural at nestling the truth in so much conflicting information that the actual facts become indecipherable. Stories regarding you and your faction become similarly muddled. Look no further than Gigantion, where despite that war being the most historically significant event in the planet's history, the only thing anyone remembers about Planet X is their name.

More Than Your Size - // 200cp //

Visitors to Gigantion are often so distracted by the sheer scale of the bots that it's all they focus on. A tendency they regret when a skyscraper-sized Transformer dashes at the kind of speeds you'd expect from a bot ¼ their size. Similarly, in other forms, you'll find your sheer size doesn't impact your movement speed nearly as much as it should. Make no mistake, you will lose a little speed as you gain in size, just not as much as should be possible relative to the gain in mass.

Last of Your Kind - // 200cp //

It's anyone's guess how Soundwave and Sideways survived a disaster that destroyed their entire planet. Maybe they have the same luck you do? Whenever your world is facing imminent destruction, you have an uncanny ability to always find a means to escape in time, assuming fate didn't already drag you off-planet for unrelated reasons. You'll never be able to save more than a handful of people this way, you may not even manage one, but even if your planet dies, you aren't going down with it.

Builder's Paradise – // 400cp //

Gigantion isn't just a planet full of giants, it's a planet almost solely populated by them. Everything they do is at an immense scale, especially their buildings. You have the makings of a master builder on Gigantion. You understand the technology and logistics behind their colossal, layered cities and their hyper-efficient workflow. You could potentially organize a construction crew numbering in the thousands to create cities in days or continent-sized constructs in months.

Overkilled – // 400cp //

You aren't in the little leagues anymore, kid. You'll be picking fights with bots who can tear space through raw power. However, when hit by an attack backed by such cosmic quantities of force, before you even get the chance to be annihilated, the force instead pushes you into a parallel dimension. In an odd twist of fate, these alternate realities always have at least one trait that makes the prospect of staying appealing. For instance, a universe where your civilization wasn't wiped out.

Supreme Class – // 600cp, Incompatible *w/* Anything You Can Do //

Gigantion is a testament to the concept of brawn over brains. Somehow, a little bit of its Cyber Planet Key has nested within you. In times of great danger, you can temporarily infuse it into yourself, your allies, or your gear to greatly increase their size and power. When your whole world is in danger, your shared desperation can potentially cause a similar permanent expansion to the entirety of the planet and all those in it. That said, this will only trigger in the face of imminent planetary extinction.

Anything You Can Do – // 800cp, Incompatible *w/* Supreme Class //

Back in the day, Planet X was known far and wide as the place to be for high-tech gear. You name a piece of technology and the bots on Planet X had already *thought of it*, *made it*, and *spun it* into something better, and now so can you. You're privy to all the common technology Planet X had *thought* of, sans their interdimensional tech and doomsday weapons, you know how to squeeze all the resources out of a planet to actually *make* the things, and most importantly, any tech you find that's less advanced than that on Planet X, you can figure out how to *spin* it into something on Planet X's level. Just be warned that all this tech is extremely taxing in terms of energy and resources.

Assets [General]

- Can sacrifice all other discounts (sans freebies) for a discount on one 600cp+ item. -

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

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

You'll receive a toy in the Cybertron style based on yourself and all your companions. For 50cp, you receive every toy released for the toyline, or using its molds, including lucky draw, Burger King toys, or event exclusives. Any world that could theoretically have some equivalent to Transformers Cybertron will have your figures retroactively inserted into the toy line, though not as part of the cartoon.

Graphic Novels and Digital Video Disks - // 50cp //

The Galactic Heroes, an Earth superhero franchise that's inexplicably popular among humans and Transformers alike. This can take the form of DVDs or comic bo- I mean, graphic novels. Whichever you're currently in the mood for. It's a solid watch/read and sharing it makes for a good bonding experience. You can always find a new issue/disc wherever such media could theoretically be found.

Green Gloop - // 50cp //

This is a particular brand of melon-flavored soda topped with ice cream. Drinking or even thinking about drinking it provides a slight boost to your creative problem-solving skills. You receive a small box containing a replenishing packet of instant Green Gloop, just add water. Don't ask me how a powder mix carbonates the water or spawns a consistently sized dollop of ice cream every time.

Throwback - // 100cp || 200cp, Discount Planet X //

This resembles an... oddly familiar cassette player, but is actually designed to intercept radio signals, though it can play cassettes. This can pick up radio signals from anywhere in the solar system. You can even hook up a monitor for free cable. This is purely for recreational use, so don't expect to listen in on private communications, unless you pay 200cp instead, in which case it can intercept just about any technology-based communication. Planet X receives a 50% discount for either price.

Cosmic Map – // Varies //

Oh? So Vector Prime did have a backup map? Or at least, he did until you found it. This will serve as a map to the primary universe of your current jump, though you may still access the maps of past jumps. However, it will be several eons out-of-date at first. The basic cost of this is 200cp, but it can be upgraded below. Should the total price of the map add up to 600cp or more, then it will be treated as a 600cp+ item for any requirements or discounts that specifically reference such things. Naturally, you don't have to pay if you can upgrade the map through your own means.

Cosmic Map [Specialized] - 50% Discount - In return for a 50% discount on the final price of your Map, you will make it so this will not update to future jumps and will always represent the layout of this universe. Needless to say, it'll still be very useful in this jump, but not really anywhere else.

Cosmic Map [User-Friendly] - 100cp, 0cp w/ Fanboys, Incompatible [Specialized] - This map will change in size to match the scale of the current owner. They'll also intuitively know how to use it. You can freely disable this feature, or have it only applied to those you willingly give the map to.

Cosmic Map [Extradimensional] - 100cp, Requires [Auto-Update] - The device is now able to create new maps from scratch, such as if you wind up in a parallel universe within the same jump. Whether you need to chart these or receive it up-front depends on the version of [Auto-Update] you took.

Cosmic Map [Points of Interest] - 100cp || 300cp w/ [Auto-Update] - Your map will automatically show the coordinates of any locations, artifacts, or power sources of cosmic significance in future jumps. Unless you purchased [Auto-Update] this will only show you the location of artifacts at the point in time the map represents, and it naturally won't show anything that didn't exist that long ago.

Cosmic Map [Auto-Update] - +200cp || 100cp || 200cp - The greatest flaw of the map is it shows a snapshot of the universe from the distant past. For 100cp, this map will passively update over the course of a year, though this can be reduced to a few months by personally exploring major cosmic landmarks. For 200cp, the map starts each jump already up to date. However, if bought, you will not unlock these features until after this jump, or once the black hole is closed. You may receive 200cp to not only pass on recieving these upgrades, but make such an upgrade fundamentally impossible, even post-jump. The latter option won't raise the price of [Points of Interest].

Matrix of Leadership - // 600cp //

The artifact that designates the leader of the Autobots. Optimus Prime still has his, so it's anyone's guess what universe this blew in from. This acts as an archive of data on past bearers, though the one you receive is currently empty. The most notable aspect of this is its ability to strengthen the effects of any esoteric artifacts or weapons. In Optimus Prime's case, simply possessing it increases the power of his own Cyber Key and can be used to widen and stabilize the warp gates created by Vector Prime's sword, but you'll likely find even more applications as you experiment.

Rhisling - // 600cp //

Even in the context of an infinite multiverse, only one of these swords should exist, and yet, here it is. This is an identical copy of Vector Prime's sword. Forged from ethereal supermater, and sharp enough to cut through the fabric of space itself to create warp gates. Only one with the ability to manipulate spacetime already can bring out the blade's true power. On the off-chance you possess such abilities, they may be strengthened and focused through this sword. Perhaps due to its primordial nature, using this sword somewhat reduces the stress such abilities place on the fabric of reality.

Armor of Unicron/Primus - // 800cp //

Megatron escaped annihilation by forging a new body from the Chaos-Bringer's corpse, and by some miracle, you've obtained a similar armor from one of the two gods. This increases your strength, speed, and durability, such that only planet-wide champions could challenge you. You can also emit lightning from your hands that can easily defeat weak Transformers. In theory, you could hold open a collapsing dimension with your bare hands. Though, don't expect to keep that up for more than a few seconds. You may choose whether this is a literal suit of armor or built directly into your body.

Jumper's Dimension - // 800cp, discount *w/* Armor of Unicron/Primus //

You have a mirror of one of Megatron's strange new abilities. A small pocket dimension full of jagged stone and eternal flames. Using this dimension as a stopgap, the Decepticons could open up portals to just about anywhere in the universe. The only downside is that these portals can be extinguished with water, despite being able to burn in a vacuum. In addition, anyone who spends long enough here will eventually learn to create these portals with or without your permission. Be careful not to invite anyone you expect to betray you, otherwise you might have just handed them universal travel.

Assets [Micro]

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

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

Humans in Disguise - // 100cp //

Transformers aren't the only ones with disguises. You possess an extremely cheap robot costume made of painted cardboard boxes. Despite how unconvincing it is, when worn, machines who have no reason to believe there's an organic being among them will just assume you're a weird-looking robot.

Medkit - // 100cp //

This small toolbox at first glance only contains a handful of mundane human hand-tools, which they are. For some reason, when held, these are oddly effective at doing at least rudimentary repairs or modifications to even alien technology, assuming you have the bare minimum technical knowledge.

Emergency Funds - // 100cp //

This credit card always seems to contain the exact amount of money you'd need to buy the bare necessities and a means of transport within an unfamiliar town, village, community, etc. If you use this card for anything that doesn't qualify as an emergency, it will stop working until your next jump.

Trusty Steed - // 200cp //

A fairly standard earth motorbike. It's reliable and comes complete with a motorcycle license in your name. If there's anything special about it, performing repairs and maintenance serves as improbably effective practice for refining your mechanical skills with any kind of vehicle, not just bikes.

Diploma Well Spent - // 200cp //

All the references and documentation needed to obtain a teaching position in all but the most prestigious universities in this or any future worlds. This comes with a small personal collection of Ooparts relative to your current jump. They have no special properties, but each has its own story.

Diagnostics - // 200cp //

In addition to being a sturdy high-spec laptop with infinite batteries, it comes with a cord that lets you analyze and manually control the individual subsystems of any mechanical being, though they need to allow this connection. You can even redirect power and override failsafes to overclock them.

Human Convoy - // 300cp //

Someone powerful owes you a favor. Three times per jump, they will send you a crew to assist you in a single nonviolent task, off the record. Whether it's to escort a random civilian family, or mechanics to help you repair an alien robot. You get three favors from someone in a similar position each jump.

Your Brother's T-Shirt - // 300cp //

Once per jump, you will receive a new T-shirt with a peculiar design. This symbol will point you in the right direction to accomplish your primary goal for that jump. Wearing this around those with a similar goal will compel them to let you participate in their extremely dangerous and secretive missions.

Sky Bridge - // 300cp //

Technically a type of space bridge but rather than cutting a hole through space, this allows you to form a physical invisible road to nearby planets. The only issue with this technology is it provides no defense against attack, and you need to actually drive the distance between planets.

Micro City - // 400cp //

One of Gigantion's rare Minicon cities. Complete with a museum, amusement park, and more. Despite being abandoned centuries ago, it still has power, and everything functions as if it's being maintained, it even has an artificial sky. This city will follow you into future worlds, hidden deep underground.

Lifeline - // 400cp //

Originally just a simple communicator for the humans to keep in touch with the Autobots from anywhere in the universe, Coby has modified it with countless features. Now it can also hack into machines, create holograms, read magnetic waves to analyze machines and structures, and more.

Scrapped Metal - // 400cp //

I wouldn't call Scrapmetal particularly advanced by Cybertronian standards, but alien tech is alien tech. Tucked away in a corner of your Warehouse is a replenishing pile of destroyed Scrapemetal. You also possess the schematic for how to assemble these parts into a drone that a human can pilot.

Assets [Bulky]

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

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

Tinker Toys - // 100cp //

You'll have to wait for just the right situation to use these, but you'll be grateful once it comes. You have a large collection of simple, weak, and circumstantial gadgets. From bombs that coat an enemy in water, giant springs for a single jump boost, a comically large rubber mallet, etc.

Mi Casa Es Su Casa - // 100cp //

Just because you can spend your nights in a parking lot, doesn't mean you'd want to. You have a large but simple garage to call your own. It's hidden and has all the amenities a Transformer needs to live comfortably, and by that, I mean it has a roof and enough space to stand up in your robot mode.

Cheat-O-Matic - // 100cp //

I certainly hope you don't plan to get up to any mischief with this. This small gadget can launch an electric current that can hack digital displays. You can't actually change or destroy data in this way, its functionality is solely limited to altering the screen itself, specifically for changing displayed text.

Booster Shot - // 200cp //

A small vaccine device that can be used to immunize mechanical beings to the physical or mental hazards of traveling between dimensions. This can theoretically immunize against the adverse effects of other forms of distorted reality, but you'll have to figure out how to calibrate it yourself.

Stealth Coating - // 200cp //

A silo containing a seemingly infinite supply of Cybertronian stealth coating. An even coating of this to every wall will render a structure and its contents functionally invisible to all non-visual forms of scanning technology, even those one could find on technologically advanced planets like Cybertron.

Red Herring - // 200cp //

Excavated from an ancient Earth ruin, this strange stone construct perfectly imitates the energy signature of the Omega Lock. With some tinkering, you can alter it to replicate any other esoteric energy structure or aura. Of course, it lacks any other esoteric properties of its own.

Velocitron Hospitality - // 300cp //

These massive automatons travel the roads of Velocitron to automatically repair any damage to the roads. This one has also been upgraded to reconstruct any inferior roads it's placed on to one meeting Veclocitron's standards. It should go without saying that their standards for roads are obscenely high.

Feisty Flora - // 300cp //

These seeds were gathered from one of Jungle Planet's colossal bot-eating plants. You have general instructions on how to grow these. With some botanical finesse, it might be possible to tame them. Even if you can't, I'm sure you'll find uses for a flower that can rip most bots in two with its tentacles.

Cloaking Field - // 300cp //

The visual equivalent to Stealth Coating. This device emits a large field that renders everything invisible from the outside and alters the scenery to match. You could extend this over an entire island, and it'll appear as if there's just more water in the spot the island once was.

Monster Prison - // 400cp //

When this large device is activated, it releases a kind of energy that traps incapacitated opponents in indefinite stasis within an egg-like pod. Barring those with cosmic levels of power, escape is impossible from the inside. Comes with a large cavern with space to store thousands of these pods.

Moving Mountains - // 400cp //

One of Gigantion's most impressive architectural feats. These schematics lay out in exhaustive detail the process of constructing these massive thrusters. Getting the raw materials is another story, but once you do, these have the power to move an entire planet, or at the very least alter its orbit.

Paradise - // 400cp //

One of the Cyber Planet Keys has provided a small dimension with a function suiting its theme. Perhaps the ultimate racetrack for the Speed Key, a deadly Arena for the Beast Key, an empty space to practice building for the Giant Key, and so on. Can be accessed from your Warehouse post-jump.

Assets [Companions]

- Useful pawns, or trusted allies to help you on your journey -

Import/Export - // 50cp Per - 200cp //

With each purchase you may either select someone from this world to join you, or import/create a companion who receives 600cp and any stipend granted from their origin. They are unable to buy additional companions, except maybe a Partner. They can gain cp from drawbacks. Each additional purchase doubles the amount of companions granted, up to a maximum of 8 companions for 200cp.

Partner - // 100cp || 200cp || 0cp Minicon & Gigantion //

Some would call this a relic of the past. If taken by a Bulk, you can either pay 100cp for a personalized Minicon partner, who gains 600cp to spend plus their bp stipend, or a team of 3 Minicons sharing that stipend. For Minicons, the first purchase is free, and can take the form of either a Bulk partner, or two other Minicons to make a complete team, both with the previously mentioned cp and bp.

Omega Detectors - // 50cp //

One purchase of this gets you a group companion, composed of 1-5 humans. They have 600cp to share. It's your call whether the cp is split between the individual humans, or if they all share purchases, with their potency distributed proportionally. As humans, they all possess the ability to hear the Omega Frequency, making them a valuable asset in seeking out the Omega Lock.

Signal Lancer - // 0cp //

A small bot with big dreams. By default this is an adventure-seeking Autobot who decided to scan a traffic light as his alternate mode. Alternatively, you may create a similarly eccentric character with a similarly impractical form. They aren't particularly powerful but will welcome any opportunity to embark on their own adventure and make a name for themself.

Primouto - // 300cp //

After playing a pivotal role in fending off his brother not once, but three times, humanity has more than earned Primus' respect. To understand their ways, Primus spawned a biomechanical clone resembling a human girl. The only things this clone retained from their creator are his mentality and ability to gain power from positive energy. The clone has selected you as their guide to understanding humans. Considering their inability to comprehend the concept of evil, this will not be a simple task.

Harbinger of Chaos // 400cp //

For someone avenging their entire civilization, Sideways was really holding back. This Sideways retains his Trans-Warp Drive, granting unlimited shapeshifting and teleportation. Apparently, he resolved the matter of powering it without Unicron. In addition, he's used his ability to traverse dimensions to explore the Transformers multiverse to his heart's content, giving him in-depth knowledge of the various settings and metaphysics. Though unlike some of Unicron's more devout harbingers, he seems more interested in messing with people than actually destroying anything.

Scrapmetal - // 500cp //

Wait... you can tame these? You've managed to train 3 wild Scrapmetals. Fairly weak individually but feed them well and they'll rapidly multiply. They take up a single companion slot, including all future generations. Any abilities they gain are divided between the whole swarm. They also have a talent for sniffing out sources of power, though not nearly as well as their Terrorcon ancestors.

Monsters // 500cp //

For freeing them from Evak and Crosswise's prison, this army of ancient Transformers had pledged their loyalty to you. Hardly top-tier fighters, but their strength is in numbers, and when hundreds of these are gathered together, they can combine into massive spaceships the size of a small Earth town. They share a single companion slot, and abilities are split between them.

Fleet [Specifications]

- Your own vessel to act as transport and shelter -

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

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

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

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

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

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

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

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

Fleet [Basic Features]

- Features you can expect in most Vessels -

- Default performance varies between classes -

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

The different factions have their own design sensibilities. For free, your ship will match this style: Sleek and utilitarian (Order), cyber-gothic or techno-Organic (Chaos), Can pay 50cp to choose a different aesthetic, or Free for (Unknown).

Helm - // 0sp //

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

Armor - // 0sp //

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Fleet [Non-Standard Features]

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

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

Holo-Imager - // 50sp //

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

Punishment Cube - // 50sp //

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

Communication - // 50sp //

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

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

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

Internet - // 100sp //

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

Cameras - // 100sp //

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

Bulkheads - // 100sp //

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

Emergency Systems - // 100sp //

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

Stasis - // 100sp //

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

Mines - // 100sp //

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

Tractor Beam - // 200sp //

A gravity-manipulating device is installed into the bottom of your vessel. This can allow for one to safely exit the ship from low-orbit and land safely, or board just as easily. This can also be used to suck up matter without leaving the comfort of the bridge, if you're up for some piracy.

Factory - // 150sp //

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

Fleet [Upgrades & Downgrades]

- Effects can be applied to individual features or dispersed across entire vessel -

- Each upgrade/downgrade can only be applied a max of 2 times per feature/vessel -

- See Notes for more details on how upgrades and downgrades work -

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

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

Usability - // +||- 50sp //

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Grounded - // +200sp //

You won't be flying anywhere. Whether through a malfunction or damage, your vessel is completely non-functional as a vehicle. It will still serve you as a base of operations.

Chassis [Specifications]

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

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

Size-Class - // Varies //

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

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

Class [Scout] - +50bp - On the smaller side, but just big enough to pass as a real vehicle. Motorcycles or larger animals like wolves would be a good fit.

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

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

Class [Leader] - 200bp - You're a giant by the standards of most Transformers. Think tanks, spaceships, or aircraft carriers. You're either quite high on the pecking order, or just a no-name grunt expected to put your oversized frame to good use cracking skulls.

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

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

Chassis [Alternate Mode]

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

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

Form Conventions - // 0bp || 50bp //

The inhabitants of each world are naturally inclined towards a particular type of alternate mode. Taking a mode that clashes with your planet will leave you as somewhat of an outcast and cost an extra 50bp. Whatever form you choose is still bound to your environment of choice, and abnormally powerful altmodes like hulking dragons or powerful tanks will require upgrades to be purchased.

Form Conventions [Cybertron, Earth, & Wanderer] - Well, I suppose not everyone has such a clearly defined theme. Anything from tanks to helicopters to bulldozers to traffic lights. The sky's the limit. On average, Earth altmodes tend to be closer in appearance to Earth vehicles, while Cybertronian altmodes are more distinctly alien, but this isn't a universal truth. Wanderers can be anything.

Form Conventions [Velocitron] - As one would expect, the bots of Velocitron are all about speed. Whether you're a racer yourself or just a mechanic, it's almost a guarantee your form is built for land speed. Flying bots aren't unprecedented, such as those who film and commentate on major races.

Form Conventions [Jungle Planet] - Jungle planet is a planet of mechanical beasts. Anything from wolves to elk to dinosaurs to even mythological creatures. You may lose out to more conventional altmodes in speed or durability, but your maneuverability and combat strength is difficult to match.

Form Conventions [Gigantion] - Fitting for such a building-obsessed culture, almost every inhabitant is some kind of construction vehicle. Most Minicons are as well, but there are also plenty of instances of Minicons bucking this trend to be anything from race cars to submarines.

Form Conventions [Planet X] - As appropriate for Transformers from another dimension. The people of Planet X have a very distinct aesthetic. Most, if not all of them, take the form of some kind of strange and dangerous-looking spaceship. Alien, even by Cybertronian standards.

Environment - // Varies //

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

Environment [Stationary] - +200bp - Not every bot chooses their altform with utility in mind. You're a machine, but not necessarily a vehicle. Something like a payphone, traffic light, or even a boombox.

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

Environment [Sea] - 0bp - You were designed as a sea-faring vessel. There's no bot who can best you on the open seas, but this does limit your usefulness outside of the water.

Environment [Land] - 0bp - The most common option, especially for Autobots. You are a vehicle designed primarily to travel on land. You'll do just fine in any battle that takes place on solid ground.

Environment [Sky] - 100bp, Free Planet X - You are equipped to soar through the sky, both in robot and vehicle mode. You'll fly circles around grounded opponents, unless they're a good shot.

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

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

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

Chassis [Features: Basic]

Transformation - // 0bp //

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

Reformat - // 0bp //

Cybertronians have a complex mechanism built into themselves to modify their own alternate modes to match their environment. You can even modify the schematics if stealth isn't your top priority. This won't alter your total mass, nor will it give you weapons or abilities beyond what your systems are capable of. As long as a machine or vehicle is roughly compatible with your build and capabilities, changing your altmode to suit your environment is as easy as a quick scan, even a picture will work.

Cyber Key Power - // 0bp //

The power that has largely replaced Minicons. With either a verbal command or exertion of will, you can call down a Cyber Key from a personal dimensional storage into a designated port. This greatly enhances your abilities in some way while revealing powerful weapons. You receive 200bp to work out the specifics of your Cyber Key's features, and you may freely distribute more of your bp to this end. However, Cyber Keys require time to recharge between uses, so it's best not to overuse this.

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

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

Database - // 0bp || 100bp //

Despite their human-like mannerisms, Cybertronians are ultimately machines. While you're in your Cybertronian body, you can organize the data in your brain like files on a computer, even able to directly copy new data in and out of other bots or computers. For a plus-charge, your self-diagnostics system is upgraded to update you in real time on the state of your body, from malfunctions to injuries, to power usage. You can also allow it to lock out mechanisms when overtaxed.

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

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

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

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

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

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

Spark Crystal - // 50bp //

Those who dawned new bodies before or during the conflict over Earth's Energon received peculiar ports somewhere on their body, marked with their insignia. These ports can receive Energon Stars produced by Omnicons or Terrorcons. These stars shield one from most energy-based attacks or radiation, rapidly heal damage, up to and including dismemberment, and even be used to create hard-Energon weapons. However, each Energon star contains a finite amount of power. With that said, the introduction of Cyber Keys has caused hard-energon technology to fall out of favor, so you may be hard-pressed to even find a bot with the means and resources to provide said stars.

Chassis [Features: Origin]

- 50% off for respective Origins -

Advanced Scanners - // 100bp || 50bp Cybertron //
Even from a distance, you can scan any machine to add its schematic to your database which can be shared with others. Can't scan anything more advanced than Cybertronian technology.

Mirage - // 100bp || 50bp Earth //
You can project holograms to provide the illusion of a driver. These holograms must be based on scans of an actual person, and you can either speak through them, or record their lines in advance.

Open Road - // 100bp || 50bp Velocitron //
Circuits in your wheels emit low-level radiation that breaks down small debris and exerts a gravity field. Essentially, you can drive as well on any solid ground as the smoothest of Velocitron's roads.

Law of the Jungle - // 100bp || 50bp Jungle Planet //
You have the battle instincts befitting a beast. This greatly enhances your situational awareness, reflexes, and provides an intuitive grasp of the most effective use of your natural weapons.

Net Uplink - // 100bp || 50bp Wanderer //
Internet access isn't unique to you, but you can take it a step farther and act as a hotspot, allowing anyone near you, with your permission, to freely access the internet from anywhere on the planet.

Work Hard and Play Hard - // 100bp || 50bp Gigantion //
The bulks of Gigantion tend to have two robot modes. A stout "worker mode" with greater endurance and lifting strength, and a much taller "battle mode" that grants increased agility and offensive might.

Noise Maze - // 100bp || 50bp Planet X //
The bots of Planet X specialize in deception. You have immense control over your voice modulators, allowing you to mimic others, throw your voice, or similar feats of artificial ventriloquism.

Psychokinesis - // 400bp || 200bp Cybertron //

Your hands can emit an invisible "tether" to any nearby object to swing like a wrecking ball. You can't manipulate anything with more mass than yourself, and range is similarly restricted by your scale.

Quick Mix - // 400bp || 200bp Earth //

You are able to provide some non-combat utility with no limit other than time. Perhaps you can slowly generate cement or absorb water infinitely by breaking it down to its component elements.

Blue Blurr - // 400bp || 200bp Velocitron //

It shouldn't surprise you that most mods on Velocitron boost speed. This could be a straightforward nitro boost, short-term flight, or maybe you're an eccentric who boosted their robot mode speed.

Dragon's Roar - // 400bp || 200bp Jungle Planet //

Your might is the might of the planet. You can generate some element or aspect of nature. Flames that rival the heat of magma, vines that can crush Transformers, ice that can flash-freeze bots, etc.

Reflector - // 400bp || 200bp Wanderer //

You have some mechanism that combines offense and defense. Maybe a shield that activates with an omnidirectional blast, or a rotor that can redirect projectiles back at the attacker. Extremely draining.

Twin Ports - // 400bp || 200bp Gigantion //

An extremely rare trait. You possess a second Cyber-Key port. You can choose which port is used when you summon your key and have a 200bp stipend to customize this second ability.

Eject - // 400bp || 200bp Planet X //

A small bird-like drone that can be used to spy from afar but specializes in deception. It can emit a thick black smoke, within which it can create any visual or auditory illusion you desire.

Chassis [Features: Powerlinx]

Powerlinx Style - // 50bp || 100bp || 200bp || 1:1 //

"Powerlink" (or the slang form "Powerlinx") is an umbrella term for any fusion between two bots to combine their power. This used to be quite common between Bulks and Minicons, but combinations between bots of similar size are rare but hardly unprecedented.

Powerlinx [Parasitism] - 50bp, Requires Partner, Free Gigantion - The reliability of Cyber Keys has caused Minicons to fall out of favor with most bots, but there are exceptions. You are either a Bulk with a Minicon partner or a Minicon with a Bulk partner. Your bodies have been specially formatted to work together. This manifests as special formations only possible between the two of you. You also have similar aesthetics. This comes with 200bp to buy abilities only available when powerlinked.

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

Powerlinx [Mutualism] - 300bp, 50% - A very rare form of powerlinking. You are able to fuse with 1-2 other bots of the same or similar size (who also took this). They can be no more than one size class apart from each other. This perfectly combines your power together. Distinct abilities will be shared amongst the whole, while common abilities multiply each other's potency. With this, even a trio of Minicons could fend off a Bulk on their own. You may only apply one discount.

Chassis [Equipment: Tools]

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

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

Communicator - // 50bp //

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

Camera - // 50bp //

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

Intra-Tools - // 50bp //

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

Interface - // 50bp //

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

Locator - // 50bp //

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

Laser Welder - // 50bp //

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

Storage - // 50bp //

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

Magno-Clamp - // 100bp //

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

Glider - // 100bp //

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

Special Sensors - // 100bp //

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

Manipulator - // 100bp //

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

Breacher - // 100bp //

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

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

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

Solar - // 150bp //

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

Energon Bands - // 200bp //

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

Chassis [Equipment: Arms]

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

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

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

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

Melee - // 50bp //

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

Sonic - // 100bp //

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

Elemental - // 100bp //

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

Stun - // 100bp //

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

Projection - // 100bp //

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

Grenades - // 100bp //

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

Missiles - // 150bp //

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

Ribbon Beam - // 200bp //

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

Energy Constructs - // 300bp //

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

Chassis [Equipment: Mods]

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

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

Fullspeed - // 100bp //

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

Night Attack - // 100bp //

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

Pressure Point - // 100bp //

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

Range Finder - // 150bp //

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

Deflector - // 150bp //

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

Safeguard - // 150bp //

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

Discord - // 150bp //

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

Shock Punch - // 150bp //

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

Teleportation - // 200bp //

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

Comeback - // 200bp //

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

Covert - // 200bp //

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

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

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

Alternate - // 400bp //

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

Chassis [Upgrades & Downgrades]

- Effects can be applied to individual equipment or dispersed across entire body-

- Each Upgrade/Downgrade can only be applied a max of 2 times per feature/body -

- See Notes for more details on how Upgrades/Downgrades work -

Usability - // +||- 50bp //

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Impaired - // +100bp Per //

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

Closing [A Galactic Endeavor]

- You have two "slots" for scenarios. -

- Your origin doesn't limit what scenarios you can take, but it will make them easier. -

- Taking **The Jumper Singularity** grants you two additional slots, but you may still receive cp for it. -

- Unless specified, using one slot on a scenario will only allow you to earn its first reward. -

- Using two slots on a single scenario will allow you to earn both its rewards. -

- The rewards for **Galaxy Force** or Trial cost two slots each, While **Jumper Force** costs four. -

The Metal Planet

Cybertron: homeland of all Transformers, and one of the first populated planets to be threatened by the Unicron Singularity. Your task is to save Cybertron. This could mean destroying the Black Hole before it consumes the planet, or somehow restoring it from within the depths of the Singularity. However, that's not all. You must also be acknowledged as the high commander of Cybertron at the end of this jump, which is easier said than done. Optimus Prime's long war career has earned him the Autobots' nearly unconditional faith, and even the Decepticons would much prefer the tyrant they know over the one they don't. Accomplish these two tasks, and the rewards will be as follows.

Base Reward – The Omega Lock

For your accomplishments, you have been given the Omega Lock, the largest piece of Primus' spark. In addition to bestowing immense power on its own, it can be used to focus the power of up to four artifacts at a time. As this is bound to you, you may call on its power from continents away, and it won't grant power to anyone you don't wish it to. As an added bonus, the aura and power boost from your Planet Insignia is merged or enhanced by a significantly upgraded version of the Cybertron insignia. You may decide whether your Cyber Key maintains its original appearance or takes on the form of a Cybertron Key. Regardless, it now has a gold border, rather than the usual silver.

Full Reward – Planet Cybertron

By devoting yourself wholly to saving/dominating Cybertron, the planet itself will follow you. In future jumps, the Planet Cybertron will be found among the stars of future worlds, complete with all its native inhabitants. You will always know its coordinates, and can use your own means to travel there, or simply enter the small warp gate installed in your Warehouse. Due to the special bond Primus has with this multiverse, he will only be able to spare a miniscule fragment of his mind and power elsewhere. Still, Cybertron is chocked-full of esoteric secrets and advanced technology.

The Dead Planets

Two planets that befell similar fates due to their greed for military superiority. You may use your scenario slots on either one or both of these rewards. Additionally, these options simply ensure you will arrive at the right time and place to obtain the promised rewards. If you can make it here through your own means, then there's no need to use one of your two slots.

Reward A – Doomsday Arsenal & Decepticlone Scanner

The countless factions of the minor colony of Combatron warred themselves to extinction over caches of advanced weaponry. Whether you're one of the very few survivors, or part of the small crew of Autobots or Decepticons sent to investigate the colony, your goal is to uncover, seize, and preserve the greatest of these caches. Should you succeed, its contents will be added onto your Warehouse, including cyclon blasters, probability grenades, positron disruptors, graviton bazookas, nucleon gauntlets, and even Minicon panels. However, the true prize is an intact Decepticlone scanner. By using any mechanical bodies as a template, the scanner can rapidly produce an army of clones out of any nearby raw materials, something very easy to obtain in a mechanical battlefield. Rushing the process can result in the clones being somewhat deformed, but with a mass-produced army utterly obedient and completely fearless drone-units, the paint job is utterly unimportant.

Reward B – Heart of Sandokan & Force Chip

While Combatron destroyed itself over their desire for greater weapons, Sandokan was wiped clean by the weapon itself. The living weapon Synthos is able to use immense telekinetic power to control and integrate any nearby matter or weaponry into himself, operate dozens of drones like puppets simultaneously, and more. The source of his life and power is The Dark Heart of Sandokan, a black crystal with the ability to not only greatly enhance any energy source but transform mental energy into telekinetic force. Nearby, the pirate crew aboard the Kalis' Lament is chasing an Autobot vessel carrying the prototype Force Chip, an artificial Cyber Key, said to increase a Transformer's power tenfold. Sensing this, Synthos pulled the Autobot ship down to Sandokan, starting the battle over these potent power sources between the Autobots, Synthos, Cannonball and his crew, and the famed bounty hunter Astrotrain. The prizes are right in front of you, you simply need to seize them.

The Lost Planet

Planet X was an unmatched powerhouse due to their technological mastery. However, when looking for a new source of energy and resources, they found Gigantion. The power of the Cyber Planet Key gave Gigantion the might to fight Planet X to a standstill, leading Planet X to create a doomsday weapon that malfunctioned and ended up destroying their own planet. Whether you're another survivor of Planet X, or just sympathize with their plea, you've joined Soundwave and Sideways in their quest for revenge. This can be done by helping them destroy Gigantion or find some way to quell their rage and revive Planet X, or at least find a dimension where Planet X wasn't destroyed.

Base Reward – Space Gate

Soundwave preserved a large database recovered from the wreckage of Planet X. Records of ancient wars and primordial gods. While a good study tool, buried within are the secrets of two of Planet X's most impressive creations. First is the means to create interdimensional space bridges, such as the one that pulled Gigantion into their universe. The second is the schematics of the very doomsday weapon that destroyed Planet X in the first place. Maybe you'll be able to perfect the design. However, these provide little assistance in the material or energy cost for these massive devices.

Full Reward A – The Dark God

You have proved unable or unwilling to ease the hatred of Planet X's survivors. As such, you have joined them in their mission to revive Unicron. In doing so, Unicron will follow you in a significantly weakened state. Still possessing immense psychic and mystical abilities, enough to cause planetary populations to destroy themselves in a matter of days, but no matter how much negative emotions he absorbs, it will take eons to regain even a fraction of his original power. Luckily, he's oddly receptive to any requests you make, as long as they involve large-scale misery and destruction.

Full Reward B – Planet X

You've done the impossible and convinced the two survivors to give up on revenge. As such, the three of you have made contact with Planet X of a parallel dimension. This planet will follow you into future jumps, along with all its inhabitants, naturally including Sideways and Soundwave. This Planet X isn't particularly against invading planets, but they're certainly more mellow than the Planet X you know. They'll gladly share the full extent of their data and technology. You can either use the planet's coordinates to reach it through your own means, or just use the small warp gate in your Warehouse.

The Speed | Beast | Vibrant | Giant Planet

Four colony worlds, each with their own culture, power, and Cyber Planet Key. Choose now which planet you'll be focusing this scenario on or use both slots to pursue two planets. Your goal is not only to spare your planet from the Black Hole but end this jump as its officially recognized leader. How this manifests will depend on the world. Whether it be beating Override in a race, defeating Scourge in honorable combat, helping Evac bring the escaped "monsters" under control or help the monsters retain their freedom, or just generally prove yourself as a more personable and competent boss than Metroplex (Gigantion is easy-going like that). You must defend your title up until the end of the jump. You can also take further action to shape the culture of the planet, such as directing the Jungle Planet towards peace or war or forging an alliance between humans and Transformers on Earth.

Base Reward - The Ogygia | Hyperborea | Atlantis | Lemuria & Planet Key

By becoming your planet's champion, you will retain its colony ship and Cyber Planet Key. Each ship is absurdly advanced, even by modern Cybertronian standards, with stealth, warping, FTL, teleportation jamming, and enough weapons to fend off a small space fleet. You may call on your Planet Key's power from continents away, and it won't grant power to anyone you don't wish it to. The aura and boost from your planet Insignia are merged or enhanced by a significantly upgraded version of this planet's. You may decide whether your Cyber Key maintains its original appearance or takes on the form of this planet's keys. Regardless, it now has a gold border, rather than the usual silver.

Full Reward - Velocitron | Jungle Planet | Earth | Gigantion

By devoting yourself wholly to saving/dominating your planet of choice, the world itself will follow you. In future jumps, this planet will be found among the stars of future worlds, complete with all its inhabitants. You will always know its coordinates, and can use your own means to travel there, or simply enter the small warp gate installed in your Warehouse. Even visitors to this planet tend to have its influence rub off on them. Velocitron greatly improves one's ability to refine their speed or mobility, and willingness to take risks for their goals. Jungle Planet quickly shapes those who survive into powerful warriors, guided either by strength or peace. Earth has a way of making people want to get along and work together, at least within their own community, while Gigantion can bring out the best builder in anyone and improves a society's ability to collaborate on large-scale projects.

The Trial of Succession

In an age long past, there was an ancient Cybertronian by the name of Logos Prime. He governed over the concept of "logic" and through an artifact known as the Zeonomicon, was able to wield even greater control over space and time than Vector Prime. However, one day he saw a visio: a "Beast of Time" that would one day devour all of time. It drove him mad, and now he seeks to select an heir for his power, so he may peacefully fade into oblivion before his dreadful premonition becomes reality.

He abducted three beings to compete for his power. Two originate from the conflict in the Primax 496.22 Alpha Universal Stream called the "Beast Wars". The leaders of the two main factions: Optimus Primal and Megatron. Naturally, you are the third candidate. You three are robbed of all past memories, but will gradually regain them as you explore the strange temple you awaken in. In your case, all abilities from outside this Jump have been sealed away. If you had a Cyber Key Port, that has been removed from you as well.

After giving you time to wander, Logos Prime will descend. He will give a rough explanation of his intentions before transporting you three, as well as the Zeonomicon powering this temple, to random locations on Jungle Planet. To become his successor, you must not only seize possession of the Zeonomicon, but somehow integrate a Cyber Key port into your body. Whether you do this by cannibalizing one from a local's corpse, drawing upon the power of the local Cyber Planet Key, or something else entirely falls to you. Just be aware that Logos does not intend to lift the seals on your outside powers until his successor has been decided.

Base Reward – Zeonomicon

Should you succeed in this task, Logos Prime will hold true to his world. The Zeonomicon will become one with you, along with its godlike power over space and time. Naturally, you also receive the temple he used to focus that power. While you can physically manifest the Zeonomicon if you wish, unless you consciously choose to bestow it to someone else, it is essentially an extension of your being.

Full Reward – Multiversal Singularity

You receive Logos Prime's peculiar physical condition. You have no "true" physical form, and can alter or recreate your physical avatar with a thought. You also seem to have become a Multiversal Singularity. Every single manifestation of you across every world in the multiverse is united by a single central consciousness. However, you can only devote your full focus to so many at one time.

The Galaxy Force

This is so much bigger than any one planet, the entire universe and maybe even beyond is in jeopardy. Your goal is simple: obtain the Omega Lock and the Four Cyber Planet Keys and use their power to decide the fate of the Universe. What exactly this means will depend on your approach and determine the rewards waiting for you. You may choose which of the rewards you pursue. Completing either scenario will grant you and your key the slightly enhanced benefits of the Velocitron, Jungle Planet, Earth, and Gigantion insignias. You can even mark your body with all four symbols if you wish.

Reward A – The Ark (The End to Chaos)

You will be following the plan set out by Vector Prime. Find the Omega Lock and Cyber Planet Keys, bring them to Primus, and allow them to close the black hole. In addition, you must obtain the willing cooperation of the four planets, and with their assistance complete the universe-wide space bridge network. For doing all this, all four colony ships will follow you into future worlds, which may freely combine into the enormous Ark: a planet-sized spaceship with the ability to focus any energy into potentially reality-rending blasts. It will start each jump with enough of Primus' lingering power to release a blast equal to the one that collapsed the Unicron Singularity. Unless you can provide a primordial god's worth of power, you'll have to wait until the next jump for that power to replenish. On top of that, in any future jumps you enter, a universe-wide space-bridge network will be in place between your starting world and four other advanced alien civilizations elsewhere in that Universe.

Reward B – The Flood (The Fall of Order) (Black hole)

Who cares about this Universe? Power is all that matters. You must collect the Cyber Planet Keys and Omega Lock, seizing control of all four planets in the process. You must use it to speed up the Black Hole's consumption of this universe, or at least the four main planets and Cybertron, along with all the life within. What happens to the black hole afterwards is irrelevant. You must use your power to survive, and with the power of Primus, you may use this blank slate to create a new universe. You may fully absorb the power of Primus into yourself. You won't have to worry about his personality affecting your own. On top of nearly unlimited power, you will be able to create similar black holes in future jumps, which will slowly expand until they reach the full power of the Unicron Singularity. Needless to say, basically nobody in this universe would be happy with you succeeding.

The Jumper Force

You have decided on an impossible third option, which is to say every option simultaneously. Simply attempting this requires four slots, meaning you must take *The Jumper Singularity*. By taking this, you are simultaneously taking the *Metal*, *Speed*, *Beast*, *Vibrant*, *Giant*, and both versions of the ***Galaxy*** scenarios. You can even earn the full rewards for each one, or to be more specific, you have no choice. You can throw the *Lost*, *Dead*, and *Trial* scenarios in as well, but they aren't required.

You must complete every scenario, in letter and spirit, with the pressure of the Unicron Singularity growing faster and stronger than ever thought possible, and the knowledge that this isn't the only universe being ravaged. You must become the commander of Cybertron, the fastest on Velocitron, the strongest on Jungle Planet, the ruler or protector of Earth, and the greatest builder on Gigantion.

Any contradictions in the challenges are for you to resolve. You must conquer the planets through force and gain their willing cooperation. You must feed Cybertron and the four main planets to the black hole, but also somehow collapse the black hole and form a universe-wide alliance and space bridge network between those same planets.

Regardless of the result, embarking on this quest spells the end of your Chain. Should you fail in even one task, you will be sent home, and as a final mercy the force that has guided you all this time will use their own power to close the Singularity. However, should you succeed, your soul would absorb the full power of order and chaos, creation and destruction, Primus and Unicron. Like them, you will be a Multiversal Singularity (not to be confused with the Unicron Singularity). A singularity is a being who exists across all worlds. Every single instance of you in any universe or dimension is just another extension of your consciousness and power. That said, if you wish to maintain that status, you'll likely have to prevent Nexus Prime from enacting The Shroud. Singularity or not, you now possess the primordial power of two eternal enemies, more than enough to awaken your Planeswalker Spark.

The only advantage granted to you to help accomplish your goal is a strange Cyber Planet Key marked with the symbol of a key (the door kind). Feeding this to the black hole will freeze it in time. However, it will be looming in the skies of all future and past worlds, just as destructive but unable to grow. Once you decide to end your Chain, the seal will be released, and you must deal with the Singularity then and there. Naturally, you won't receive the benefits of this scenario until you actually defeat the black hole, and even if you choose to obtain your Planeswalker Spark through other means, you'll still have to deal with the black hole quickly if you want to minimize the damage to the other worlds.

Closing [Drawbacks]

- No Drawback cap -

- Companions may take Drawbacks -

Confused Continuity - // +0cp, Requires having jumped Part 2 //

This world has ties to events you may have had a hand in: *The Unicron Battles* and *The Energon Battles*, though many here will have a hard time articulating the exact connection. Regardless, any of your actions in previous Unicron Trilogy jumps will carry forward into this one, barring those that make this jump's premise fundamentally impossible, which were retconned in the time you've been gone.

Force of the Galaxy - // +0cp //

Wait... is this world even connected to those previous conflicts, or is it just its own thing? The world you're entering more closely follows the Japanese cartoon. Certain characters, background details, and plot points are tweaked or outright missing, but everything else is roughly the same. Taking this alongside **Confused Continuity** will produce extremely disorientating results.

Sedatephobia - // +50cp //

Every human or bot you come across seems instinctively uncomfortable with silence. There can never be a calm moment. The slightest lull in conversation will cause someone to insert a bad joke or dumb comment. They'll even insist on bantering towards the enemy during transformation sequences. Only you and your companions seem to notice this, but that doesn't mean you aren't also guilty.

The "Beginning" - // +50cp //

Is this an effect of the black hole, or did Vector Prime overuse his powers? The first few days of your jump have been "chopped up". The events are the same, but it's as if some of them are somehow missing, and everything seems generally rushed. At the very end of this jump, you will go back in time to experience all these "removed" scenes chopped together into a semi-coherent retelling of the same events. More disorientating than anything, especially since you lose all memory of taking this.

Roughhousing - // +100cp //

You really don't know when to stop. You have a tendency to use more force than is really needed for a situation. Jokingly punch your friend in the arm to realize you sent him flying across the room, waste your finishing attack on a couple of cannon-fodder just to get them out of your immediate path, and so on. Luckily this will never kill if you don't intend for it to, but you know it has to hurt.

Grinding Gears - // +100cp //

Must be a bug in your vocal processor, but you just don't know when to shut up. This is more than just filling dead air. You mouth off to superiors, never miss an opportunity to complain, can never resist talking someone's audio-receptors off about your hobbies, and generally don't know how to keep your thoughts to yourself unless not doing so will obviously get you killed.

One-Track Mind - // +100cp //

The different colony planets tend to have their own quirks, which you embody to an obnoxious degree. Perhaps you share Override's impatience, Scourge's violence, Evac's pride as a monster hunter, Metroplex' stubborn devotion to traditions, etc. Feel free to approximate what this obsession might be for other origins, or maybe you embody your faction's obsessions instead.

Robots in Plain Sight - // +100cp //

You can change forms just fine, but you can never seem to recognize a terrible hiding spot when you see one. If you turn into a stoplight, the middle of a desert will seem like the perfect place to set up, a racecar is still a car, so why wouldn't you be in a parking lot? As a submarine, it'll probably take you some time to realize a nautical vessel of unknown origins should keep their distance from the Navy.

On a Dime - // +200cp //

It takes very little convincing for you to change sides. Don't like traffic? Time to become a Decepticon. Megatron called you a mean name? You fight for the Autobots now. Those who know you on a personal level can usually tell when you didn't think through your decision, but even if you aren't killed for betrayal, it won't be long before you have nobody left to turn to.

Black Hole Plot Holes - // +200cp //

An odd side effect of the black hole is universe-wide memory distortions, hence why no humans can remember the alien species they had an alliance with a decade prior, or why it didn't raise any alarms when the Autobots heard the name "Sideways". You'll start this jump with relationships, events, battle experience, and years of emotional development missing from your memory.

Not Mad, Just Disappointed - // +200cp //

Why is it so difficult just to tell these humans "no"? No matter how powerful you are, humans have a bizarrely easy time manipulating you, and it just never occurs to you to smash them. Perhaps your overconfidence lets them lure you into traps, or you can't help but avert your eyes when they give you a scolding. Avoiding human interaction will be quite difficult if you involve yourself in this conflict.

Counterbalance - // +200cp //

It doesn't matter where you are or if there's even anything to gain, whenever you're doing anything remotely important, antagonistic factions always manage to interfere. Whether you're on Earth, the middle of space, a colony that nobody knew existed, you can be sure there will always be some enemy who just happened to be at the right place, at the right time, to make your task more difficult.

Infestation - // +300cp //

Scrapmetal: nasty little parasites that travel from planet to planet to make it their meal before the black hole swallows them. Normally, you'd only find these near the black hole itself, but now they're everywhere. No matter the planet, you'll find hundreds, if not thousands of these things skittering around. These will be hostile towards you, even if you became one of them through Oil Hound.

Backing the Wrong Horse - // +300cp //

You have luck bad enough to make Ransack and Crumplezone feel lucky. You often fall in with bad crowds and generally can't catch a break. It's not enough to fall behind in a race, you'll then get run over by every other competitor, anyone you wrong will get revenge threefold, and even once you've lost a fight, enemies tend to use their ultimate attack anyway, just to make the lesson stick.

Road to Recovery - // +300cp //

There's not much you hate more than feeling like dead weight. Unfortunately, you were severely injured right at the start of the jump. Recovery will be slow and painful. You'll still start the jump with your abilities (physical or otherwise) at about 20%, rapidly climbing to 100% by the mid-point of the jump, but every time you get injured or overexert yourself will noticeably slow your recovery.

X Marks the Spot - // +300cp || +500cp //

Sideways and Soundwave are convinced that killing you is the key to avenging Planet X, and nothing will change their minds. For an extra 200cp, the threat is even greater. Soundwave has already awakened the weakened Unicron to help hunt you down, and Sideways has retained all his abilities from Armada, in addition to the ability to freely traverse the Transformers multiverse.

Tipping the Scales - // +500cp //

Any time you wield abilities from outside this world, reality will quickly begin to break down. Regardless of what the power actually is, using any OOC abilities in quick succession or using a single particularly conceptual or physics-defying ability more than once a month risks tearing reality asunder on the spot. Don't be so certain of your own survival. Beings like Ramjet can attest to any number of nightmarish fates that can befall those stranded outside of reality.

Dark Hunger - // +500cp //

What a pitiful fate you've been dealt. Much like the tragic Dark Scorponok, you have risen from the dead. Ambition, justice, life, death, all other desires are swallowed by perpetual agony and a hunger for sparks. If you aren't mad already, it's only a matter of time before you lose to this hunger and instinct to consume any living beings you can find. Even should you give in, it'll only subdue the pain for a moment before the hunger swallows you again. You will never be truly sated.

Primordial Wrath - // +500cp //

You are a unique existence, an anomaly in the balance of good and evil, and the perfect catalyst for the destruction of that balance. Either Unicron or Primus have decided to take that gamble. They will see your destruction as an objective of equal or even greater importance to the destruction of their sibling. You won't have to worry about their parallels in other universes getting involved, but they'll send anyone they can persuade to pursue you and use what little of their own power they can spare.

It's a Big Universe - // +500cp //

Unicron's influence isn't limited to this universe. You'll have two of Unicron's most dangerous harbingers after your life. Ramjet: a seeker in a constant state of recreation, able to manipulate space and control the antimatter permeating his body to annihilate with a touch. By his side is Nemesis Prime: the Prime of another universe, corrupted in body and spark. He bears the Dead Matrix, an artifact as deadly to order and creation as its counterpart is to beings of chaos or destruction.

Jumper Singularity - // +1000cp //

I hope that you understand the consequences of taking this. Your arrival in this world had a peculiar effect on the Unicron Singularity. Its scope is no longer bound to this universe, or even the Transformers multiverse. It has begun to manifest within every single jump you have been to prior. The greater it grows in this universe, the more it expands in each of those worlds, and the matter and energy absorbed from those worlds will further add to the black hole's growth in all worlds. It won't take long for the Singularity to reach heights impossible with just the resources of this universe.

It should go without saying that it's only a matter of time before not even Primus' full power can collapse the Singularity. Let's hope you can make up for the disparity, or else you will have nowhere left to run to before this jump ends. On top of all that, you'll have to live with the knowledge of the damage inflicted on all your past jumps as you dawdle.

Should you fail to close the black hole, it will consume this Universe, and you can be assured your past worlds didn't fare much better. As a small consolation, the black hole won't follow you forwards in your chain, if you failed to close it but by some miracle survived annihilation yourself.

Closing [Ending Options]

Retreat – Go Home

I suppose this is as good a time as any to find finality. Your Chain will be drawing to a close here, as you are transported back to your original world of origin with all that you've obtained. I truly hope that your time here has allowed you to conclude your journey without any regrets.

Roll out, Jumper…

Stand Down – Stay Here

So this is where you take your rest? You have made the decision for this to be the final world on your journey. Should you wish, Primus or Unicron (whichever you're on better terms with) will bestow you the power to travel the Transformers multiverse, much like many of Unicron's own harbingers.

Rise up, Jumper…

Roll Out – Move On

You have accomplished all that you are willing or able to in this world. Perhaps you played a role in the liberation or enslavement of the Minicons, or the battle over the universe's Energon. But now, all that is in the past, and it is time for you to set out for a new world, to embark on all new adventures.

Farewell, Jumper…

Closing [Notes]

- Jump by Gene -

The upgraded form of *Warp[Trans-Phase]* as well as *Harbinger of Chaos* is based on the fanon that literally every single character bearing the name "Sideways" is just the Armada character hopping between universes, even if they clearly have nothing in common beyond the name.

Completing any of the *Metal*, *Speed*, *Beast*, *Vibrant*, *Giant*, ***Galaxy***, or ***Jumper*** scenarios will let you make it so people naturally attach "Convoy" to the end of your name, or "Master" to the start (i.e. Galaxy Convoy or Master Megatron). This will still work without taking Force of the Galaxy, but people in this world will give you weird looks as they say it, since that's not really a thing in US Transformers.

Note on scenarios, if you can find a way to obtain the rewards of a scenario without using a slot, then more power to you, but they're generally designed to not work that way. For instance, there's nothing stopping you from just pocketing the Omega Lock, Cyber Planet Keys, and colony ships, but you wouldn't automatically get all the other benefits like being personally bound to the Keys and so forth.

For spaceships purchased or earned as scenario rewards, it's your call how they get between jumps. Whether they just appear in the world like a standard property, if they default to floating around in space, if they add some kind of dedicated dock to your Warehouse, etc. If you'd like, you can choose for colony ships from the scenarios to start every jump buried underground, perhaps connected to another property you own, like the Jungle Planet temple was built on top of the Hyperborea.

Regarding *Force of the Galaxy*, main changes that happened in the dubbing of Galaxy Force and Cybertron are different character names, the first two of episodes GF being bizarrely cut up into episodes 1 and 52 of Cybertron, removal of Coby's family drama, the addition of the "Omega Frequency" to justify the kid's continued presence in the story, dubbing over Transformation scenes, and the addition of references to previous parts, since Galaxy Force was essentially a separate continuity from Armada and Energon, which is why there are so many weird plot holes.

If you bought *Jumper's Dimension*, feel free to decide how overtly hostile the interior is, though fire must be a prominent element, since that seems to be a vital component for the portals to function.

The scale of this series is wonky. Like how the Autobots and Decepticons always happen to touch down on alien planets within a few miles of the planet's leader, or the ease with which entire planetary populations are relocated within days, if not hours. Things make a lot more sense if you just pretend each planet is a single city. It's easier than accepting that Scourge beat up literally every person of authority on the entire planet to become its ruler.

Technically anyone with the Gigantion or Planet X origins can receive a discount on either of the capstones, the color is just to reference which faction they're based on.

In regards to It is Our Mission. Outside of these drawn-out stock sequences, transforming is an almost instant change. You may choose to exclude observers from seeing your full transformation sequence, only seeing your transformation happen at its usual speed.

Naturally, the Multiversal Singularity reward doesn't reach between Jumps until post-Spark.