

Hot Wheels Battle Force 5 Jump

Made by Aleph_Aeon

-Introduction-

One day driving out in the Salt Flats looking for a fun time, expert driver Vert Wheeler came across a mysterious twister and decided to face it as it looked as the only challenging thing in that empty desert. However, the twister turned out to be a portal (known as Storm Shock) that teleported him to a strange lava planet, that is, one of many artificial worlds known as Battle Zones.

Upon arrival, he found himself amidst a chaotic scene where he encountered Sage, a legendary Blue Sentient, who was held hostage by strange humanoid animals, the Vandals. Without thinking, Vert swooped down and grabbed Sage in his car. She revealed to him that they were after a powerful Battle Key, planning to use it to conquer other worlds, including Earth.

After Sage upgrades Vert's car in her mobile base and they escape the planet, they recruit other five talented people and, together, they assemble a racing team equipped with state-of-the-art weaponized vehicles in order to compete against those that plan to use the Battle Keys. This is just the beginning of the adventures of the team known as *Battle Force 5* to protect Earth against the animal-like Vandals, the robotic Sark and other far more dangerous foes in the future.

You'll arrive in this local Multiverse composed of several natural planets and artificial Battle Zones on the same day as Vert is preparing his car to drive in the Salt Flats, still unaware of what awaits him there. Regardless if you side with Battle Force 5, join one of the hostile races, or even attempt to conquer the Multiverse yourself, you'll stay the next ten years in this world. Good Luck, you'll need it.

+ 1000 Choice Points (CP)

-Races-



Your gender is the same from your last jump and your age is 17+1d8 if you're a Human, Vandal or Kharamano. Your age can be anything from a few hundreds of years to millions of years if you're a member of the other races.
Alternatively, for 50 CP you can choose both yourself.

1. **Human (+200 CP):** The famous default option, humans. This option is just the basic and common *Homo sapiens sapiens*, the species of sentient primates native to planet Earth and its dominant race. By taking this option, you'll be an average human being. Unfortunately, the humans, while still numerous and having the potential needed to achieve greatness in the right conditions, don't have any innate advantage, compared to the many other races around the Multiverse.

2. **Vandal (Free):** Native from planet Vandal, they're a collection of species of mutant, anthropomorphic, carnivorous, tribal animals that are driven by aggression and value strength gained through combat above all else.



They utilize rudimentary vehicles built using salvaged technology to attack other worlds and civilizations, having already taken over at least two other planets. As one of them, you'll be able to choose which animal will be the base of your form, like a feline, a reptile, a canine, arthropod, a primate, or even a fish. Regardless of your chosen form, your physical attributes will be above peak human.

3. **Kharamanos (Free):** You're one of the Kharamanos, a race of super-engineers enslaved by the Vandals to force them to build their war vehicles. You take the form of a small blue bald alien that appears to be wearing an astronaut suit (that might or not be part of your body) with a singular wheel instead of feet. Your main strength as one of them is your innate great engineering skills and enhanced intelligence, but, unlike your peers, you don't necessarily have a timid and easily frightened personality and, as long as your starting location isn't the Vandal Homeworld, you won't be a slave like the rest of your kind.



4. **Sark (100 CP):** Hundred of years ago, the Red Sentients built the Sark, a species of deadly and warlike robots, to serve as their army but it changed when their general Zemerik gained free will and rebelled against his creator. Under the control of Zemerik, the Sark's entire existence became based on logic and the conquest of other worlds. While most of Sark are simple cannon fodder with little to no autonomy, you're a more advanced model of Sark, meant to be a general in the same way as Zemerik and thus having similar capacities (with the exception of the ability to control other Sark).
   Physically speaking, you're as strong as a Vandal but you far surpass them when it comes to mental capacities in general due to your robotic nature, as well as having basic built-in weaponry, like electric whips or drills. You're also incredibly durable, to the point you can survive for some time as just a decapitated head.
   Furthermore, when exposed to temperatures colder than -50° C, your intelligence and processing speeds will skyrocket as the metals in your computerized brain will become superconductors.





5. **Sentient (300 CP):** The Sentients are a legendary race of highly intellectual energy lifeforms that created the Battle Zones, the Battle Keys, and this Multiverse, but they were “put out of commission” centuries ago.
   You’re one of the last remaining free survivors, alongside Sage and Praxion.

   As a Sentient, your physiology is composed of two main parts: your brain, a dodecahedron-shaped technological device located inside your head, and your shell, a body made of high density crystals. In addition to being far smarter than humans or even Kharamanos, you’re an ageless being that requires no sustenance other than just energy. Without energy, your brain’s operating system ceases to function, that is, you die, but, fortunately, you can recharge in almost every structure or vehicle made by Sentients. Additionally, you can also shrink back to your “brain” by entering a Hibernation Mode in order to conserve energy.

   Another form of death that might happen with you is by breaking your shell and thus releasing your energy. This alternative form of death leaves behind a Hadron Allotrope that will contain your condensed genetic material, so theoretically you could be regenerated and brought back to life using specialized technology.

   Additionally, your technological/energy-based physiology also grants a few other special abilities, like technopathy, enhanced sensory skills, and some degree of electrokinesis allowing you to fire strong electric shocks to stun enemies.

   Finally, there are two types of Sentients who lived on two separate planets as rivals, the **Blue Sentients** and the **Red Sentients**, as well as a third lesser variant. You’ll need to choose which type of Sentient you are.



Blue Sentient: You're one of the Blue Sentients, one of the two “twin races” known for loving peace and being more focused on intellectual matters. Your mental powers are stronger than expected, not only enhancing your psychic skills but also giving you the ability to levitate and to combine your energy with other Blue Sentients to fire powerful beams. Currently, your species was forced to separate their bodies from their minds and go into hiding and they’re still waiting for the day they’re reunited again.



Red Sentient: You're one of the Red Sentients, one of the two “twin races” known for being more aggressive and war-like than their blue counterparts. While the Blue Sentients are mentally stronger, the Red Sentients like you are physically stronger and more durable, capable of lifting a car to throw it away with ease and leap great distances as if you were a certain green monster. Furthermore, you’re powered by antimatter which functions as your essence, but you don’t need to worry about it causing you to explode due to colliding with regular matter. Currently, your species has been put in stasis by Sage in order to prevent a war between both twin races and they’re all frozen like statues in the Red Sentient Planet.



Diad (+200 CP): It turns out you’re not a true Sentient. You’re actually a Diad, a lesser race created by the Sentients to be their slaves. You only have a regular body made of crystal and thus don't have any of their special abilities. On the other hand, you’re still ageless and don’t even need energy to sustain yourself, as you could spend centuries on an isolated planet with no energy source without problems. Furthermore, as you’re paying a special price, you don’t have a Sentient master, but keep in mind that many that know your kind, like the Sarks, will think you’re a deceitful untrustworthy slave. Currently, there are at least two surviving Diads who are still following their respective masters’ orders.



6. **Cosmic Golem (300 CP):** Beyond the humans, Vandals, Sarks and even Sentients, there is a higher order of beings responsible for keeping the Multiverse in balance whose main agents are space rock golems that fulfill this duty since they first came to life eons ago. Rawkus is the main example of this, but there are more members of his species, including you. Like Rawkus, you're a giant humanoid golem seemingly made of stone, being a physical powerhouse even compared to the likes of Red Sentients.

   Your stone physiology grants you immunity to the negative effects of esoteric forms of matter, like Antimatter or Shadow Matter, as well as making you immune to aging and removing your need for any kind of sustenance, but keep in mind that your power isn't truly infinite. Your power source is the gem-like Core Stone located in your chest and, if this stone is removed for a few minutes, you'll lose energy and be rendered inanimate for a whole millennium until you grow a new Power Core Stone. If this happens and you don't recover your Core Stone or find an alternative power source until the end of your stay in whatever jump you're in, it'll count as death.

   Furthermore, as you're paying a special price, you're not forced to follow Rawkus' duty of keeping the balance so you're free to do whatever you want, but keep in mind that a being as powerful as you might tip the scales of balance in the Multiverse and attract unwanted attention from your own species, but I think a Jumper like you was already aware this could happen.



7. **Shadow Speeder (200 CP):** The Shadow Zone is a parallel dimension that works as a mirror of the regular universe, being composed solely of Shadow Matter. This Shadow Matter has an esoteric property that infects regular matter, converting it permanently into more Shadow Matter if they're exposed for too long.

   As a side effect, any creature from the Multiverse that gets stuck in the Shadow Zone for too long will be converted into mindless aggressive creatures in the form of shadowy raiders. Their only purpose is to stop any other beings from escaping that accursed place, causing them to become Shadow Speeders as well. They're also able to move about by defying normal laws of physics, like driving on walls or doing maneuvers without slowing down, and constant contact with them or their attacks will eventually turn other regular beings into more Shadow Speeders.

   You were also once a traveler who stayed for too long in the Shadow Zone and became a Shadow Speeder, but something different happened to you. You kept your mind completely intact, without being driven solely by the impulse of turning other beings into more Shadow Speeders. As a bonus, you're also able to control how infectious you are, so you won't need to worry about accidentally turning things into Shadow Matter.





8. **Karmordial (200 CP/400 CP):** The Sentients might have been the ones who created the “Multiverse” by connecting several artificial Battle Zones and a few natural planets within the same universe, but they aren’t one of the first intelligent races to ever exist. This position is actually occupied by the ones that created the Sentients, the Karmordials, also known as the Ancient Ones.

   While they were the creators of both Blue and Red Sentients, their creation began to evolve and develop scientifically and the Karmordials looked at this as an insult and attempted to eliminate them, but they were stopped thanks and trapped in the Primodiverse, even though that some of them hid and waited years waiting for the orders of their master to attack.

   Unless you take a certain drawback, you’re one of those Karmordials that managed to escape banishment. As a Karmordial, you're a monstrous being made of stone, curiously similar to Rawkus' species. There are two different castes of Karmordials. Regardless of your choice, you won’t have your species’ major flaw of being unable to evolve.

   For 200 CP, you’ll be a member of the lesser, servant caste of Karmordials, having green cracks around your body and physical attributes surpassing even that of the Red Sentients despite lacking any special abilities of your own.
   Alternatively, for 400 CP instead, you’ll be a member of the ruling caste, having orange cracks instead and a physique on par with Rawkus himself. Furthermore, by directly looking at someone's eyes, you can forcibly make the person reveal whatever you want to know. In theory, it’s possible for someone to resist it with their mental strength, but not even a Blue Sentient has enough psychic power to counter your ability.

-Origins-

Any origin can be taken as Drop In.

1. **Traveler (Free):** Perhaps you found a mysterious portal or you always knew about the existences of other planets, but, regardless of this, you're one of the many travelers wandering the Multiverse, exploring several different worlds and finding many different species. Or maybe you're a down-to-earth type of traveler, preferring to explore only your home world, either to find something fun to do or to search for something in specific.

2. **Defender (Free):** After you have discovered the threats that plan to conquer the Multiverse, you've decided to protect the various worlds (or maybe just your own) from them in the same way as six humans and a Blue Sentient will join forces to protect Earth. Furthermore, as long as your starting location is the **Lava Battle Zone** or **Earth**, it's granted that you have the chance of joining BF5 if you want to, either replacing one of its six original members or becoming the seventh member, piloting the sixth vehicle. I think they'll need to rename their group to Battle Force 6 if you don't replace anyone.

3. **Scientist (Free):** While some are worried about battle and conquests, you were worried about learning and/or developing new technologies. It was natural that you would prefer to follow the path of science instead of becoming another warrior. In a few words, you're a (wo)man of science, independent of your preferred area of study. It's up to you to decide how you'll use your knowledge, be it to make the Multiverse a better or worse place.

4. **Conqueror (Free):** Either because you simply want to loot planets and steal their resources or because you believe that all should be under your command, you're a conqueror that plans to take over other worlds or maybe even over the entire Multiverse, either through violent means, like the Vandals and the Sarks, or even through more "peaceful" forms of domination if you prefer this way.

-Starting Line-

Roll 1d8 to decide your starting location or pay 50 CP to decide it yourself.
Each origin (and some races) has at least one free location.

1. **Earth:** You find yourself in a multi-terrain planet inhabited by countless species, curiously located in the center of the Multiverse (as it's probably some midpoint between all Battle Zones). In a few words, you're on Earth, also known as the homeworld of humans. Your starting location can be anywhere on Earth, like the Salt Flats, where the Storm Shocks are opening, or the Order of the Flying Fist located somewhere in Asia, where there is a Quantum Flux tear connecting Earth to the Red Sentient Planet. Humans and Defenders may start here for free.

2. **Lava Battle Zone:** This is a regular Battle Zone, an artificial planet characterized by a mountainous, volcanic terrain. In theory, there's nothing special about this place, except for its Battle Key and the wealth of mineral resources just waiting for someone to explore, but there are some interesting visitors here by the time you arrive. This is the place where Sage will be surrounded by the Vandals and where Vert will arrive after entering a Storm Shock. Defenders and Conquerors may start here for free.

3. **Vandal Homeworld:** Welcome to the homeworld of the Vandals, a planet characterized by biomes that resembles Earth's ancient jungles but with far more dangerous flora and fauna. In addition to the Vandals commanded by Captain Kalus, there are also dangers like Monstrosadons, Canivorats, Vandilian Electric Eels, Vandilian Puffer Plants, Giant Ammonites, Giant Anglerfishes, and, worse of all, Mega-Mosquitoes. There are also some vehicle factories where the Kharamanos are forced to work using salvaged Sentient technology. Vandals may start here for free.

4. **Planet Sark:** Initially, many may think this is a natural planet where the Sarks come from, but this isn't the truth. Actually, this planet is a Battle Zone that the Sarks following Zemerik took over after they defeated Krytus and where they built their empire. The main location in this planet is the Sark City, the capital of Zemerik's empire in the form of a giant, highly technologic city inhabited by millions if not billions of Sarks. Out of this city, there's the true landscape of this Battle Zone: the Torborian Badlands, known for being one of the deadliest places in the entire Multiverse, especially for technological-based lifeforms and machines like Sentients and Sarks. The badlands are home to vicious predators and to a mysterious entity older than the sands of the desert itself. Sarks and Scientists may start here for free.

5. **Blue Sentient Planet:** Before their civilizations' fall, the twin races of Sentients lived in a binary planet system, each one of the twin planets with their own cities and moons. The one you find yourself is the Blue Sentient Planet. This planet is basically a ghost place, as the only living beings here are the numerous Vandals that invaded it and Praxion, a Diad who served Krytus in the past. However, the cities, especially Modulon 5, are still considerably conserved and there are countless pieces of Sentient technology scattered all over the planet. Blue Sentients and Vandals may start here for free.

6. **Red Sentient Planet:** Before their civilizations' fall, the twin races of Sentients lived in a binary planet system, each one of the twin planets with their own cities and moons. The one you find yourself is the Red Sentient Planet. In a very similar way to its twin planet, this planet is also basically a ghost place, but in a different manner. While the Sarks are currently occupying the abandoned towns, almost all of the Red Sentients are still on the planet but frozen like statues due to the effects of the Double-Helix Crystals used by Sage. Alternatively, you may arrive in the Red Sentient Moon instead, as its environment is habitable even to humans. Red Sentients, Sarks and Scientists may start here for free.

7. **Crater Battle Zone:** At the first glance, this is another regular, desolate Battle Zone with a desert environment and a giant moon, however, this place hides an extremely important secret. In this Battle Zone, there is a secret bunker built by the Blue Sentient where lonely Diad, Quardian, stored the numerous empty shells left behind by the entire Blue Sentient’s civilization. He’s doing this following the orders of his master, Boralis, who wanted to ensure the shells would remain hidden and safe until the day they would be reunited with their souls. Diads and Travelers may start here for free.

8. **Free Choice:** Well, it looks like lady luck is actually on your side. You can choose to start in any of the above choices, if you want, or even anywhere in this multiverse, regardless if it’s a Battle Zone, a planet, or in any of the areas beyond it, excluding the Shadow Zone and the Primordiverse. These places are out of your range unless you take some special options.



9. **(Special) The Shadow Zone:** This place is different, separated from the rest of the universe but still clearly connected to it. When the Sentients created the Multiverse, an alternative dimension was also accidentally created. This unintended byproduct is the Shadow Zone, a plane made of pure Shadow Matter that is a mirror to basically everything in the Multiverse, from Battle Zones to natural planets like Earth itself. The only inhabitants of the Shadow Zone are the Shadow Speeders.

   As explained before, due to Shadow Matter's esoteric property of converting regular matter into more Shadow Matter if they're exposed for too long, any creature from the multiverse that gets stuck in this zone for too long, or is defeated by Shadow Speeders, are turned into more Shadow Speeders.

   Unless you're a Shadow Speeder yourself, you'll need to find a way to escape this shadowy plane as soon as possible, as humans can only endure for a few dozens of minutes and Sentients for around an hour and half at best before being permanently converted into Shadow Matter.

   This situation is even worse if you're a Red Sentient (or a Hybrid Sentient), as, while you won't turn into a Shadow Speeder, the Antimatter in your body will start an explosive chain reaction if it gets in contact with Shadow Matter. This chain reaction will end up causing the destruction of the entire Multiverse, as the Shadow Zone will detonate together with everything else.

   Obviously, it isn't a good thing to start in this place, so I removed it from the main starting location list. It requires a specific drawback to start in the Shadow Zone.

10. **(Special) Primordiverse:** This place is different, literally separated from the rest of the universe. Before the Sentients created the Battle Zones and connected them by forming the Multiverse, the Primordiverse already existed. The Primordiverse is better known as the homeworld of the Karmordials, a deserted rocky landscape filled with floating rocky Islands and magma streams.

    Countless years ago, the Penta Warriors and the Sentient army fought the Karmordials led by Krumulax and, in the final battle, Helixion used the Meta Key to seal the Primordiverse from the Multiverse, leaving his brothers and many Sentients behind. Since that day, the Primordiverse is locked away from the rest of the Multiverse (and even from the rest of the greater Multiverse beyond this setting), with the exception of the Shadow Zone itself.

    There are also multiple different regions in the Primordiverse, like the Far Edge, the Badlands and the Gateway. While little is known about the dangers of the Primordiverse beyond the Karmordials, it's certain that there are several ancient threats and beings that are older than all Sentients and even the Multiverse itself.

    Obviously, it isn't a good thing to start in this place, so I removed it from the main starting location list. It requires a specific drawback to start in the Primordiverse.

-Perks-

Each perk is discounted by 50% to their respective Origin.
Discounted 100 CP perks are free.

General Perks:

These Are Some Hot Wheels (Free For All): How do you expect to join a Multiverse so filled with vehicular battles if you can only drive as good as the typical Sunday driver? Fortunately, this isn't the case for you. Regardless if you had a love for auto racing since you were a child, have been playing racing games all the time, or are just that good due to some innate talent, you're an excellent driver with your skills at operating and riding cars, motorcycles and other similar vehicles being on par with the average professional racing drive. You also have some experience with driving off roads, so, combined with your driving skills, this makes you able to keep up with the members of the Battle Force 5 or their enemies.

Unique Quirk (200 CP): There are many species around the Multiverse with amazing abilities, but, even among them, there are a few individuals that have rare or even entirely unique special abilities that puts them above the average members of their races, like Kyburi with her energy draining ability or Zemerik with this capacity to convert Sark with his servants. You're one of such special individuals that inherently have one of such unique abilities. It's up to you to decide exactly what this ability is but its nature (and potential, raw power and utility) will depend on your race, so you can take inspiration from some of the known examples that will be in the **Notes** section.

A Rebel in the Wilderness (300 CP - Discounted to Travelers and Scientists): The many Battle Zones around the Multiverse have many different environments, from dark forests to fiery hellscapes, with most of them hazardous to regular human beings and with little to no easily acquired resources.
Fortunately, you're more prepared than most to explore and, more importantly, survive in such zones. You're highly skilled when it comes to surviving in a diverse array of wild environments, including skills like, but not limited to, locating and purifying water sources, gathering food, identifying poisonous plants, building simple structures like shelters with simple materials, and even finding ways to recharge yourself if you're a Sentient.
In addition to your survival skills, you also have more endurance than the average member of your species, as you handle temperatures close to 0° C even if you're a human with little protection. You could even spend days living in the abandoned Red Sentient Moon without starving or dying of dehydration.

Hidden in the Fire of Kromax (300 CP - Discounted to Defenders and Conquerors): Sometimes you can't directly tell something to your allies, either because your enemies are nearby and would end up listening or because you know the communications were somehow compromised and may leak.
It's in times like these that you can shine. You're very knowledgeable in several ways of encoding messages (like using Morse Code or metaphors) and sending them through alternative means (like using light flashes or sonar pulses to send Morse or even Binary Codes). Furthermore, you're also easily able to teach your allies to actually understand your messages and, as a bonus, you don't need to worry about them misunderstanding you. If you tell your friends to prepare a pizza to go, they will understand that you're actually asking them to prepare an escape route as long as you have taught them this beforehand.

The Hybrid One (300 CP - Exclusive for Blue and Red Sentients): After the Karmordials decided to destroy their own creation, the Sentients decided to create a group of elite warriors, probably through artificial means, with a radical concept of defense to lead their battles. This group became known as the Penta Warriors, with each one of its five members being a perfect hybrid of Blue and Red Sentients. After the end of the war against the Karmordials, the only remaining Hybrid Sentient was Helixion who was later banished to a Battle Zone. However, it seems like the Sentients united once again in the past and decided to repeat the procedure used to artificially create the Penta Warriors. The result of this procedure was you.



As a Hybrid Sentient, you're an existence that has the best traits of Red and Blue Sentients, with them combining in the best possible way and thus being stronger than the sum of both halves. In summary, you combine the powerful mental strength of the Blue ones with the enhanced physical condition of the Red ones, as well as having peak attributes for a Sentient, both mentally and physically.
Furthermore, the two opposing power sources existing within your body, while they don't have any negative effect due to incompatibility, still passively generates energy. This means you almost don't need to recharge yourself for an absurd amount of time as long as you don't overuse your powers.
Lastly, your hybrid physiology also grants you an impressive healing factor, as you can even regenerate your crystalline shell as if it was flesh, to the point you can regenerate large wounds in instants.



Prophet of the Alpha Code (400 CP - Must Have a Robotic/Machine-Based Form or Race): The Sarks have an ancient legend that tells about a corrupt program/virus that infects machines and causes them to achieve "enlightenment" by slaving them to its will that usually makes them religiously devoted to it. We never actually saw the real Alpha Code, as the ancient entity of the Torborian Badlands, Zorax, was merely reprogramming other Sarks using his own code with the intent of building an army for the Karmordials and making them believe he was the one behind the Alpha Code.
You never encountered Zorax, but, instead, you somehow entered in contact with a sample of the true Alpha Code and it infected you. However, instead of it slaving you, the viral code merged with your programming, adapting to it and becoming one with you. While Zorax was nothing else than a false prophet, you've become the one true prophet of the Alpha Code, having acquired full control over it.

By infecting other machines with the Alpha Code, either by wirelessly connecting with them (including technopathy if you have it) or through physical contact, the viral code will gradually subvert their programming to slave them to your own will and cause them to become fanatically devoted to you in a religious way. You can even spread the Alpha Code to a computing system in order for it to slowly spread to all connected machines. You don't need to worry about the Alpha Code evolving due to infecting some highly advanced computer and breaking free from your control.

Furthermore, as a general rule, the more complex a machine is and/or the more advanced their system's protections are, the longer it will take for the Alpha Code to slave them, giving them a chance to remove the virus before it's too late for them. For example, the basic Sarks drones are mindless and thus can be dominated in instants, but an incredibly complex and advanced machine-based being like a Sentient will take weeks to be enslaved (and yes, a fully infected Sentient will become green, just any other infected machines' lights).

Traveler Perks:

Just Regular Test Pilots (100 CP): The members of the Battle Force 5 don't hide their vehicles made with literal alien technology from the mundane people of Handler's Corners since they use the alibi that they are test pilots who are driving experimental vehicles. Surprisingly, they made up this story well enough to the point that almost no one doubts them. You seem to share this same talent of easily making up convincing cover stories in order to hide your non-mundane affairs, be it on Earth or even other planets as long as you have a general idea of how their society works. Of course, this is nothing supernatural so people will notice your "experimental vehicle" isn't just different but also has highly advanced weapons if you use such weaponry in front of them.

Racing Legend (200 CP): There are way more skilled drivers around the Multiverse than you expect, like the members of the Red Sentient 5 that had literally millions of years to train and sharpen their driving skills. However, even among them, you stand out by a huge margin. Maybe it's something related to your unique thought patterns or even your supernatural nature, but, regardless of the exact reason, you're a master of operating vehicles, surpassing even world champion drivers. For example, if you were to control a single Sark drone with their basic car, you could even make it a serious threat even to the not-so-experienced-yet Battle Force 5. You're also capable of quickly adapting to almost any type of terrain you drive in.
However, keep in mind that no matter how absurdly good a driver you are, it won't be enough to put you on par with the likes of Red Sentient 5 with just driving skills. Don't expect for a mundane human-made car to keep up with a vehicle made or enhanced with Sentient technology even if you're the one behind its wheels.

Defy the Environment (400 CP): Your journey around the Multiverse changed you. Maybe you mutated due to the exposure with the energy released by the Storm Shocks, but the exact reason isn't important now. The important thing is that it makes you develop immunity to basically any and all actual environmental hazards, as long as said environmental effects aren't manipulated/controlled by someone. Lightnings, environmental ionizing radiation, extreme temperatures, Shadow Matter contamination, gravity, none of such hazards will be harmful in any way to you or to the personal vehicles you pilot. With this, you'll be able to travel to any Battle Zone without needing to immediately flee because its conditions were too extreme.

The Eternal Equalizer (600 CP): Your extradimensional nature as a Jumper attract the attention of a higher order of beings responsible for keeping the Multiverse in balance and preventing that a single faction dominates it, but, instead of them deciding that you're a threat, they decided to turn you into one of their agents, in the same way as Rawkus. As an Equalizer yourself, while you'll still be a regular member of whatever race you are, you've been bestowed with an interesting set of powers to fulfill your duty.

First and more importantly, you're able to sense the state of the universe/dimension you're in (the Multiverse in this setting), allowing you to detect which factions have some degree of control over it and sense if there is a balance of forces between them or not. This also means you can sense when one of such factions tipped the scales and broke the balance of power or when there is something threatening all of it, but you won't be able to pinpoint the exact reason why the balance was affected. You can also freely lower the scale of this special sense to focus on specific planets, regions, nations or even certain organizations you're part of.

Second, you acquired a limited degree of space-time manipulation. Your space manipulation manifests as the ability to open portals to locations or even other dimensions you've been to before, almost as if you were a living Battle Key. Meanwhile, your control over time allows you to speed up or slow down time in specific locations near you, but this can only be done under very specific conditions such as unstable dimensions like the Shadow Zone.

Third, unless you're a Drop-in, you'll have the reputation of being a neutral Equalizer in the same way as Rawkus among those that are aware of the greater schemes of the Multiverse. This reputation of being a neutral figure responsible for keeping the balance rather than serving any side will follow you to the future worlds you visit. This aspect of the perk can be turned on or off at the start of each jump.

Furthermore, while you're an Equalizer, you're not forced to fulfill your duties because you're paying a special price. Despite this, even if you won't lose your bestowed powers or suffer some consequence if you fail in your mission, your gifts will still become more powerful as you fulfill it and actively keep the balance of the universe/world/region you're focused on.

For example, your sensorial ability will get more precise, allowing you to pinpoint what makes a specific side stronger/weaker than the rest or precisely detect a threat like a single Red Sentient almost exploding somewhere in the Shadow Zone. Your space manipulation will also evolve as you'll become able to open portals to places you're just aware of and never went saw in person.

Defender Perks:



Team's Specialist (100 CP): Following the Sentients' traditions, both the Battle Force 5 and the Red Sentient 5 are structured in a way where each one of its members brings something unique to their respective team, with them occupying five different roles fitting their unique skillsets and functions. The five main roles are: **Scout/Stealth Specialist** (like Zoom and Kytren), **Strategic Tactical and Tech Support** (like Sherman, Spinner, and Krylox), **Special Operations Officer** (like Agura and Kyburi), **Artillery Expert** (like Stanford and Kyrosys), and, last but not least, **Leader/Field Commander** (like Vert and Krytus).
Even if you aren't part of either of those teams, you can pick one of the five main roles in order to receive the respective skillset. A special operations officer would have great hunting skills, a scout would be nimble with expert fighting skills, a tech support would possess unparalleled hacking abilities and hand-eye coordination, an artillery expert would have deadly accuracy with ranged weaponry, and a field commander would display qualities related to leading a team even in the middle of combat with a calm mind. Regardless of your chosen speciality, you'll be more or less as skilled as the members of Battle Force 5 were at the start of their career.

Isn't That Familiar? (200 CP): It would be a shame if you ended up attacking your own friends and allies because you got tricked, wouldn't it? Luckily, this is something that will (probably) never happen to you. You're able to easily see through deception, as long as said deception isn't based on some supernatural mind manipulation. For example, if one of your friends was replaced by an evil version of themselves, you'd be able to easily notice the differences in behavior and mannerisms. Even if said clone is a perfect copy of the original with access to their memories, you would still sense something is off with them.
While you won't be able to see through literal illusions with just this perk, you'll still notice when someone is making you see your allies as if they were your enemies, like by noticing one of the supposed enemies is sobbing just like your friend.

The Fist is Made of Five Fingers (400 CP): This is a saying of the Blue Sentients, referring to how no one is an island and thus can't do everything by themselves. This is the reason why Sage assembled the Battle Force 5 in the first place (also because of a prophecy of the Sentients about "the Five" but this isn't relevant now).
Either as an innate talent or a learned one under the tutelage of a Blue Sentient, you excel when it comes to teamwork, having enhanced cooperation and coordination skills as well as having all the needed skills to easily develop strategies that better use the individual abilities and strengths of your allies and better compensate for their weaknesses.

This also helps you to work with others even if they do not get along too much with the people they work with or have different viewpoints or goals that could cause them to be in conflict with you or with each other, but keep in mind that it isn't everyone that will be good at teamwork just because of this perk.

The Crimson One (600 CP - Requires Team's Specialist): The Sentients have a legend about the Crimson One, a being with fire in their spirit whose destiny is to destroy Double-Helix Crystals used to freeze the Red Sentients. Originally, it was believed the Crimson One was Krytus but it turned out to be only Vert Wheeler himself, but, by taking this perk, you'll share this position with him (that is, if you haven't already replaced it in some way).

As the Crimson One,you'll receive three main benefits in addition to the capacity of destroying the Double-Helix Crystals if you want to. The first benefit you'll notice is the aforementioned fire in your spirit, manifesting as an unbreakable, fiery willpower that allows you to be fearless in any situation. Second, the skills related to your chosen speciality will be boosted to be worthy of a legend, like how a legendary leader would be incredibly charismatic, capable of thinking clearly regardless of the situation, and capable of effectively uniting a group of people with wildly varying personalities after a few missions, even surpassing Vert after he became a member of the Council of Five.

Last but not least, you'll also share a portion of Vert's plot armor as the chosen one of the legend, making enemies less probable of killing you even when they defeat you. Just like Vert, in the case your enemies manage to defeat you, they'll probably capture you or simply abandon you, believing you're no longer a threat, and thus giving you a chance to live and fight another day. Of course, this effect is limited, so don't expect it to work on the same enemies more than two or three times.

Scientist Perks:

Genius Mechanic (100 CP): A brilliant mind can make wonders when they have the needed tools and resources and enough time to work with, but how can someone be called a brilliant mind when their creations get unusable after breaking down? With this in mind, you have all the needed skills to repair basically anything you know how to build as long as you have access to the needed materials and tools, regardless if it's completely based on pure science or if it uses some form of exoteric mechanism to work.

Scientist of the Jungle (200 CP): It's not always you'll have access to high quality materials and components, but, fortunately for you, you're able to easily replace parts of anything you build (be it technological in nature or not) with lesser yet compatible materials or components if you need to, with far less loss of quality and/or efficiency than it would be expected. This allows you to execute precise machine work in primitive working conditions using rudimentary yet effective tools. Of course, equipment made with proper materials and tools will almost always surpass machines made using primitive resources, like how the Sentient-made vehicles usually far outperform the Vandals' vehicles.

Anti-Conversion Protocol (400 CP): It's not uncommon for creations to be used against their creators in this world, usually due to some external interference. The main example of this is how Zemerik gained free will due to a virus developed by Sage and thus he proceeded to reprogram all other Sark to rebel against his creator, Krytus. Later, Krytus and the other Red Sentients reprogram the Sarks again and use them against Zemerik.
However, you won't need to worry about this happening to you, as all of your creations can't be reprogrammed/mind controlled by other people in any way without your permission. This also makes viruses and other malicious codes/infections unable to take over your creations, but it doesn't make your creations completely immune to other harmful effects caused by them. This perk isn't limited to just purely technological creations like AIs, but also extends to more esoteric creations you make like artificial biological lifeforms and magical circles.

Master of Vehicles (600 CP): Despite the technological prowess of the Sentients and the Sarks, both are very fond of vehicular battles as vehicles are basically their favorite weapons. Akin to the likes of Sherman and Tezz, you're a scientific genius on par with humankind's greatest geniuses in history (or even smarter than this depending on your species), however, where you truly exceed is your capacity of easily adapting any knowledge you have to build and upgrade vehicles, be they motorcycles, cars, trucks, tanks, helicopters, or even mobile bases.
For example, if you know how to build the Sentient's cold fusion reactors, you can easily find a way to use it as a power source for a vehicle. This isn't limited to purely technological knowledge, as, if you know how to imbue floating magic in runes, you'll be able to easily use these same runes to augment a vehicle's flight capacity.

Conqueror Perks:

Way of the Warrior (100 CP): Even if you plan to take over the Multiverse with your army, a conqueror like you must also be able to hold out your own in a battle, even more if you're part of a society that values combat above all else. Fortunately, you're an effective warrior too, being proficient at close quarters combat to the point of matching a real practitioner of any of Earth's martial arts or fighting styles. If you're not a human yourself, then your fighting skills will be adapted to fit your different physiology, like how a lion Vandal would also be proficient at using their own claws in combat too.

Surrounded By Idiots (200 CP): One thing the villainous conquerors, like Zemerik and Krytus, have in common in this Multiverse is their tendency to mistreat their regular grunts and even their closest allies. Yet, this behavior doesn't seem to damage said subordinates' loyalty towards them, as they were never betrayed due to this. In the same way as them, no matter how much you mistreat or verbally abuse your subordinates, this won't cause them to want to betray you as long as you don't do worse punishments/abuses (like physically attacking them) or actually demote them from their current position. However, while they won't get less loyal to you if you mistreat them, don't expect them to like you more if you keep acting like an idiot.

We Must Unite and Strike (400 CP): Logic says a conqueror like you should destroy your enemies, be they defenders or fellow conquerors, but a greater logic says you need to team up with them if you need to take on a greater threat. You can quite easily convince enemies to join you for a greater cause that interests them in one or two minutes of conversation as long as you're actually telling the truth and aren't trying to attract them to a trap, even if logic says you're one of the most untrustworthy beings in the Multiverse.
Furthermore, as an added benefit, these temporary allies won't think of attacking you right after you both achieve your unified goal, that is, unless they discover you're planning to attack them first.

They're Undestroyed Now (600 CP): Another thing the villainous conquerors have in common in this Multiverse is how they tend to bounce back from defeat over and over and you, my friend, aren't an exception to this. In addition to being extremely durable physically speaking (to the point you could survive as a severed head if you were a Sark or even survive a car's explosion as a regular human for example), the most noticeable aspect of this is how you can easily recover influence, power and/or resources you once had but lost after some defeat, as if fate itself conspired to give you the chances to recover them (or replace them for something equivalent) as long as you put some basic effort in doing so.
The best example to show you how effective this can be is Krytus himself, as he not only managed to rescue his comrades with ease after his resurrection but also had the chance to convert Zemerik's entire army of Sarks to his side, thus quickly recovering all the power and forces he had before his death.

-Items-

Each item is discounted by 50% for their respective origins,
with discounted 100 CP items being free. Every item is fiat-backed.
You receive an extra +300 CP to spend on this section only.

General Items:

Your Own Vehicle (200 CP - Can be purchased multiple times, first purchase is free for everyone): How do you expect to join a Multiverse so filled with vehicular battles without a vehicle to call your own? By taking this item, you'll receive your own vehicle, gaining access to the **Vehicle Customization** section in order to customize it with the features of your preference. Everyone receives their first vehicle for free, however you'll need to pay 200 CP for each other vehicle you want to purchase. Each vehicle you purchase here comes with an extra +400 CP to be spent in that section only. Lastly, to complete the bond with the machine you acquired here, you must name the vehicle.

Dream of a Collector (50 CP): By taking this item, you receive a complete collection containing a piece of each scale model car and toy that was released by Mattel over almost 60 years. This collection will keep updating itself in each future world you visit to add any Hot Wheels toy that exists there and wasn't in your possession yet. As a bonus, your Warehouse will receive an attachment room with enough shelves to fit your collection, with them being preserved from getting dusty, rusty or damaged in any way in the course of time. If any piece of your collection is lost or destroyed, a replacement will appear in your Warehouse the next day.

Sentient Recharge Pod (100 CP - Free for Sentients): As Sentients must recharge themselves in order to keep their brain working, almost every structure or vehicle made by them can serve as power suppliers, but, as most of their technology is currently abandoned since centuries ago, you might have some difficulties on finding a reliable power source to recharge you if you're a Sentient yourself (or your Sentient allies if you aren't one of them).
Fortunately, you acquired a chamber, eerily similar to the Re-Spawn Chambers, developed specifically to serve as a recharge station for any Sentient. It can be easily connected to any power sources you have access to (mainly those that you have purchased in other jumps, regardless if they're technological or more esoteric in nature), converting basically any form of energy into the one required by the Sentients. If lost or destroyed, you receive a new recharge chamber the next week.

The Hot Wheels (200 CP): No, this item has no relation with the Hot Wheels Testing Center where Tezz will eventually begin to work with experimental vehicles. You're now the legitimate owner of the Hot Wheels IP in-jump. While Mattel (or whatever corporation originally would own it in whatever world you're in) will be the one responsible for taking care of the franchise by default, you'll still receive your rightful part of the income as the owner of the IP and you can even commission specific games, series, scale model cars, and other toys, including those based on your rides. Of course, unlike most items, the Hot Wheels IP won't follow you to other worlds, so you'll only be able to benefit from this item in worlds where the brand already exists.

Experimental Superweapon (400 CP): After Krytus returned, Sage developed an experimental prototype that was fueled with an unstable, highly explosive crystal. Her intention with it wasn't to create a superweapon but to use the prototype to charge the Binary Fusion Pod in order to increase the Battle Force 5's combat power as a response to the threat of the Red Sentients. However, Sage wasn't sure it would actually be successful and apparently there were real chances of the prototype ending up becoming a weapon of mass destruction capable of "making a really big hole in the planet" (that was probably an exaggeration).
What you receive by taking this item isn't the untested experimental charger, but a version of it that was repurposed to be an actual superweapon. As a weapon, the prototype is essentially a bomb, capable of detonating with a force comparable to humankind's strongest nuclear bombs but without leaving any nuclear fallout behind. You receive one of these prototypes, ready to be activated through a remote control with planetary range, and, if used or somehow lost/destroyed, you receive a new one at the start of each jump, or after 10 years, whichever comes sooner.



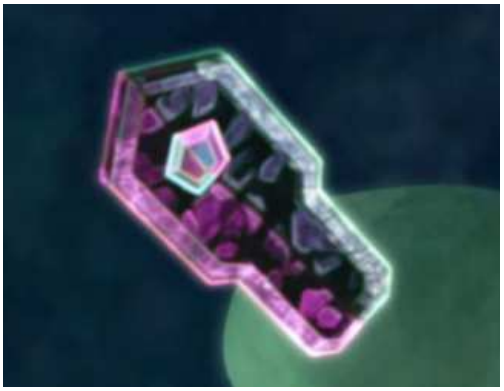
Sark Factory (500 CP - Discounted for Sarks or with the Ancient Data Log item): The modern Sark were built by the Red Sentients hundreds of years ago, but the Red Sentients didn't create the first Sarks. The Sarks originally were created by the Karmordials or another primordial race eons ago, as their existence predates Sentient writing itself. There are still some lost, but still functional, Sark factories from that era scattered throughout the Multiverse and you, my friend, managed to find and reprogram one of such factories to obey you.
Be it located in some planet (or Battle Zone) of your choice or merged with one of your other properties, your Sark Factory is essentially a large city-sized factory, whose main purpose is the mass production and upgrading of Sark robots, with its complex being filled with buildings and structures of varying purposes. Its giant production line is able to process raw materials into components and assemble over two thousands basic Sark drones with their characteristic vehicles in a few minutes. The factory can also be used to build any kind of machine of similar technological level as the Sarks as long as you upload the needed blueprints to its central system and it has access to the needed materials. It can also modify its own production line.

Furthermore, the factory complex is protected by a simple defense system, consisting of several laser turrets, explosives, and a small squad of yellow, flying, old Sarks. As you have full control over the factory, this system will never be triggered by you or your allies, with you having the authority to upgrade it, like modifying the factory's cams to automatically recognize threats (instead of waiting for them to trigger some pressure plate) or producing more security drones for example.

In the right (or wrong) hands, this factory at its full capacity can allow one to conquer the entire Multiverse, but it's clear that this place is due for an upgrade after all those eons of inactivity. While it has enough stored materials to produce legions of Sark drones, it doesn't have the means to acquire more materials by itself and it can't produce more advanced technology like Sentient technology. Its processor's cooling system is also considerably vulnerable. Fortunately, this factory will retain any modifications done to it, following you along your Chain and appearing in any place of your choice in future jumps.

Traveler Items:

Rock Scythe (100 CP): While you were exploring some desert Battle Zone, you ended up finding a stone scythe that once belonged to a member of Rawkus' species and had powers similar to his own. While it's unknown why Cosmic Golem lost his signature weapon, what is known is that this scythe and its power now belongs to you (or anyone that you allow to wield it). By infusing any form of esoteric energy on it, the wielder is able to utilize geokinesis, allowing them to levitate and manipulate rocks, but keep in mind that greater feats consume proportionally more energy and it can't lift any rock that is heavier than its wielder.
However, as it has no innate power source other than the energy infused by its wielder, this scythe is nothing more than a very durable, unsharpened scythe in the hands of a regular human with no special powers. Fortunately, while Rawkus and his fellow Cosmic Golem might become suspicious about why you possess such a weapon, that's not sufficient reason to make you a target for them.



Universal Battle Key (200 CP): The greatest treasure that can be found in the Battle Zones are the Battle Keys, coveted by both Sarks and Vandals, even more than all the natural resources one could get access to in said zones. The Battle Keys are devices created by the Sentients to open and close the portals to the zones, with each Battle Key having been programmed with the coordinates of a specific zone.
Apparently, while the Battle Keys can be reprogrammed with new coordinates, the Sentients also created a special Battle Key in addition to the regular ones, meant to make it easier to travel between dimensions. You receive a special Battle Key, capable of temporarily opening portals to anywhere as long as you have the coordinates to the destination, be it another planet or dimension. It comes with an built-in interface to allow you to alter its destination even without technopathy or some other Sentient technology. As an added bonus, it already comes with the coordinates of all dimensions you have access to and it can also save the coordinates of its current location to add to its internal library. If lost or destroyed, you'll receive a replacement Battle Key the next month.

Unstable Battle Key (400 CP): While you were exploring some abandoned Battle Zone, you ended up discovering an ancient Battle Key, which became unstable and glitching from the damage it suffered but still has data related to the creation of the Multiverse, more specifically about the creation of Battle Zones. Despite its damaged state, this key is functional but it isn't bound to a specific zone. Instead, once a week, you'll be able to use the key to temporarily access a random Battle Zone, either an existing one in this setting or a completely new one that will be created by the key itself.

The new Battle Zones created by this Battle Key will always be small planets located in a pocket dimension, but their structure, resources, dangers, and other features will be a reflection of the setting you are in currently. Regardless of the exact nature of each zone, there will be no intelligent lifeforms and there's the guarantee that its environment will always be at least survivable for you, because I don't think you want to die immediately after entering one of such zones.
For example, if you're in the Jujutsu Kaisen universe, a possible Battle Zone is a zone where Cursed Energy naturally fills its atmosphere and passively generates Cursed Spirits while another possible zone is one with mountains literally made of high quality mul. Furthermore, regardless if it's a new zone or a preexisting one, the portal will remain up for just an hour, as, after this time, everyone inside the zone will be ejected and teleported back, with the new ones literally vanishing back into nothing due to their unstable nature.
Lastly, if lost or destroyed, you'll receive a replacement Battle Key the next month.

Meta Key (600 CP): At the end of the war between the Sentients and the Karmordials countless years ago, Helixion used a legendary artifact known as the Meta Key to seal the Primordiverse from the Multiverse by locking the main portal that connected them. The original Meta Key was launched into the unknown and it's currently disappeared, but, somehow, you managed to put your hands in a slightly modified version of it.
Similarly to the original Meta Key, while it doesn't actually seal entire dimensions, yours can be used to seal any interdimensional portal you throw it on, regardless of the portal's nature, causing a giant gate-like structure (or similar structure depending on the portal's shape, size, and/or position) to form around it. This gate is nigh indestructible, to the point it could endure universe-destroying explosions unscathed, with the only way to open it being to use or destroy the Meta Key. Additionally, the gate created by your Meta Key won't be affected by dark matter like the original was. Furthermore, as a bonus, you can keep up to ten portals sealed this way at once using your Meta Key.
Lastly, if lost or destroyed, you'll receive a new Meta Key at the start of your next jump or after a decade, whichever comes sooner.

Defender Items:

Shocksuit (100 CP): If you want to pilot a state-of-the-art weaponized vehicle and battle using it, you'll need to ensure you'll survive the dangers that come with this, even more so if you don't have an enhanced physical condition. Fortunately, you have received your own Shocksuit of a color of your choice, a high-impact G-force resistant Battle Suit worn by all members of Battle Force 5. This suit protects its wearer from impacts that would normally be considered fatal or life-threatening to a normal human. It also protects them from hostile temperatures, allowing a human to survive temperatures of -50 °C for a few minutes. As an added bonus, your suit also comes with a special pair of sunglasses (or helmet if you prefer) that can be used as a high-tech binocular.



Sentient Chip (200 CP): You receive your own Sentient Chip, a self-contained power cell (with an energy output comparable to a miniature cold fusion unit) capable of keeping even the state-of-the-art weaponized vehicles used by Battle Force 5 and the Sentients active and running at full capacity for an indefinite period of time. Furthermore, the chip also contains blueprints to upgrade vehicles when used together with a nanotech assembler or similar machine, being capable of analyzing you and customizing the capabilities of a vehicle to your personality and abilities. As added bonuses, you're free to choose the color of your chip (preferentially the same as your **Shocksuit** if you have one) and it's fully disconnected from those used by Battle Force 5, so yours won't be counted towards the limit of only five chips working simultaneously in a Battle Zone.

The Hub (400 CP): If you want to have a secret team of heroes to protect Earth, it's a good idea to have your own secret headquarters and, fortunately for you, you have one now. You're now the proud owner of your secret underground base on par with the Hub itself, built using Sentient-based nano-technology and located beneath a mundane garage located in some location of your choice (or integrated with the lower level of any property you might have if you prefer).
In addition to several rooms that can be used for whatever purposes you want to, it also comes with several highly advanced devices, not limited to but including, a quantum computer, a nanotech assembler (the machine that was used to build BF5's vehicles with its tendril-like cables), and a cold fusion unit that is the power source of the entire base. Lastly, the base also has a huge system of underground, hidden tunnels located in the surrounding area of the base, which can be used to quickly travel to outside, like how the Hub has tunnels that lead to the desert.



The Fuser (600 CP): As a response to the threat of the Red Sentients, Sage will develop the Binary Fusion Pod, better known as the Fuser, in order to increase the BF5's combat power. Through a portal-like vortex created by it, the Fuser allows two drives to combine their vehicles by merging their molecular structure, resulting in a hybrid with added capabilities and exponentially greater attack power. It can essentially combine any two vehicles, as long as they can enter in the vortex (regardless of size difference, like a tank and a motorcycle for example) and have around the same technology level. Alternatively, it's also possible to use it to combine a larger vehicle (like a Mobias Command Center) with a smaller vehicle (like Tangler) as long as the entire fusion vortex fits inside the former.

The Fuser she'll create will be a highly unstable prototype, having a dangerous nature that is very prone to several different errors and whose effect lasts only for a short time, but, by taking this item, you'll receive a Fuser that was perfected. Unlike Sage's prototype, your Fuser can fuse any two vehicles, regardless of their technological level, and the resulting hybrids last for up to an hour without any problem related to instability. Additionally, while BF5's Fusers seem to be consumed after usage, yours is reusable, taking around a few hours to automatically recharge.

Furthermore, it won't have any malfunction, like random durations that could cause hybrids to unfuse after less than a minute, permanent fusions due to lightning bolts, mind swapping, or teleporting the two vehicles to the Shadow Zone due to antimatter interference. Lastly, if lost or destroyed, you'll receive a new Fuser the next month.



Scientist Items:

Data Log (100 CP): When the Blue Sentient Planet was taken over by the Vandals, the Council of Five protected their race's collective knowledge by downloading it into dodecahedron-shaped, hand-sized Data Logs and scattering them all around the Multiverse. What you receive by purchasing isn't those Data Logs, but an empty Data Log that you can use for whatever you want. A Data Log is an extremely advanced data storage device, far surpassing any human-made data storage in both performance and storage capacity, possibly being able to store hundreds of Terabytes worth of data for billions of years without degradation. As an added bonus, you also receive the needed blueprints to build more of them as long as you have the right materials and equipment.

Gauntlets of the Master of All Things Electromagnetic (200 CP): You receive a set of the same electromagnetic gloves made by Tezz, more precisely his gloves after their upgrade using Sentient technology, which are able to manipulate the electromagnetic spectrum, like by generating a micro magnetic multi-directional field to telekinetically move objects and shooting fairly strong lightning bolts. The gloves don't have their own power source, but they're made in a way that makes it easy to connect it to any battery or power source you have purchased here or in other docs.



Mobias Command Center (400 CP): You really hit the jackpot as you managed to acquire and fully repair one of the last remaining Mobias Command Centers (also simply called "Mobi") that were abandoned by the Sentients around the Multiverse. A Mobi is essentially a giant all-purpose vehicle that serves as a mobile base, a mobile repair station, a war machine, a storehouse of knowledge, and even a power source (possibly due to a built-in cold fusion reactor that can be used to recharge Sentients and power their technology).
Your Mobi also comes with a cloaking device and a self-destruction mechanism that can be activated only by you in person, as well as an Onslaught Mode that activates several missile turrets. It also has an emergency escape function, which, when activated, teleports it and any nearby vehicle to another random dimension (like a Battle Zone) within its range.

Originally, a Mobi uses an encrypted ignition code to start, but yours have been upgraded to only respond to you, your Companions, and any other person you allow to. Finally, by default, you'll receive the Blue Sentient version of the Mobias Command Center, but, if you prefer, you can instead receive the Red Sentient version. Lastly, if lost or destroyed, you'll receive a replacement the next year.

Ancient Data Log (600 CP): My friend, you managed to put your hands in an invaluable treasure which many would think was just a myth, that is, if they even had any idea of its existence at all. What you acquired is a green Data Log, whose existence predates the Multiverse itself. Unlike any other Data Log that was made by the Sentients, this Data Log was made by Karmordial and contains their complete technology databases, containing the blueprints and all the related knowledge about each piece of technology and information ever developed by them. This includes technology like the Dark Matter Bomb, the (fake) Alpha Code, the original Sarks, and, more importantly, even the Sentients themselves, so, as long as you have access to all the needed resources and equipment, you'll be able to replicate all of them.

Conqueror Items:

Loyal Servants (100 CP): No one is an island and even the mightiest conquerors need allies and servants to maintain a strong leadership, even if said servants aren't that … competent. You have a small squad of around five individuals of the same species as you, with them being entirely loyal to you and counting as your followers. Despite their loyalty and the fact they're still somewhat good drivers/fighters, they aren't that bright or that powerful. For example, if you're a Sark, you could have a squad of Zug-like Sarks that are as "smart" as Zug himself or a squad of simple Sark drones that are actually smart. Either way, they're what one could call "cannon fodder", but they can still be good company when they aren't following your orders.

Hadron Crystal Reserves (200 CP): Either you've looted this from one of the ruins left behind by Sentients or have directly extracted it from an abandoned Battle Zone, you've managed to put your hands on a reserve containing around 10 tons of pure Hadron Crystals. These crystals are the solidified form of a special type of energy known as Hadron Energy, serving as the primary resource used to build and power the technology of the Sentients, such as the Battle Keys, the Fuser, and probably the Sentient Chips. Optionally, this reserve may also include a car-sized chunk of the green Hadron Crystals, a floating highly volatile variant of the regular blue crystal that violently explodes if it's hit with sufficient force.
This reserve will be stored in your Warehouse by default and it'll be restocked yearly.

Personal Battle Zone (400 CP): You receive your own Battle Zone that you can open portals to at will. This Battle Zone is a perfect replica of one of the existing zones, with the same resources and dangers (including any alien buildings they might have), but being disconnected from the Multiverse and located in a pocket dimension instead. Regardless of which Battle Zone you choose, your Battle Zone will be an entire planet and you'll be free to do whatever you want with it, like extracting its natural resources, building anything you want, and testing dangerous technologies. If somehow completely destroyed, this Battle Zone will be recovered at the beginning of your next jump or after two millennia, whichever comes sooner.





Resurrection Chamber (600 CP): It's physically impossible to destroy energy, as only its form can be changed, with this energy also including the life force possessed by the Sentients. Considering this fact, Krytus once experimented with resurrection technology but even Sage thought it was a symptom of his madness, that is, until he actually managed to make it work by creating the Re-Spawn Chambers.

The Re-Spawn Chambers are coffin-like chambers capable of absorbing the life-force/soul of a Red Sentient after the destruction of their shell to then slowly rebuild their physical body over the course of a few hours. After this time, the Sentient will return to life in pristine state, with their energy fully restored.
This is how Krytus and his crew manage to cheat death, as each existing Re-Spawn Chamber is synchronized to a specific Red Sentient and can only be used by them.

What you receive by taking this item isn't the regular Re-Spawn Chamber, but an upgraded version of it synchronized to you. In the case of your death, even if you're not a Sentient yourself, this special Resurrection Chamber will capture your soul in order to rebuild your body and revive you in a pristine state, healing all of your physical/mental wounds, as many times as needed. It'll resize itself in order to fit your current size and it has virtually unlimited energy for this purpose.

However, similarly to the Red Sentient 5's chambers, yours also have a few limitations. First of all, it'll only work within a limited range, as it's only able to catch your soul if you're on the same planet and dimension as it (as Vector Translators won't work with this chamber). Second, even if this chamber can regenerate your body no matter what you're made of, it'll always take at least a few hours before finishing the reconstruction process, so you'll be vulnerable during this time. Last but not least, this chamber doesn't heal any spiritual damage you suffered to the point it won't be able to resurrect you if your soul is too damaged.

Finally, if it's somehow lost or destroyed, you'll receive a replacement at the start of the next jump or after a decade, whichever comes sooner.

-Vehicle Customization-

In this section, you can customize any vehicles you've purchased before. You must choose a single size class (and model) and you can purchase any number of special features, even multiple of the same features to have different versions of them.

Size Class:

Small (Free): Your vehicle is a small model, such as a two-wheeled motorcycle like the Chopper or a monowheel like Vyrilex. What your vehicle lacks in durability and sheer power, it makes up for its amazing maneuverability and speed. Other possible examples of models of vehicles in this size class are a smaller quad bike or even a jet ski if you really want it for some reason.





Medium (Free): Your vehicle is a medium model, such as a car like the Saber and the Reverb or an all-terrain vehicle like the Tangler. Your vehicle has a more balanced build compared to the other sizes, being akin to a jack-of-all-trades in terms of power and agility.

Large (50 CP): Your vehicle is a large model, such as a truck like the GearSlammer or a literal tank like the Buster and the Synataur. What your vehicle lacks in speed and maneuverability, it makes up for its impressive durability and sheer power. Other possible examples of models of vehicles in this size class are monster trucks or even a train if you really want it for some reason.





Giant (200 CP): Your vehicle is far bigger than any conventional human-based vehicle. At this point, your vehicle is more a mobile base than anything else, in a way similar to the Mobias Command Center. Of course, your vehicle is incredibly slow, but its power and durability is unmatched, in addition to all the possibilities that such a mobile base can bring to you.

Special Features:

Aesthetic (Free for Everyone): By taking this option, you'll be able to freely customize the cosmetic aspect and style of your vehicle, as long as such traits don't bring any actual benefit other than cosmetic ones. Maybe you prefer the technologically advanced appearance of the vehicles used by the Sentients or by the BF5, the futuristic style of the Sarks' vehicles, the classic style of Earth's cars, or even the primitive and savage appearance of the Vandals' vehicles. Regardless of your vehicle's looks, it'll still be more or less on par with the Sentient-based vehicles, so feel free to ride a primitive chariot that can still compete with state-of-the-art weaponized vehicles.

Import Option (200 CP): If you already have another vehicle from another setting, you can purchase this option in order to import it as the vehicle you're currently making in this section, allowing you to customize it instead of creating an entirely new vehicle. Alternatively, instead of simply upgrading the imported vehicle with new features, you can instead grant it an Alt-form. If you picked a different size class than it was originally, it's up to you to decide how it will affect its original form.

Magnetic Grappler (Free for Everyone/100 CP): Apparently, one of the most common features that basically every single vehicle that isn't from Earth seems to have. Your vehicle possesses the ability to release a harmless electric bolt to attract and attach small metallic objects on it through magnetism (like Battle Keys), as well as release them at considerable speeds if needed by inverting the magnetic polarity. All vehicles receive this for free, but, for an extra 100 CP, the strength of this magnetic grappler is increased, allowing it to manipulate considerably heavier objects, including beings whose body is somewhat magnetic like a Sark or a Sentient.

Com-Link System (50 CP): Another basic feature possessed by all the BF5's vehicles, but that isn't that technologically advanced. Your vehicle has its own communication system through radio waves, capable of sending audio or other types of data to any other similar communicator in the same channel. While it has a very considerable range of a few kilometers despite using regular radio waves, it can still be affected by noise or even be blocked due to electromagnetic interference.

Secondary Driver (50 CP - Incompatible with Small size): Some vehicles are too big or have too many features that a single individual can't properly use them at their fullest potential without some help. If this is the case of your vehicle, then this is the option for you. By taking this feature, your vehicle will have a seat and controllers for a second driver (or a third if you purchase this a second time) that will have control over some or all the features and capabilities of your direction. For example, the main driver could focus on steering while the second driver could control the vehicle's weapon system or even take the wheel if needed.

Onboard Computer (100 CP): Your vehicle comes with an onboard computer installed on it, meant to keep track of its current status and control its features, as well as having the capacity of translating codes your vehicle receives/detects through its sensors or communication systems, like Morse and Binary Codes. It doesn't come with any built-in AI. As an added bonus, this computer is incredibly difficult to be hacked even by the most powerful/intelligent Sentients.

Thermal Resistance (100 CP): Fiery volcanoes and frozen deserts are two examples of environments with extreme climates one could find while exploring the Multiverse. Fortunately, with this in mind, your vehicle has been upgraded in order to be ready to face both situations. Your vehicle has resistance against both extreme heat and cold, being able to easily endure temperatures colder than -50° C while keeping you protected and comfortable inside it for example. This also grants it a greater resistance against fire attacks. As a last bonus, your vehicle's tires also have access to a molecular bonding mode that increases traction to prevent slipping on ice.

Submersible Technology (100 CP): In order to go to missions in underwater environments, your vehicle was upgraded using the latest Sentient Submersible Technology, allowing your vehicle to operate underwater as if it was an amphibious vehicle. In addition to being able to endure the pressure of the deep ocean and having an oxygen supply of at least an hour (or considerably longer than this for a giant vehicle), your vehicle will be able to actually move in the water or use inflatable floats to quickly get back to the surface. Of course, as your vehicle is originally meant to be a land vehicle, its capabilities and attributes will be severely reduced while underwater. Furthermore, you don't need to worry about the recoil of your vehicle's own weapons damaging its watertight seal.
Alternatively, by sacrificing its land capabilities to turn it into an actual underwater or aquatic vehicle (like a submarine or at least a boat), its capabilities and features will be fully adapted to work while underwater and thus won't be weakened.

Grappling Hook (100 CP): In a way similar to Agura's Tangler, your vehicle has a hook on its front that, when used, fires a chain that latches to a surface or target and pulls the vehicle towards or the target towards the vehicle. It's up to you to choose what the end of the chain will be, be it a claw-like end, a net or even a harpoon.

Melee Weaponry (100 CP): You can't have a proper weaponized vehicle if it doesn't have any actual weapons. Your vehicle has been equipped with some type of melee weaponry of your preference, such as giant blades, saws, wheels that turn into claws, drills, small blades on its rear wheels, spikes, among many other possibilities. Optionally, these melee weapons may stay hidden inside the vehicle or can be retracted and extended only when needed like how the Saber's chainsaw is hidden beneath its hood or how the Sarks' Zentners' giant laser blade only appears when the driver ignites them.

+Digging Capacity (50 CP - Requires Melee Weaponry): This essentially adds a new direction for your vehicle to move. By sacrificing some of the combat effectiveness of your vehicle's melee weapons, it gains the ability to dig and move underground or through walls. The way how it is done varies according to which weapon will be used as the basis for this ability, but keep in mind that it must be a weapon that makes sense for this. The most basic example would be a large drill at the front of the vehicle but it could also be something akin to Kytren's Vylirex that uses the weaponized monowheel of his vehicle to drive into the ground. Unfortunately, this feature only doesn't give your vehicle the ability to navigate underground, so it's a good idea to acquire some other more advanced sensors like a sonar if you properly move underground.

+False Ranged Weaponry (100 CP - Requires Melee Weaponry): What's the advantage of having large blades at the front of your vehicle if you can't catch up to your enemies? At least you found a way to overcome this, as your vehicle can now fire its melee weapon as projectiles and then manifests them again at the cost of some energy, in the same way as Krytus' Syfurious can fire its crystal blades. Of course, the effectiveness of this attack varies according to the nature of the weapon that was chosen for this feature, as firing off a blade will be more effective that firing off a chainsaw.

Sonar System (200 CP): Your vehicle has been upgraded with sound-based utility functions, similar to Reverb's. It gained the ability to fire sonic pulses of varying frequencies and intensities (as long as it's harmless) from loudspeakers at the rear, sides, and below it, allowing your vehicle to use a sonar-like system to echo-map the surrounding area (or even working as a true sonar while underwater). This can also be used to mimic various sounds. It also has an enhanced audio detector, capable of detecting faint noises and transcribing it if your vehicle also has an **Onboard Computer**. Lastly, your vehicle also has a great audio system, having subwoofers that could make you pretty popular in the right parties.

+Sound Weaponry (100 CP - Requires Sonar System): Your vehicle's sound-based capabilities have been further upgraded, increasing the intensity and frequencies of its sonic pulses to weaponize them. Either from the loudspeakers around the car or from specialized cannons like the Reverb's cannons, your vehicle can fire destructive sound blasts whose recoil can be used for movement. The frequencies of these sound blasts can also be increased to a point where they can be dangerous.

Alpha Hunter (200 CP): Your vehicle is surely worthy of a true hunter/huntress, at least, for this setting's standards. Your vehicle comes with a series of advanced sensors (like infrared detectors, motion detectors, and other energy sensors), all of them being extremely accurate and having a range of a few kilometers, surpassing even the range and precision of the aforementioned **Sonar System**. These sensors are even better when it comes to locating any active Sentient within their effective range, after all, they were developed to hunt them.

Missile System (200 CP): In the same way as the Mobi's Onslaught Mode, your vehicle possesses several missile turrets (or other similar type of explosive projectile if you prefer), capable of causing considerable damage even to the armor of a tank like the Buster. The number of turrets increases with the size of the vehicle and, as you might not have the means to replace its ammunition, the missiles (or other explosives) will be automatically replenished weekly.

Vehicle Materialization (200 CP): It might be a bit problematic having to transport your vehicle around, but this isn't a problem for you. Your vehicle was further upgraded using Sentient-based nano-technology, allowing it to be disassembled into a mix of nanomachines and energy and then be stored in a small chip (or similarly small trinket of your preference). Your vehicle can stay stored this way for an indefinite period of time and you can reform it at will, at the cost of draining the vehicle's energy supply or yours. Alternatively, if you're a Sentient yourself, then instead of storing your vehicle in an external container, you can store it within your own body in the same way as the members of the Red Sentient 5 do.

Flight Capacity (200 CP): Be it through propellers, turbines, rocket engines, or even high-tech repulsors, your vehicle is able to achieve some limited flight as if it were an aerial vehicle. Of course, as your vehicle is originally meant to be a land vehicle, its capabilities and attributes will be severely reduced while mid-air and it'll need some preparation in order to fly (especially if it's a giant vehicle, as it'll need to gain a very high speed before achieving flight). Additionally, the same adaptation that allows your vehicle to fly also allows it to hover/glide.
Alternatively, by sacrificing its land capabilities to turn it into an actual aerial vehicle (like a jet or a helicopter), its capabilities and features will be fully adapted to fly and thus won't be weakened, allowing it to have full speed while mid-air for example.

Cloaking Device (200 CP): Your vehicle has a built-in cloaking device, capable of making it perfectly invisible by (probably) bending light around it for as long as it has remaining energy. Despite this invisibility being effective within the visible spectrum, it doesn't hide it from other types of sensors like sonar or precise infrared detectors. Furthermore, keeping this device active is energy intensive, so, if your vehicle's energy supply is low, the invisibility will shut down if any other of its function is used. Lastly, if your vehicle moves too fast while it's invisible, there is no guarantee that its invisibility won't "glitch", displaying some blueish light distortion around it and thus revealing its location.

Emergency Escape Function (200 CP): If a Mobias Command Center is under severe threat, it'll attempt to escape by changing zones, shifting the surrounding area to another random Battle Zone. Your vehicle has been installed with this same emergency feature, allowing it to autonomously escape to another (accessible) random dimension/planet within the local multiverse. It consumes a considerable

amount of energy but it causes less damage on Sentients than a regular Stormshock.

+Interdimensional Travel Function (300 CP - Requires Emergency Escape Function): An **Emergency Escape Function** is useful but the fact that the destination is always random is problematic. Fortunately, the function that allows your vehicle to travel to other dimensions was modified and upgraded in order to allow controlled interdimensional travelling. Your vehicle has the ability to open portals to any dimension it has the coordinates to, almost as if it had a built-in Battle Key. Additionally, if your vehicle has an **Onboard Computer**, it can automatically save the coordinates of its current location/dimension. However, controlled portals consume even more energy than the random teleports, as well as causing the same effects in the Sentients as the Storm Shocks.

Antimatter Containment Unit (200 CP/400 CP): What made the Red Sentient 5 such problematic adversaries for Battle Force 5 was the fact that they could cheat death as their essences fled to Respawn Chambers every time they were killed. In order to defeat them once for all, the BF5 needed to find a way to track their chambers, so Sage created this device that was installed on your vehicle.
For 200 CP, this device is able to capture a Sentient's energy/essence that is released after their physical body is destroyed and keep it contained for approximately 18 minutes. Once the essence is captured, the unit can be used to track their Respawn chamber if they have one. Alternatively, for 400 CP instead, the device is upgraded to become able to capture any kind of soul instead of just the Sentients' essences, as well as being able to track any kind of phylactery bound to the captured soul.

Laser Weaponry (300 CP): Instead of using some kind of crude explosive, your vehicle utilizes a more refined type of weaponry, that is, energy lasers like the Penta Warriors' Syfurious. By default, your vehicle will have multiple energy cannons whose destructive power is compared to a **Missile System**, but without the restriction of having a physical ammunition. The energy beams can also be charged for a time in order to increase their power. Alternatively, your vehicle can have a single, more powerful cannon instead of multiple weapons around it.

Fiery Weaponry (300 CP): Did you steal the technology of the Red Sentients? Regardless if you did or not, your vehicle was upgraded to acquire the ability to shoot off projectiles made of pure fire (be them simple fire blasts, flame jets or even blazing wheels), capable of causing considerable damage to any vehicle without **Thermal Resistance**. Furthermore, these fire projectiles have a homing property, basically acting as if they were guided missiles after their set target. Don't ask me about the specifics of how this works.

Shadow Weaponry (500 CP - Discounted for Shadow Speeders): Missiles, laser beams, fire, all of the different weapons are feeble when compared to this Multiverse's most dangerous substance: Shadow Matter. By using an experimental device built using the power source taken from a Shadow Speeder's motorcycle, your vehicle is able to harness the power of this dangerous substance, being able to shoot blasts made of an impure variant of Shadow Matter in a similar way as those shadowy motorcycles. Thanks to the esoteric property of infecting regular matter and antimatter, these shadow blasts will infect any unprotected matter they touch.

Unlike the Shadow Speeders' attacks, anything affected by these blasts will be converted into an unstable variant of Shadow Matter that will just decay into nothing after a few seconds instead of starting a shadowy Grey Goo Scenario. This also prevents living beings hit by these blasts from becoming new Shadow Speeders. Fortunately, destroying a Red Sentient will still cause them to explode but won't destroy the Multiverse (that is, if you don't destroy them while inside the Shadow Zone).

Lastly, keep in mind that it's possible for the effect of Shadow Matter to be resisted or even nullified, like how Rawkus is completely immune and can stay in the Shadow Zone for as long as he wants, but not even the highly advanced Sentients know how to protect their technology from this esoteric effect.

-Companions-

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

Blue/Red Counterpart (100 CP - Exclusive for Blue and Red Sentients): Normally, as you're paying a special price, you wouldn't have a twin sibling that serves as your counterpart if you're a Sentient, but, by taking this option, this will be different. This individual is your twin brother/sister, being a Blue Sentient if you're a Red Sentient or a Red Sentient if you're a Blue Sentient instead, as well as having a personality that is effectively opposite to yours. For example, Sol is wise and polite while his twin brother Kytren is savage and aggressive. However, in a surprising twist, it's granted that you'll still have a good relationship with your twin unlike what happens with most Sentients, with them sharing the same morality as you. Furthermore, you'll also have a psychic link with your twin, allowing you two to sense each other's thoughts and detect your location even across dimensions, but they won't be able to control your mind using this link like how Krytus temporarily managed to control Sage.
Lastly, if you've purchased **The Hybrid One** perk, your twin sibling will instead be a Hybrid Sentient just like you, thus their personality doesn't need to be completely opposite to yours. You'll also have the ability to fuse with your own twin in the same way as Helixion can fuse with his brothers.

-Special Companions-

Some of the canon characters are special, some of them being worthy of more than just 50 CP or maybe having their own special traits or requirements. These companions follow the same rules of the ones from the purchase of **Canon Companions**.



Sage (200 CP): The legendary Blue Sentient herself, Sage is the twin sister of Krytus and a special case even among her fellow Sentients for multiple reasons. During the Sentient War, she was the apprentice of one of the members of the Council of Five, the Blue Sentients' their governing body, and a leader among her race despite not officially being a member of the council.
However, after the truce between the Blue and the Red Sentients was broken by Krytus, she did her most impressive accomplishment, that is, freezing nearly all the Red Sentients into stasis using the Double-Helix Crystals. Afterwards this, the Blue Sentients decided to go into stasis of their own volition, so, in order to ensure their eventual return, they uploaded all of their minds and souls inside Sage's mind and added a mental lock on her to prevent her from remembering this and accidentally releasing all of them prematurely before their shells were reunited.
Unfortunately, Sage was forced to flee due to the invasion of the Vandals, travelling from Battle Zone to Battle Zone to stay safe. The negative effects that the Sentients suffer combined with the mental seal caused her memories to be eroded, making her forget most of her life but not preventing her from protecting the Multiverse, as she'll eventually join forces with six humans to form the Battle Force 5.
If you manage to help Sage fully recover her memories (and preferentially restore the Blue Sentients), you'll be able to take her as a Companion, with the added bonus of her becoming immune to the negative effects of interdimensional travelling and being fully recovered from any lasting sequelae she suffered due to going through multiple Storm Shocks.



Battle Force 5 (300 CP): As a response to the threats of the Vandals and the Sarks that planned to acquire the Battle Keys and use their collective power to open portals to other worlds, Sage recruited six talented individuals and assembled a racing team equipped with state-of-the-art weaponized vehicles: the Battle Force 5. By taking this option, you'll not only have the chance to join BF5 if you haven't already, but you'll also be able to take all of the members of the group (including Tezz and A.J.) that are still alive by the end of your stay here along you in your Chain, with all of them becoming your Companions. The only member of the BF5 that is an exception to this is Sage herself as you can't take your Companion with this option, because she's special. In future jumps, the members of Battle Force 5 can be imported as individual Companions each or even imported collectively as a group, with them taking a single Companion Slot instead. As an added bonus, their vehicles become fiat-backed.



Red Sentient 5 (300 CP): The Red Sentient 5 is Krytus' personal elite team, being composed of some of his kind's strongest warriors and most skilled drivers: Kyrosys, Krylox, Kytren, Kyburi, and, of course, Krytus himself. Unlike the rest of the Red Sentient population, they were off-planet when Sage froze the Red Sentients using the Double-Helix Crystals, but this didn't mean they managed to escape unharmed. After that incident, Krytus tried to attack Sage but was killed by Rawkus and later the team was imprisoned by Zemerik in different Battle Zones.

By taking this option, you'll not only have the chance to join the Red Sentient 5 once they return, regardless if you're a Red Sentient yourself or not, but you'll also be able to take all of the members of the group that are still alive (and free) by the end of your stay here along you in your Chain, with all of them becoming your Companions. In future jumps, the members of the Red Sentient 5 can be imported as individual Companions each or even imported collectively as a group, with them taking a single Companion Slot instead.

Lastly, it would be easier to redeem them now that you're one of them if you want to, but I doubt you'll be able to do this without some out-of-jump perk to help you in this task. After all, it's literally way easier to convince the rest of the Red Sentient population that was frozen for centuries to make peace with the Blue Sentients than changing the minds of the Red Sentient 5.

-OC Companions-

None of the following Companions exist in this jump unless taken here.

Small Menace (100 CP): In general, the Vandals are driven by aggression and value strength above all else, depreciating all those they consider weaklings, but, as they're essentially a collection of multiple species of anthropomorphic animals, not all of them are lucky to be born with a monstrous physical condition.
One of such unlucky Vandals is an anthropomorphic hamster, being barely half a meter tall despite being extremely muscular, having sharp claws and a gorgeous long hair. Like any other hamster-like Vandal, he suffered prejudice from his fellow Vandals and was treated as an inferior being due to his poor physical condition. Due to his stoic and laidback personality, he didn't let the Vandals' behavior to affect him as he spent several training as hard as possible, giving him a physique and fighting prowess comparable to the likes of Captain Kalus despite his small height.
Thanks to several victories in combat and his reputation as a silent warrior who fights for fun, he earned considerable respect from the rest of the Vandals, but he grew bored of them. After meeting you, he decided it would be more entertaining for him to accompany you.

Queen of the Racing Sarks (200 CP): In the past, during the brief period of peace after the Sentient War and before Krytus's rebellion, the twin races of Sentients used to settle conflicts in gladiatorial games disputed by their champions. After a victory of the Blue Sentients in the arena, a group of Red Sentients secretly decided to repurpose a battalion of Sarks that would originally serve as soldiers to instead act as their champions in future games.
These green "Racing Sarks" were extremely skilled drivers and warriors, far surpassing the modern Blue Sarks, but their programmation had a fatal flaw. While the Blue Sarks under the command of Zemerik have logic and conquest as their driving forces, the Racing Sarks were obsessed with winning, whatever it takes. This became a serious problem as the Sarks started to disobey orders and go against their creators, so that group disassembled most of them and abandoned the rest on a random planet they found centuries ago, with this planet being Earth.

On Earth, the Racing Sarks had no purpose as almost every one of them was a drone that only followed orders, but one of them was special. This special Sark was their general, the only one among them who managed to develop free will by herself but that also ended up developing a lust for vengeance and a hatred of all organic life (and of Sentients). Thanks to her ability to take on a beautiful, white-haired human disguise form, she infiltrated human society and managed to found her own multinational technology corporation, with the goal of finding a way to get access to her creators' Battle Zones and their advanced technology in order to win against humankind (read it as killing all humans).

For some reason, she became quite fixated on you, even if you're a flesh being yourself, and decided to accompany you in your Chain, with her squads of Racing Sarks and her corporation following her to other worlds. You'll also have the chance of helping her overcome centuries of deep rooted hatred born from being abandoned by her creators and her programmed obsession with winning.



Traitor Blue Sentient (200 CP): For eons, she was a Blue Sentient general who served under the direct command of the Council of Five, known as an invaluable asset due to her legendary tactical skill, her military genius (considered genius even among her fellow Blue Sentients), and her capacity to follow and coordinate several battles at once.

The latter was thanks to the unique ability she was born with: the power to fracture her own mind, thus temporarily developing parallel minds with limited capacities inside her own brain in order to carry out several multiple thought processes at once. However, this power came with a serious price. The overuse of her parallel thinking slowly damaged her sanity, with she initially displaying a few signs of instability until it evolved into a personality change. This "rampancy" caused her to become power hungry and develop a contempt for her fellow Sentients, as well as causing her parallel thinking to evolve to the point she could use it without any worry of mental damage/contamination beyond what it had already caused on her.

Eventually, she finally betrayed the Sentients and tried to use a Karmordial-made weapon of mass destruction to ensure peace across the Multiverse by force, as believed she's the only one capable of making the Multiverse better. This failed as both Red and Blue Sentients temporarily allied forces to defeat and banish her into stasis to a frozen wasteland on a distant planet.

Somehow, you managed to find and rescue her from that frozen prison, with her deciding to accompany you both due to some degree of gratitude and due to seeing it as a chance of acquiring more power in the future. Fortunately for you, her worst negative personality traits seem to have calmed a bit due to all the years she was in stasis, so she won't betray you and doesn't hate the Sentients … too much.

Mutant Red Sentient (200 CP): During the brief period of peace between Red and Blue Sentients, a group of scientists united forces to develop and test a new type of microscopic machines that worked differently than the nanotech they've already mastered. Their goal was to find ways to upgrade the Sentients themselves, but the project ended in tragedy, as a massive explosion in their laboratory destroyed everything, with the only survivor being a young Red Sentient, the son of some of the scientists. Fortunately, the Sentients managed to prevent those "nanites" from spreading further, with the exception of a few dangerous cases, but the boy was amnesiac and forever mutated by the experiments and the incident.
For a long, long time, he wandered the Multiverse, trying to recover his memories and searching for the other mutants born from the massive explosion in order to cure them. When you found him and he decided to accompany you in your Chain, this overconfident, impulsive, rebellious, and still heroic Red Sentient had already recovered his memories and arguably completed his "hero's journey" by curing all other mutants with the exception of himself.
As a result of his mutation, in addition to an enhanced physical condition, he gained the ability to shape the nanomachines in his body into a variety of machinery based on the Sentient technology's blueprints he memorized, as well as having a far more powerful technopathy than any other Sentient.

Space Rock Goddess (200 CP): Having the appearance of a tall, stone golem with long white hair and traditional Japanese clothing, she's a powerful Cosmic Golem who used to be an agent of a higher order of beings in the same way as Rawkus. Many centuries ago, she was sent to Earth in order to investigate some dimensional abnormalities that were happening in Ancient Japan, but, while there, she got attached with one of the local kingdoms and became akin to a pacifist … until they tried to sacrifice her to prevent some war.
After this tragic event that ended up in several deaths, she lost all of her hope on humankind and decided to rule them with fist of iron (as she got very used to being worshiped as a goddess and enjoyed it despite her cold demeanor). Before she could expand her control beyond Japan, Rawkus finally intervened and sealed her into a giant stone-like vessel, where she stayed imprisoned for centuries until you found and released her.
As a Cosmic Golem, she's a physical powerhouse limited by her own Power Core Stone, with a few special abilities due to her former role. While she wasn't an Equalizer like Rawkus, she still kept some degree of space manipulation even after betraying the higher order, allowing her to open portals, fly at high speeds and generate fields of increased gravity. She also has the ability to shoot bone-like spikes from her body, strong enough to easily pierce the armor of a Mobias Command Center.

Primordial Scientist (200 CP): It wasn't every Karmordial that was banished to the Primodiverse and this is one of them. This giant Karmordial scientist has been wandering the Multiverse for eons with his mobile laboratory, preferring to stay away from the problems related to the rest of his species and the Sentients simply because he isn't interested in them. He doesn't even think of himself as a scientist but a craftsman instead, as he likes to build equipment, weapons and artifacts that are tailor made for specific people, taking immense pride in his creations as well as being quite the perfectionist.
Each one of his weapons are legendary treasures whose properties are almost magical despite being technological in nature, from a sword that could channel and amplify the electrical energy of a Sentient to release devastating blasts to a Shocksuit-like armor that alters its form to better protect its wearer for example. There are even theories he might have been the one who created the Meta Key that was used to seal the rest of the Karmordials. Regardless if this is true or not, this giant legendary craftsman considered you interesting and decided to accompany you in your Chain. Maybe he wants to find more interesting people to make weapons for them or wants to discover ways to upgrade his creations, as he isn't affected by the inability to evolve that plagues the Karmordials.

Pacifist Vandal (100 CP): The Vandals' culture values strength above all else while honour is basically a non-existent concept to them. Every Vandal grows up learning these same values and morals, but, despite this, a certain lion Vandal still turned out differently due to being raised by two outcasts (maybe a meerkat Vandal and warthog Vandal). If he were a human, he would be basically considered a true hippie, believing in peaceful talks over violent combat to solve conflicts.
He is even vegan! Of course, he isn't very popular in his home-world, but he still can kick ass, being a fighter on par with Captain Kalus himself. Say what you will, but even veggies are dangerous on Vandal. Furthermore, he's also knowledgeable about toxic and hostile plants, having almost a supernatural sixth sense when it comes to identifying how dangerous a plant can be.

Aspiring Sark Overlord (100 CP): It seems like Zemerik's control over his army wasn't as absolute as he thought it was. This story is relatively simple: a Sark drone one day gained self-awareness spontaneously, for apparently no reason other than some random error of their programming, and is now trying to find a personality style that fits him… her… them?… they'll sort that out later, but stays as her for most of the time. One thing she already decided is that they want to overthrow the current Sark administrators (read it as Zemerik and Zug) and rule all robots with an even more iron fist!!!… except she doesn't know how to be evil very well.
He acts like the typical overlord/conqueror, and even has potential to be a competent one due to her enhanced Sark physiology, but she's also rather pleasant after she's done with the scheming and grandiose acts. They could even pick up some hobbies if they pique his interest or curiosity, as she likes to experiment new things to mold her personality.

Ultimate Sentient Mechanic (200 CP): After Helixion left his four brothers behind in the Primordiverse, he was considered a coward and ended up being banished. Despite this, a radical group still believed that the Penta Warriors were a step to the next evolutionary stage of the Sentients and decided to secretly create a sixth Hybrid Sentient that would be even more perfect than Helixion and his brothers, being far more powerful than the sum of both halves. As a result, a true **Purple Sentient** was born, being the most perfect combination of the Blue and Red Sentients' energies, whose purpose would be to lead them and be the first of a new race of Sentients … that is, if that Purple Sentient hadn't simply decided to ignore his creators and do his own things instead.

This Purple Sentient wants nothing to do with war and just enjoys playing with cars… mechanically, not as a racer, as he's basically an interdimensional grease monkey. He even prefers to use his own two hands in his beloved engineering projects instead of telekinesis and technopathy, unless truly needed. As he grew as an outsider of the Sentient society, he grew to dislike both races. He gets rather dismissive of Blue Sentients, who he judges for their passiveness, and hates the red ones for personal reasons, to the point being more than happy to go wrench-out into a fight with any Red Sentient unless someone gives him a good enough reason to do otherwise.

Despite his relationship with fellow Sentients, he gets along well with other standard humanoids, especially fellow mechanics and gearheads, being happy to talk about machinery and projects. He particularly likes the cultures behind vehicle engineering, especially loving Earth's classic cars.
And yes, as a Purple Sentient, he's more powerful than standard Sentients by orders of magnitude, to the point he could get into a one-to-one fight with Rawkus himself and still have a good chance of winning, but he's usually too disinterested to use his power at its fullest.

-Scenarios-

You can take as many scenarios as you want, as long as they aren't incompatible.

Ascent of the Sentients (Requires the Two Warring Civilizations drawback):
The history of the Sentients is one deeply marked by war, as the twin species warred for eons due to their differences until a fragile truce was made. Of course, said truce didn't last a long time as Krytus, the leader of the Red Sentients at the time, rallied them for a final deadly assault and almost restarted the war if Sage hadn't taken the drastic action of using the Double-Helix Crystals to force all Red Sentients in their homeworld into stasis, freezing them as if they were statues.
On the other hand, this didn't mean a victory for the Blue Sentients as fate wasn't kind with them either. Due to unspecified circumstances combined with the invasion of the Vandals in their planet, they eventually died out and were forced to upload their disembodied minds into Sage's brain as a way to resurrect by reuniting their empty shells with their souls one day.

Two glorious civilizations of highly intellectual energy lifeforms that once were capable of wonders and horrors … now reduced to pitiful states without never having truly finished their war, with one having been turned into a legion of frozen statues and another forced to become empty shells separated from their souls.

This is where you enter, as you must change this, as your goal in this scenario is to help and ensure your side in the Sentient War will be restored to its former glory and come out victorious until the end of your stay here. There are three different routes/paths to follow depending on which faction of the war you choose to join, with each path giving slightly different rewards. Regardless of your choice, the victory of the opposite faction over yours is guaranteed without your intervention, regardless of the canon events.

- First, by choosing to ally with the **Blue Sentients**, you'll need to personally ensure the entire Blue Sentient population comes back to life and then defeat the Red Sentients once for all (either by destroying them before their reawakening or defeating them in battle after it). In order to resurrect the Blue Sentients, you'll need to find a way to join forces with Quardian, the Diad responsible for protecting their empty shells that are currently hidden in the Crater Battle Zone, and help him to locate the last few lost shells, as you need to resurrect as many Sentients as possible. Afterwards, the next step is to bring Sage to their hideout and break the mental lock placed on her by revealing the secret of where their minds are. This will be enough to bring them back to life, so you'll just need to (easily) convince them to war with their twin race once again. Ideally, it's recommended that you had already expelled the Vandals from the Blue Sentient Planet, but I don't think the Vandals are too much of a threat for the Blue Sentients at their full capacity.

- Second, by choosing to join forces with the **Red Sentients**, you'll need to personally ensure the entire Red Sentient population is unfrozen and then defeat the Blue Sentients once for all (either by destroying them before their resurrection or defeating them in battle after it). There are main methods to awake them from this state of suspended animation. The first way is to localize Double-Helix Crystals and use them to undo their effect. The crystals are hidden in a pyramid somewhere in the Blue Homeworld and protected by several traps, giant statues and, more importantly, micro portals that teleport them through space-time every time someone gets close to it.
  Unfortunately, putting your hands in the crystals before Vert destroys them is a very difficult task. The second way is considerably more radical but somewhat might be easier with the right means. By causing the implosion of an entire planet (like a Battle Zone) whose structure consists mostly of large quantities of heavy metals like Thorium and Promethium, it would release high-intensity beta decay waves that could cancel out the effects of the stasis field affecting the Red Sentients. Of course, you could try to find a way to replicate this phenomenon in a way smaller scale right in the Red Homeworld if you don't want or can't destroy an entire planet.
  Regardless of how you awaken the Red Sentients, you'll just need to (easily) convince them to war with their twin race once again. Ideally, I recommended that you had already expelled the Sarks from the Red Sentient Planet, but I don't think the Sarks are too much of a threat for the Red Sentients at their full capacity.

- Last but not least, you can instead fight for peace and coexistence for the sake of both species of **Sentients**. Instead of merely joining a side and helping them to permanently defeat the other, you must ensure both Red and Blue Sentients come back to life and convince them to stop their war once for all, thus finally unifying both twin races as a single civilization in the same way as it would happen if the canon events happened. However, this is far easier said than done. In addition to both races wanting to go to war once they're restored, without your intervention, the Red Sentient 5 will eventually destroy the Blue Sentient's physical bodies and the Battle Force 5 and Sage will end up taking the horribly drastic decision of exterminating the frozen Red Sentients to protect the Multiverse.
  Fortunately, you don't need to prevent the Sentient War from restarting, as it'll be almost impossible for you to convince them to not start at least some battles right after their restoration, but you must prevent both races from destroying each other and you must ensure that they'll end up making peace and unifying their people until the end of your stay. From the three possible routes for this scenario, this is definitely the most difficult one, so good luck.

-Reward: After finally completing your goal in this scenario, it's fair for you to receive your rewards, however, the rewards you'll receive depends on which route you picked to follow.

If you followed one of the two first routes and helped one of the twin species to defeat the other once for all, your reward will be the complete **Sentient Technology Database** of the faction you joined, which contains all the knowledge and information about their technology, science, culture, history, art, philosophy, prophecies, among many other subjects. This also includes the blueprints of every technology ever developed by them, allowing you to replicate them as long as you have the needed equipment and resources. The **Blue Database** and the **Red Database** are more or less equivalent, but with some key differences like how the blue one will contain information about the Double Helix Crystals and the red one will have a more military focus and contain information about respawn technology for example.

Alternatively, if you followed the third route and managed to do the legendary feat of unifying the twin races, you surely deserve an equally legendary reward. In addition to receiving the two databases instead of just one, the two **Sentient Homeworlds**, together with the **Unified Sentient Civilization** (that is still alive and willingly joined the union), will follow you alongside your Chain, with the planets reappearing in some safe planetary systems in the future settings you visit. Of course, you'll need a way to teleport from your starting location to these worlds, but you'll probably have some easy way to do this at this point. Meanwhile, the Sentient population will count as your followers.



The Red Mistress: With the exception of Krytus himself, Kyburi is the most interesting and developed among all the members of the Red Sentient 5 as, honestly, the rest of them are tend to be too simple and disinteresting (Krylox is a musclehead, Kytren is a savage who speaks like a machine, and Kyrosys is simply the average arrogant Red Sentient). Meanwhile, Kyburi is Krytus's First Lieutenant, being a vicious and deadly huntress with a short-tempered and cruel personality who desires nothing more than to please him and, of course, herself.

However, there is one aspect of her personality that differentiates her from her comrades, including Krytus. She seems to be the only member of the Red Sentient 5 that apparently enjoys having personal servants, as she seemed amused by having a Diad preparing her “meals”, treating her as a mistress, and sharpening her claws to the point of not punishing Quardian’s general incompetence (~~there was another reason why she kept him alive, but that doesn't matter now~~).

This is where you come in, because I have a challenge for you, my friend. By accepting, at some point of your stay here, Kyburi will manage to capture you and force you to temporarily become her servant in the same way as she would do with Quardian. Your quest in this scenario is to convince Kyburi that you’re the best servant she ever had by perfectly doing any chores she makes you do and far exceeding all of her expectations. Keep in mind she’s a cruel master who is very difficult to please. However, you can’t have a master who is simply another servant of Krytus, so you also must convince Kyburi to become independent from Krytus and instead follow you alongside your Chain.
Lastly, to make this Scenario more challenging, Kyburi will gain immunity against any mind control, charisma and/or even seduction-based abilities/items you might have. Good luck, you’ll need it.

-Reward: By actually managing to become her perfect servant and convincing her to abandon Krytus (not necessarily redeeming her), **Kyburi** will follow you along your chain, effectively letting you take her as your Companion for free.
Furthermore, you also receive the unique perk, **Adorable Servant**. In addition to giving you great skills at doing household chores (including household chores for Sentient standards), this perk gives you the ability to instinctively sense what you need to do to satisfy, please and meet the expectations of any master/boss/superior you're working for, essentially making you a great servant capable of satisfying any master. This also makes said masters to be considerably more tolerant with your failures than usual, thus making them far less probable of getting rid of you because you failed a single task.





The Collector of Battle Keys: Ready to join the hunt for the Battle Keys scattered throughout the Multiverse? Currently, the Sarks and Vandals are after them in order to use their combined power to open portals to other worlds while the BF5's mission is to prevent both of them from getting even a single one of such keys as it would allow them to invade Earth.

But now a new challenger approaches, that is, you. Your mission in this scenario is to collect every single Battle Key that can be found in every single Battle Zone and keep them intact and in your possession until the end of your stay here.

It's up to you to decide how you'll collect all the Battle Keys. You could remain independent and simply fight against your rivals in this mission in each Battle Zone, but the easier path would be to join BF5, help them to collect all of the keys, and then steal the keys from them. Regardless of the path you choose, your goal will remain the same: collect every single Battle Key.

Fortunately, while there are many dozens of Battles Keys around the Multiverse, any extra key that is created by Sage or any other Sentient after your arrival here won't count for the purposes of this scenario. Furthermore, it's also guaranteed that the Storm Shocks will keep happening until all the Battle Keys are collected, even if the Reactor Battle Zone is deactivated.

Lastly, if some Battle Key is damaged, you'll also need to find a way to repair it and, if some Battle Key is destroyed beyond repair, this scenario will count as failed.

-Reward: By finally completing the mission of collecting each one of the **Battle Keys**, all of them will become fiat-backed. Unfortunately, while they keep their ability to open portals if their coordinates are reprogrammed, they'll lose access to their original Battle Zones once they're out of this local multiverse. At least, post-Spark, you'll be able to use the keys to travel to any dimension in the Omniverse.

You also gain the unique perk, **Interdimensional Collector**: each dimension or planet you visit in any future jump will now have its respective Battle Key hidden somewhere. These new Battle Keys will work in the same way as this setting's keys, being fiat-backed and allowing you to easily open portals to their set coordinates (within the local multiverse) and thus bypassing any requirement and condition someone would normally need to fulfill to access such places.

As a final reward, you'll receive a special Warehouse attachment specifically to store all of your Battle Keys, similar in appearance to the safe that Sage used to store the keys in the Hub, but having the property of endlessly expanding in order to store all the keys you have acquired so far.

-Drawbacks-

There is no drawback limit, take as many as you think you can handle.
Remember the rule: Drawbacks always override perks.



The Negative Universe (+100 CP): The structure known as the Multiverse in this setting consists of several connected planets and Battle Zones, however, there is an actual local multiverse formed by parallel universes. One of such universes is the Negative Universe, a mirror dimension, opposite to the regular one, where the personality and moral alignment of everyone has been flipped.

For example, in this universe, the Battle Force 5 found a Mobias Command Center built by an evil race of Blue Sentients and used its technology to build their vehicles. With them, they attacked and conquered many innocent worlds through the Storm Shocks. One of the planets they plan to attack is the Vandal Homeworld, home for an honorable race of Vandals. The Sarks, the Red Sentients, and maybe even the Karmordials are also probably forces of good in this universe, while Rawkus and his coworkers are probably agents of chaos instead of balance and order.

Regardless of the exact reason, you'll arrive in this Negative Universe instead of the regular universe. Keep in mind that, while there are more heroes than villains in this dimension, it's undeniable that the Negative Battle Force 5 (that might or not include an evil Sage) is still winning the war against them. At least, you could try to resurrect this universe's Krytus and release the rest of the Red Sentient 5 if you want to recruit some powerful allies against them.

Not so Human-Friendly Sense of Humor (+100 CP): Just like Sage after she upgraded herself, you have developed a pretty peculiar sense of humor that most people would deem scary. Basically, you're the kind of person who would find it funny to fake you're being controlled by an evil robot just to play a prank on your exhausted teammates. Fortunately, as any civilized person, you still have enough restraint to not try to do something "funny" during some actually important moment.

Curse of the Great-Uncle Stansted (+100 CP): No, you're not cursed in any way (at least not by taking this drawback), but, instead of it, you're actually extremely superstitious, on par with the likes of Stanford himself. You're very prone to believing you'll be haunted by ghosts, especially if someone tells you that you're somehow cursed, as well as tending to believe things like coarse salt can be used to make a circle of protection against ghosts and other supernatural forces. Fortunately, actual ghosts and curses don't seem to exist in this world, but your superstition might still be problematic sometimes.

Revolução Total (+100 CP): Going a little meta now, the feature film "Total Revolution" was commissioned by Mattel's Latin American subsidiaries due to the series having more success there, so the episode wasn't broadcast in any countries outside of said region. As a result, the movie's original English version was lost, with the only remaining versions being in Brazilian Portuguese and in Spanish. By taking this drawback, the movie's situation will now be the setting's situation as a whole. Everyone here, from humans to Sentients, will now only speak Spanish or Brazilian Portuguese and, to make things worse for you, your language-related perks won't help you to speak or understand it, so you'll have to learn the hard way. If you already know how to speak Portuguese and/or Spanish without any perk, then this drawback will basically just grant free points to you.

Two Warring Civilizations (+200 CP): The twin races of Sentients warred for eons during the so-called Sentient War and they had achieved a temporary peaceful alliance before Krytus planning to restart the war and Sage freezing the entire Red Sentient civilization to stop him. Surprisingly, when the two twin races return, they'll be tired of war and will be willing to unify as a single civilization once for all despite Krytus and Sage's actions.
However, this won't be the case anymore. By taking this drawback, when both races of Sentients awaken, they'll want to restart the Sentient War just like how Krytus desires. Even if you ensure that just one of the two races awakens in order to avoid a total war, they'll still hunt the other one to destroy them before their awakening. Fortunately, it's not impossible for you to negotiate and convince them to stop the war and solve their conflicts in a more peaceful way, but it'll be far more difficult and require a lot more effort than before.

Ascent of the Red Sentients (+200 CP): After Sage froze the entire race of Red Sentients, Krytus was killed by Rawkus while the rest of his team ended up being imprisoned by Zemerik. If the events follow their regular course, in a few months after your arrival, a Diad will manage to use Sage's energy to revive Krytus and he'll then proceed to free his team, but this drawback changes this.
Now, the Krytus will be resurrected and the other members of the Red Sentient 5 will be released as soon as you arrive here in this setting. Alternatively, if you're actually on the side of the Red Sentients, a similarly dangerous and skilled elite squad of Blue Sentients will be returned to life instead.

Hubris of the Red One (+200 CP): You might be an extremely skilled fighter, but this doesn't eliminate your greatest flaw, your hubris. You're very arrogant in combat and have a tendency of severely underestimating your enemies, as many times you won't consider them as threats and might even stop to mock them. It would take you a few clashes with the same enemies until you start to recognize their worth and the danger they represent to you.

Interdimensional Allergy (+200 CP): Due to their energy-based physiology, interdimensional travel using Storm Shocks has a harmful effect on Sentients, draining their energy, causing negative symptoms like dizziness and headaches, or even causing serious mental damage with exaggerated exposure.
By default, you wouldn't suffer with this if you're a Sentient yourself, but, by taking this drawback, you'll now experience the same harmful effect every time you go through a Storm Shock or similar portals, regardless of your species. Fortunately, more stable and/or short-lived portals will cause less damage to you compared to the regular Storm Shocks.

Echoes From the Past… Now Everywhere (+200 CP): Every live Battle Zone is flooded with high frequency radio waves, an echo of the blueprint used to create the Multiverse that contains data related to many pieces of technology utilized by the Sentients. Originally, these radio waves would remain contained in the Battle Zones, but, by taking this drawback, they'll expand to reach other planets, like the Blue Sentient Planet, Vandal Homeworld and even Earth itself, thus allowing other non-Sentients to tap into this frequency to get data related to the Sentient Technology. This not only means that Sarks and even the Vandals (with the help of the Kharamanos) will be able to upgrade themselves, but this also means that humankind might eventually discover the existence of the Multiverse by detecting and studying the radio waves.

Legend of the Jumper (+200 CP/+300 CP): Despite being a highly technological species that didn't believe in time travel and related concepts, the Sentients still had a considerable number of weirdly precise legends and prophecies. Somehow, the Sentients prophesied the arrival of an interdimensional traveler that would bring significant change for the entire Multiverse, for good or for evil, that is, they made a prophecy about your arrival.
Fortunately, this prophecy only contains vague descriptions about who you are, your abilities, your Companions, and your modus operandi, but it's still enough for those aware of it to quickly realize who you truly are and have a general idea of your capabilities and intentions. For +200 CP, only the surviving Blue and Red Sentients will be aware of the prophecy, but, for +300 CP instead, all the major races around the Multiverse will now know it.

Eroded Mind (+300 CP): After the Red Sentients were frozen and the Blue Sentients abandoned their physical bodies, Sage was forced to flee, travelling from Battle Zone to Battle Zone to stay safe. However, the mental seal placed on Sage combined with the harmful effect of the several Storm Shocks ended up eroding her memories and made her forget most of her life.
Regardless if you're a Sentient yourself or not, your memories were eroded by interdimensional travel in the same way as Sage's, resulting in your memories from before this Jump (or literally all of your memories if you're a Drop In) being blocked inside your mind. You don't remember being a Jumper, thinking that you just lived in this setting during all of your life.
Fortunately, by seeing familiar things and with the help of your Companions and followers, you'll slowly recover each piece of memory over time, but this process will take a few years to be completed (as you won't have an easy way to recover your mind like Sage has). You'll still retain your out-of-jump perks and items, but, at the start, you won't remember how to use most of them or even won't remember their existence at all. It's guaranteed that you'll completely recover your memories before the end of your stay here.

Shadow Runner (+300 CP - Incompatible with Primordial Prisoner): Something very wrong happened during your entrance into this universe. Maybe a certain order of higher entities attempted to prevent your arrival, but, regardless of the exact reason, you became stuck alone inside the mirror version of everything, the Shadow Zone. Your starting location is now the Shadow Zone and you must find a way to escape from there before you end up being converted into a Shadow Speeder. If you actually end up being turned into a Shadow Speeder, it'll count as death and it'll be a Chain Failure if you don't have any 1-up bonus.
Furthermore, even if you do have a 1-up bonus to bring you back to life, you'll stay trapped in the Shadow Zone. Any form of dimensional travel from any perk or item you might have is now blocked until you return to the main universe. Fortunately, there are space-time breaches where the Shadow Zone is closer to the Multiverse so it's possible for your Companions to open a portal to save you from the outside. You'll have a few opportunities of escaping by using the same portals other people will eventually use to escape this shadowy realm.

Broken Masquerade Scenario (+400 CP): There are two worst case scenarios that could happen: one of the hostile species ends up gaining access to Earth or humankind discovers about the Multiverse. Apparently, Sage and the Battle Force 5 were too focused on preventing the former because the latter ended up happening. Although information about the Multiverse probably will stay hidden from the common people, all the major world governments have discovered the Battle Zones, the Battle Keys, the other species, and the Sentient technology.
Considering they have their own goals and interests, it's just a question of time until they try to access the Battle Zones in order to acquire all the new resources that can only be found on them. Keep in mind that if Earth's governments put their hands on

Sentient technologies and all the wealth of resources that can be found in the Battle Zones, it's almost sure they'll become a threat to the Multiverse above the Sarks and maybe even on par with the Red Sentients themselves.

Primordial Prisoner (+400 CP - Incompatible with Shadow Runner): Something very wrong happened during your entrance into this universe. Maybe a certain order of higher entities attempted to seal you before you could enter this world and ended up having some success on this. Regardless of the exact reason, you ended up stuck alone inside the Primordiverse, meaning you'll be locked away from the rest of the Multiverse, the local multiverse and the greater Omniverse.
If you don't find a way to escape from the Primordiverse until the end of your stay, your Chain will end here. Any form of dimensional travel from any perk or item you might have is now blocked until you return to the main universe. Fortunately, the Karmordials also sealed in the Primordiverse are planning to force a passage to the Multiverse using Dark Matter Bombs and the Shadow Zone is also connected to this dimension, so it's possible to escape through that shadowy realm.

Never Call Me Weak (+400 CP): Something went wrong during your entrance into this universe, as if a greater power influenced you, however, such a power doesn't appear to exist in this world. You've been reduced to just your BodyMod, with all of your out-of-jump perks, powers and abilities having been removed until the end of your stay here. This also affects any of your existing companions, restricting them to their original power. Fortunately, you still maintain anything purchased from this jump.

Lost Possessions (+400 CP): Feeling confident enough in your abilities to be willing to relinquish your possessions in order to attain greater power? If you take this drawback, it means you are. While you keep any item purchased from this jump, none of your out-of-jump items will enter this jump with you and will be preserved far away from your range until the jump is completed. This even extends to your followers (which many times are considered as part of items) and your Warehouse, which you won't be able to access.

Lone Survivor (+400 CP): So, you're willing to abandon your own closest allies for the duration of your stay here in order to achieve greater heights, then show me how far you'll improve yourself by sacrificing others for your own gain. While you can still take Companions in this jump, you can't bring any of your existing Companions and followers into this jump, as you'll enter this world on your own, without your allies' support.

The Negative Jumper (+500 CP): The solar flares released during a solar eclipse can affect Storm Shocks and the Battle Zones they're connected to. The only known example of this phenomenon will be when a Battle Zone accidentally connects the regular universe with the Negative Universe, allowing this universe's Battle Force 5 to meet their villainous counterparts from that alternative dimension.
However, it seems like a similar phenomenon happened at the exact moment you arrived in this Multiverse, as your counterpart from the Negative Universe managed to enter this universe together with the counterparts of the Companions you brought with you. It'll have arrived in some random Battle Zone or planet, with their moral alignment and personality being the polar opposites of yours.
Regardless if they're villainous or not, this negative version of you decided they must permanently destroy you. They have all of your powers and items, with their fighting style also being opposite to yours. If you prefer to follow your instincts and attack with brute strength, they'll instead fight with refined and precise attacks for example. Fortunately, they're also affected by the drawbacks that you take and directly affect you (with this drawback being obviously an exception).
Good luck, you're going to need it.

The Omega Code (+500 CP): The Sarks have an ancient legend that tells about a corrupt program that infects machines and causes them to achieve "enlightenment" by slaving them to its will and making them religiously devoted to it. As you already know, the so-called prophet of the Alpha Code, Zorax, would originally be simply a farce that used the legend to hide his true affiliation but things happened differently in this world.

While building his army and exploring the desert, Zorax accidentally came in contact with the true Alpha Code and was slaved by it. However, the Alpha Code assimilated his Karmordial-made programming and evolved into a whole new existence far beyond its past limits. This new Omega Code became capable of infecting and slaving any and all machines, including Earth's technology and even the Sentients themselves, through the contact with any of its infected servants (in a similar way as described in the **Prophet of the Alpha Code** perk).

This evolution also caused the Omega Code to become self-aware, with its consciousness being diluted among all of its servants. Following their new god's mission of spreading through all of existence, Zorax and the Alpha Sark began to spread beyond the Torborian Badlands, aiming to take control over all Sark and use them to invade the rest of the universe.

If you're some kind of machine yourself, I really hope you have some way to protect yourself from the Omega Code, because, if it manages to enslave and consume you, it'll be able to take your place as a Jumper and spread to the Omniverse.
If you're a machine and still decided to take this drawback, please, don't lose. Don't expose the greater multiverse to this transcendental virus.

-Ending-

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of Hot Wheels Battle Force 5, ending your chain.

Move On: Go to the next jump and continue your adventure.

-Notes-

1. The term “Multiverse” in this doc refers to all the connected planets and Battle Zones, not to the actual local multiverse. We also know there are alternative timelines/universe completely unrelated to this Multiverse;
2. There were millions of both Blue and Red Sentients;
3. Sage and Kyburi are this setting’s best girls;
4. Some examples and ideas of what abilities you could gain with the **Unique Quirk** perk are:

Humans didn’t display many special abilities, but there are at least two cases of regular humans gaining the ability to sense space-time distortions like Storm Shocks and other portals. Some humans like Master Takeyasu also had above peak human physical condition, which allowed him to fight on par with a Red Sentient.

Kharamanos don’t have any unique example, but a special Kharamano could have unlocked basic psychic powers similar to the Sentients’ technopathy or Tezz’s magnetokinesis, all in order to enhance their already impressive engineering skills.

Vandals are a similar case to humans, however you could have the ability to project a magical aura that hides yourself and others from animals related to you, like how Hatch can hide him and others from insects. The Aqua-Jaws also displayed the ability to perfectly communicate using high pitched screeches, despite them being sharks.

Sarks have two main examples of unique individuals: Zemerik and Zug. Zemerik, thanks to the same virus that granted free will to him and allowed him to rebel against Krytus, has the ability to reprogram any other Sark (but not other machines) and convert them into loyal Blue Sark, regardless if they were controlled by Red Sentients or by the Alpha Code itself. Zug, on the other hand, has a considerably stronger and more durable physical body, as well as having powerful drills to use as weaponry.

Sentients have a handful of such special individuals, starting with Krytus himself with his ability to form extremely deadly crystalline blades from his hands. Krylox instead has the ability to duplicate himself, creating a clone exactly as powerful as him, however, damage is shared between the duplicate and the original. Furthermore, Kyburi can recharge herself by draining the energy from machines and living beings alike, including fellow Sentients. Despite all of these special abilities being possessed by Red Sentients, there is no proof that Blue Sentients couldn't have them. Even Diads could have lesser, considerably inferior versions of them.

Cosmic Golems and Karmordials also have no known examples of special individuals (considering how Rawkus' space-time manipulation is due to his role as the Eternal Equalizer), so both species with rock-like physiologies could acquire innate geokinesis without the need of using external tools. There are also other possibilities considering that both races are more than just stone golems.

Lastly, Shadow Speeders in general lack individuality, so there's not even a single of them with some unique advantage, meaning you would be the first one. The most simple ability is the capacity of achieving greater feats of defying laws of physics, such as phasing through physical matter or "skipping" short periods of time;

5. As a general rule, the more powerful your race is, the more powerful and/or the more useful the ability you acquire from the **Unique Quirk** perk will be;
6. You could say that the **Kharamanos** are smarter than humans more or less in the same proportion as **Vandals** can be physically stronger than humans;
7. **Sarks** have some resistance against EMP, but they still suffer considerable damage from them;
8. The **Sentients**' method of reproduction is completely unknown, however, my headcannon is that they're born in a similar way as the Transformers from the Bayverse, that is, using specialized artificial wombs. They could be born in a similar way to a pair of virtual particles, as the birth of a regular matter-based Blue Sentient is always accompanied by the birth of an antimatter-based Red Sentient. This also explains how each Blue Sentient is connected to their twin Red Sentient regardless of distance and vice-versa;
9. Despite being mentally stronger, Sage was never displayed being able to reprogram Sarks like Krytus can, so this is probably because he knows perfectly how Sark's programming works. After all, he built them, so he knows how to reprogram them easily with his technopathy;
10. In terms of physical and mental capabilities, **Diads** are comparable to humans, if not physically weaker;
11. If you're a **Sentient**, you won't need to update your operating systems or worry about absorbing harmful data while recharging;
12. Red Sentients can also generate huge amounts of heat from their bodies and they're probably more resistant to the effects of interdimensional travelling;
13. The energy generation aspect of **The Hybrid One** perk might be wrong, but I believe Helixion had no means to recharge himself in the Lightning Battle Zone, as being hit by lightnings probably wasn't recharging his energy supply,

so, considering how he still managed to survive there, it means he has his own way to generate energy;

14. Surprisingly, Sark City has bad cooling systems so they might suffer some catastrophic loss of data if someone doesn't warn them. This is mostly because the Sarks think they're already perfect, with no need of change or evolution. They're similar to the Karmordials in this aspect;
15. While it wasn't shown, I believe Red Sentients can also enter in a Hibernation Mode;
16. If you take the **Shadow Runner** drawback and don't escape from the Shadow Zone before the end of your stay here (but still managed to survive), it won't be a Chain Failure but you'll probably lose most of the interesting things that could happen here. Your Benefactor might end up getting bored from this and I wouldn't want her to get bored if I was you;
17. You don't start with the knowledge possessed by Tezz and Sherman if you take the **Master of Vehicles** perk, as you'll only acquire intellect comparable to theirs and the capacity to adapt any knowledge you have to build and upgrade vehicles;
18. If you use a Battle Key to close a portal while inside a Battle Zone (as the portals are usually closed from outside the zones), you won't be trapped inside it because you can still re-open it and return to the place you came from;
19. About the **Unstable Battle Key** item, the main advantage a Jumper could get from the temporary, unstable Battle Zones is the wealth of resources that each zone will have. After all, each Battle Zone is basically a planet, so you could take as many resources as you want during the time the zone remains stable. Alternatively, you could use some out-of-jump perk or item to stabilize the random Battle Zone and make it into a separate pocket dimension that is independent from the **Unstable Battle Key**;
20. The **Fuser** item can also show previews of the resulting hybrids to give you an idea of their capabilities before the actual fusion;
21. If you have the **Resurrection Chamber** item, you can choose if it takes priority over other 1-up bonuses you have or not;
22. It wasn't mentioned how much storage a single **Data Log** has, but I used the 5D optical data storage as a basis for more specific values. After all, it also makes sense that the data stored in Data Logs would be able to remain intact for prolonged periods of time;
23. Originally, the reward for **The Collector of Battle Keys** scenario would be all the Battle Zones of the keys you collected as your personal dimensions, but giving over fifty planets full of resources as this scenario's reward seemed too much for me;
24. The inspirations for the OC Companions are:

    -Small Menace: He's essentially the same Shang Biao (from The Last Human), but as a hamster-like Vandal instead of an Evolved Hamster with

supernatural powers due to the Abola Virus. While he lacks his original version's fire powers, he's pretty much the same cool fighter;

-Queen of the Racing Sarks: She's essentially a version of Gelorum (from Hot Wheels: AcceleRacers) who is a Sark built by the Red Sentients instead of a Racing Drone built by the Accelerons. She has more or less the same background of the original Gelorum, being from a group of Sarks who were abandoned on Earth due to their single-minded purpose of winning;

-Traitor Blue Sentient: She's a version of Cortana who is a Blue Sentient instead of a disembodied AI. In a way similar to the original Cortana, she served the Council of Five as an invaluable general during the Sentient War due to her tactical skill, as well as her ability to fracture her own mind to carry out severe multiple thought processes at once. This ability is what drained her sanity over time and caused her to develop a Blue Sentient version of Rampancy. Eventually, she became evil and betrayed the Sentients as she started to believe she's the only one capable of making the Multiverse better;

-Mutant Red Sentient: He's a Red Sentient version of Rex Salazar (from Generator Rex) who is an experiment and already had his character development. Like how ZeroBlackflame commented, despite Rex's original Nanites being mainly blue, his affinity to physical combat fits more the Red Sentients than the Blue Sentients;

-Space Rock Goddess: She's essentially the Cosmic Golem version of Kaguya Ōtsutsuki (from Naruto) who was someone meant to ensure the balance of the planet instead of initially planning to devour it. Similarly to the original Kaguya, she became a tyrant with a godlike complex (but less paranoid and without an army of "zombies"). Her space manipulation and bone projectiles are meant to replicate some of Kaguya's powers, with her power level being more or less the same as Rawkus;

-Primordial Scientist: He's a Karmordial version of Dubs (from Seven Deadly Sins/Nanatsu no Taizai), who is closer to being a scientist than the craftsman he originally is. Similarly to his original counterpart, this Dubs also likes to build equipment and artifacts (but with a clarketech aspect here) that are tailor made for specific people. Unlike all other scientists in this setting, he doesn't build vehicles nor repair them.

25. The rest of the OC Companions are LuckEClover's suggestions. I also reused most of LuckEClover's descriptions of them;
26. ZeroBlackflame was the one who suggested making Cortana the Blue Sentient OC and I can't believe I didn't think about this myself. After all, it's pretty obvious why Cortana fits as a Blue Sentient;
27. Thanks to Pyro-toxin, BearGr1zz, Nerx, LuckEClover, the1ian, Particular-Judge9906, je4sse, Dante_Starkiller, ethertank01, and ZeroBlackflame for all of your suggestions;

28. Unless mentioned otherwise, if any of your items are lost, destroyed, stolen, or depleted, then they'll reappear in your Warehouse in their previous condition after a week, with any beneficial modifications being retained;
29. **Drawbacks** are removed after the end of the jump.

-History-

V 1.0: Released
V 0.1: First W.I.P Version