
TRANSFORMERS
ONE

INTRODUCTION

- +1000 CP (Cyber Points) -

Many millions of years from now, the mechanical inhabitants of Cybertron will be defined by the seemingly eternal civil war between the valiant Autobots led by Optimus Prime, and the evil Decepticons led by Megatron. However, that was not always the case.

For a time, Cybertronians (also known as Transformers) were a single, united race. Energon, the life-blood of the Transformers, flowed plentifully through Cybertron, and their civilization knew peace under the leadership of the 13 primes, the first Cybertronians created by the god Primus.

However, eventually an alien race known as the Quintessons attacked the planet. In the chaotic battle, the original Primes were destroyed, and the Matrix of Leadership was lost, causing Cybertron's Energon to dry up.

The only survivor of the battle was Sentinel Prime, the former advisor of the 13. Without the Matrix, Energon needed to be mined from the planet's ever-shifting interior. This resulted in the need for an enormous under-class of expendable Energon miners.

From the moment they came online, these miners lacked a Transformation Cog, a component that grants every Cybertronian the ability to transform, as well as making them far stronger. This not only crippled them physically, but all but eliminated any potential for social mobility.

Though they have no way of knowing it, two miners will soon embark on a journey that will guide the fates of the Cybertronian people for millennia to come. The optimistic yet reckless Orion Pax, and his best friend, the level-headed yet vengeful D-16. However, you may know them better by the names they would later dawn: Optimus Prime and Megatron.

You will remain in this world for 10 years, unless you choose to extend that time through the Great War scenario. You may choose anywhere on Cybertron appropriate for your Specifications as your starting location.

SPECIFICATIONS

- Choose superficial age & gender freely. Anyone can be Drop-In. -

Cybertronian (Cogless)

☼ +100 Cyber Points

You are one of the Energon miner underclass. You lack a Transformation Cog, making you notably smaller and weaker than most Cybertronians, not to mention crippling your social mobility. If you fail to steal/inherit a cog over the course of the Jump, you will be granted one upon the return of the Matrix of Leadership, or the end of the Jump, whichever comes first.

Cybertronian (Citizen)

☼ -0 Cyber Points

You are part of the general populace of Cybertron. You could be one of Sentinel's lackeys, hiding on the surface alongside the former Cybertron High Guard, or maybe just a completely unaffiliated civilian. Unlike the miners, you possess a Transformation Cog, and all the personal abilities and social advantages that come with it.

Cybertronian (Prime)

☼ -200 Cyber Points

You are either one of the original Primes, or somehow stole the power of one like the false Prime Sentinel. The fact that you're alive either means you have been in hiding since Sentinel's betrayal, or actively conspired with him to sell out Cybertron to the Quintessons. Primes are the apex of the Cybertronian race, each possessing exceptional raw power and a special ability or trait relevant to their domain. See Notes for details.

Quintesson

☆ -100 / -200 Cyber Points

You belong to the techno-organic race that struck a bargain with Sentinel Prime to allow him to play hero to his people in return for offering your kind their planet's Energon. The Quintessons' weapons, numbers, and physical strength are more than a match for these rebellious machines, but why pass up an easy victory? For double the price, you are a Quintesson high-commander, able to match a Prime in raw personal strength.

SKILLS & ABILITIES

- Discount any two 100 CP purchases 100% off. -
- Discount any two 200 CP, 400 CP, & 600 CP purchases 50% off. -

Cybertronian Physiology

☼ -0 Cyber Points (Exclusive Cybertronian)

The Cybertronians are an advanced race of machines. They often range between 6-10 Earth meters tall. Though their size, strength, and durability are exceptional compared to many alien races, at this point in time most Cybertronians lack the context to recognize this.

Cybertronians are born with the ability to reconfigure their body into a specific alternate mode. This is usually a vehicle, but immobile objects, weapons, and imitations of organic lifeforms aren't unprecedented. You cannot choose any flight-capable altmode without taking Flybot.

Cybertron's underclass are composed of Energon miners who had their Transformation Cogs removed at birth. This not only robs them of their weapon systems and ability to transform, but also renders them far smaller and weaker than any other Cybertronian. Leaving them wholly incapable of standing up for themselves.

Quintesson Physiology

☆ -0 / -100 Cyber Points (Exclusive Quintesson)

You are a strange techno-organic species. You often vaguely resemble insects or cephalopods. Your size and strength allows you to match the power of an average Cybertronian, despite your semi-organic biology. Most Quintessons have built-in thruster-like structures that allow them to levitate off the ground indefinitely.

There are some unsavory rumors that the Quintessons and Cybertronians might be related in some distant way. This is completely preposterous. However, for -100 CP you unfortunately give some slight credence to this slander, as you possess the ability to shift into a techno-organic vehicle in a fashion similar to the Cybertronians "transformation" ability.

Altmode Import

☼ -0 / -100 Cyber Points (Requires altmode)

You may import a device / vehicle you own as your alternate mode. If the functionality of this is far above the standard for a Cybertronian altmode, you must pay an additional 100 CP for this.

Always the Optimus

☼ -100 Cyber Points

You may not be the strongest, the smartest, or the most charismatic, but you have something few others do: hope. The hope that you can succeed, the hope that someone can be better, the hope that nothing is impossible. This hope has an infectious quality. It inspires others to never give up, and to genuinely believe as strongly as you do that victory is within reach.

Bolted at the Hip

☼ -100 Cyber Points

It's amazing what one can achieve with a few good friends. You seem to easily form strong friendships. Not only that, whenever you mess up or do something really stupid, your friends are often willing to put their necks on the line to bail you out. Just be careful not to take this for granted. Who knows when they'll decide that saving you is more trouble than it's worth.

All Hail Megatron!

☼ -100 Cyber Points

You have such a strong will that it makes even the thickest Cybertronian armor look fragile in comparison. You can endure agonizing torture and return to your feet just to deny your attacker the satisfaction of breaking you. Even if this ultimately accomplishes nothing, those who witness your unflinching spirit will often find themselves deeply inspired.

Gaslight, Gatekeep, Girlbot

☼ -100 Cyber Points

You may not be the nicest bot around, but you're damn good at your job, whatever that job may be. You have the efficiency and ambition to climb any corporate ladder you find yourself on, along with the firmness to keep all but the most rebellious underlings in-line. With that said, this can only help so much in a system designed to keep your kind at the bottom.

Metamorphic Combat

☼ -200 Cyber Points

Transformers don't just jump straight from one mode to another. They have full control over every step of their Transformation. You now have a similar level of control over your shift to other altforms. Instead of transforming your whole body into a certain form, you can selectively transform individual body parts, or sprout weapons or limbs from one of your forms that your current form has no equivalent to.

Flybot

☼ -200 Cyber Points

Among Cybertronians with their Cogs intact, it seems mostly random which ones possess the ability to flight. You happen to be one of the lucky ones. You now have the option to choose a vehicle capable of flight as your alternate mode. Even if you choose to choose a grounded altmode, you can fly unassisted in your robot modes. Post-jump you are capable of unassisted flight even outside of your Cybertronian altform.

Deceiver

☼ -200 Cyber Points

Lies come so natural to you that one would think you were taught directly by Liege Maximo. You are capable of spinning absurdly ambitious lies, the reach of which depends on your authority. With a high enough position, you could pull off similar deceptions to Sentinel, who managed to convince all of Cybertron that he had always been a true Prime, and there had always been a Cogless underclass, over the course of a meagre 50 years.

All-Seeing

☼ -200 Cyber Points

Your sensory abilities have been enhanced to an absurd extent. You have several eyes all around your head, and you can open up the back of your head to reveal more. While this theoretically gives 360° vision, you can only focus in one direction at a time. These eyes have telescoping vision and passive recording functionality. This also grants you 360° neck rotation. Post-jump you can conceal or manifest any of these traits at will.

Meant for More

☼ -400 Cyber Points

You really do seem to be guided by destiny. Every setback you experience just seems to pull you closer to an adventure or discovery of historical proportion. Whether it's getting demoted only to find a map leading to an artifact that can save your world, or getting killed by your best friend, only to be thrown into a hole deep enough to hear the will of the planet. Even in our darkest hour, you can always find the light.

One Shall Stand

☼ -400 Cyber Points

To call you a "quick learner" would be an understatement. Whenever you receive a new power or ability, you may fumble for a few minutes, but you'll otherwise master them in a fraction of the time it would take others, even without any guidance. Your creativity and intuitive grasp of all your abilities lets you outmaneuver dozens of opponents who, on paper, should have the same powers you do, on top of years more experience using them.

One Shall Fall

☼ -400 Cyber Points

Pity the fool who earns your ire. You find your strength, endurance, and stamina enhanced to an almost supernatural degree when you submit to your rage. An enemy who could normally effortlessly bring you to your knees, you could literally tear in half with your bare hands, after effortlessly fighting through dozens of their guards. Just be careful. Anger can be blinding to the point that friend and foe become one and the same.

Hammered Down

☼ -400 Cyber Points

The same cruel fate that Sentinel forced on innocent Cybertronians to create the Energon miners. By removing some physical component from an organic or mechanical being shortly after their "birth", you can greatly weaken them, as well as seal away any special traits or abilities that would otherwise be intrinsic to them. They can regain this lost potential by finding a replacement for whatever component you removed to accomplish this.

Transform Your Fate

☼ -600 Cyber Points

You have yet to fully tap your body's full potential. You find yourself intuitively discovering new weapons and abilities in response to intense emotions. Usually these upgrades are relatively simple. Some wheels, jet boosters, a canon, etc. Any features discovered this way can be retracted and summoned at-will from then on. After this Jump, you can even discover and utilize upgrades like this in non-Cybertronian forms.

Favored by Primus

☼ -600 Cyber Points

You have impressed Primus, god of order, creation, and justice (or his evil brother, if you'd prefer) to such an extent he has left a little of himself inside you. Whenever you die, as long as the circumstances of your death were sufficiently pleasing to them, they will allow you to come back to life. They will judge your worthiness both on your external actions and internal reasoning. There must be at least five years between each revival.

Light Our Darkest Hour

☼ -600 Cyber Points

Whenever you manage to thwart some great evil or a similarly heroic deed (without becoming an equally great evil yourself) it will give birth to a miracle that undoes most of the harm that's already been done. If they've crippled an entire demographic over decades, a flash of energy will miraculously restore their victim' bodies. Or if you overthrow a king the land they sucked dry would suddenly become fertile. However, some damage is too permanent even for these miracles to fix, namely death.

Till All Are One

☼ -600 Cyber Points

You possess a level of charisma that can change the world. With a single speech, you can assume leadership of a group you just met or convince civilians to help you overthrow their former heroes. However, your approach will determine who this is most effective on, and attempting to pander to two mutually exclusive groups may just alienate both. Lies will appeal to the ignorant, brute strength will appeal to warriors, compassion will appeal to the humble, spiritualism will appeal to the superstitious, etc.

ITEMS & ALLIES

- Discount any two 100 CP purchases 100% off. -
- Discount any two 200 CP & 400 CP purchases 50% off. -

Companion I/O

☼ -100 Cyber Points

With each purchase, you may import, create, or export up to 2 companions. If you choose to import or create, they receive +600 CP each. If you choose to export, you receive a "slot" that can be used to recruit a native of this world as a companion, assuming you can gain their consent.

Secret Base

☼ -100 Cyber Points

Essentially massive ruins that barely qualify as a shelter. You may insert this into any future Jumps. It is oddly resilient to any environmental hazards surrounding it, and is impossibly difficult to find without following someone who already knows about it. It even has a throne for you.

Energon Goodies

☼ -100 Cyber Points

Three small Energon Cubes you can easily store on your person. They are an extremely efficient form of energy and can be used to almost instantly revitalize any mechanical being as long as they aren't completely destroyed. Used or lost goodies are replaced on a weekly basis.

Archive

☼ -100 Cyber Points

A perfect duplicate of one of Cybertron's top-secret archives. It contains countless records of Cybertron's history, but nothing too controversial. Still, if you look deep enough, you may be able to uncover a few overlooked secrets or even a few hints on reproducing Cybertronian technology.

Mining Equipment

☼ -200 Cyber Points

A variety of tools you snatched from an Energon mine. A few dozen collapsible support struts to keep the ever-shifting mass of Cybertron relatively still, drills that can easily tear through that solid metal mass, and even a jetpack that allows for flight on-par with bots with natural flight capabilities. Lost or destroyed equipment, as well as fuel, is replaced daily.

Broadcast Station

☼ -200 Cyber Points

A large piece of equipment used for broadcasting recordings. The most notable aspect of this is that the table is able to broadcast scenes directly from a mechanical memory. They don't even need to consent, pushing their head onto the table while they're unconscious will let you sort through any one of their memories. You'd think there'd be precautions against that.

Scrap Chute

☼ -200 Cyber Points

A small room has been added to your warehouse, containing a chute that produces an infinite stream of Cybertronian scrap. Most of this is good for little more than raw materials, but rarely you'll come across something exceptionally valuable. You'll need to figure out a system to sort through all this, else everything will be dumped in the attached incinerator.

Stun Missiles

☼ -200 Cyber Points

A few dozen of the same guided missiles used by the former Cybertron High Guard. They utilize a powerful electric shock to render a target unconscious for an extended period. Designed with Cybertronians in mind but will work on organics (but you may want to lower the voltage if you need them alive). Used or lost missiles are resupplied weekly.

Transformation Cogs

☼ -400 Cyber Points

Every decade, you will receive four Transformation Cogs. After this Jump, these Cogs can be inserted in any sufficiently sentient machine, granting them the power and transformation ability of a full-fledged Cybertronian. Cogless who purchase this will not receive them until post-Jump.

Energon Reserves

☼ -400 Cyber Points

You receive an enormous stockpile of Energon Cubes, equivalent to the majority of the Energon that could be harvested from Cybertron in half a year. You will receive a new shipment every decade. Additional purchases halve the time between shipments with no loss in quantity.

Cybertrain

☼ -400 Cyber Points

One of Cybertron's trains. Unlike trains you might be familiar with, this train can create its own track to travel wherever you could need it to. On the ground, over the seas, through the air, whatever you need. It has gravity locks to keep any cargo in place regardless of the train's orientation.

Elite Guard

☼ -400 Cyber Points

A large bulk companion of several dozen Cybertronians loyal to you. Their aesthetic and general morality are up to you. About 60% of them can fly and all of them are decent in a fight. If taken as a Quintesson, you instead receive an even larger army of Quintesson troops.

Warship

☆ -600 Cyber Points (Discount Quintesson)

An enormous personal spaceship. It has scanners that can detect any living beings (mechanical or otherwise) below it. It's big enough to carry a few hundred troops. That's not to mention the ship itself has enough firepower to wipe a Cybertronian city off the map. If taken as a Quintesson, this ship is built in their iconic biomechanical style

THE GREAT WAR

- Exclusive to Cogless. -

They have no way of knowing it, but the actions of Orion Pax and D-16 will soon shape them into the greatest Hero and the worst Villain the universe has ever known. Unless... you wish to interfere with destiny.

If things proceed as expected, the two friends will grow apart at the revelation of Sentinel Prime's treachery. While Orion Pax grows to realize the humility required of a wise leader, D-16 is engulfed in his rage and resentment for the very friend that dragged him into this.

This all comes to a head with Orion Pax sacrificing his life in a vain attempt to save his friend from his own rage. He is thrown into the core of Cybertron. Primus and the spirit of the 13 are touched by Orion Pax' selflessness. He is revived and rebuilt as Optimus Prime and granted the Matrix of Leadership. Later, he would use the liberated miner underclass as the foundation for his new faction. With the goal of protecting the autonomy of all sentient beings, they called themselves the Autobots.

At the same time, D-16 tears Sentinel in half with his bare hands, and rips the Transformation Cog of Megatronis out of the deceiver's chest before placing it in his own. In honor of his fallen hero, he grants himself the title of Megatron to mark his rebirth. He would create a new faction from the former Cybertron High guard. Seeking to build an army so powerful and fearsome that a fraud like Sentinel could never deceive them again, they dubbed themselves the Decepticons.

Your goal is to insert yourself into this history. However you go about it, you must follow one of these two paths to its conclusion.

The simplest path is to simply kill Sentinel Prime yourself. In doing so you will be given the Transformation Cog and raw power of the strongest Prime. You will gain the title of Megatron and the future Decepticon army, who will even follow you between Jumps.

The second path is far less direct. You must still free Cybertron from Sentinel's reign, but killing one tyrant is only a temporary solution. In secret, the spirit of Primus and the 13 will be watching over you. Throughout your journey, you must demonstrate a character worthy of Cybertron's leader: humility, wisdom, strength, empathy, but above all else, hope.

Should you succeed in impressing the will of Cybertron and the 13, you will be granted the body of a Prime, as well as the Matrix of Leadership, finally allowing Energon to flow through Cybertron once more. You may even find other ways to manipulate Energon through the Matrix, like shaping it into solid weapons. In addition, you will receive the title Optimus Prime, and leadership of the future Autobot army, who will follow you between worlds.

By some odd contrivance of fate, succeeding in either path will cause the rewards of the opposite path to be forever out of your reach. At this point you may choose to continue your Chain until the end of 10 years or embark on a new challenge.

In the latter case, the rewards of whatever path you didn't take will fall into the hands of someone with ideals and goals diametrically opposed to your own. The inevitable result is a war that will engulf the planet and drain it of almost all its Energon over millions of years, even once the Quintessons have been dealt with. No matter how much of an overwhelming advantage you should have, the opposing army will somehow manage to pose a serious threat for that entire time.

After over 5 million years of conflict, an odd series of coincidences will introduce a new element into the equation, a distant alien race of small organics known as "humans". Though they are weak and primitive, they are the key to finally breaking the stalemate between the Autobots and Decepticons. You just need to figure out how to leverage them.

Should you succeed in finally eliminating the enemy faction and revitalizing Cybertron, a miracle will be created. This miracle will cause Energon to flow through Cybertron without end. The planet will never have to worry about an Energon shortage ever again. Finally, Planet Cybertron, and the millions that call it home, shall now follow you between Jumps.

MALFUNCTIONS

- No drawback cap . -

That's Weird

☼ +100 Cyber Points

You received an injury to your vocal processor that makes you sound utterly ridiculous. You sound like someone attached a voice modulator to a squeaky windshield wiper. No one who hears your voice will be able to take you seriously, barring situations where that response would benefit you.

What Did I Just Say?

☼ +100 Cyber Points

You would appear to be physically incapable of shutting up. Whether it's going off on legally incriminating monologues, lecturing a backstabbing sociopath about honor, or generally annoying anyone in hearing range. Your constant rambling somehow gets worse when you're unconscious.

Pre-1

☼ +100 Cyber Points

If you've ever even heard of the name "Transformers" you probably already know going into this that the relationship between Orion Pax and D-16 is doomed to end in tragedy. However, by taking this you are stripped of any potential foreknowledge of the Transformers franchise.

Bad Influence

☼ +100 Cyber Points

At some point you became close friends with one of your coworkers. You get along just fine, but they're kind of an idiot. They'll frequently take unnecessary risks that threaten both their career and their life, and they have a nasty habit of incriminating you in their misadventures. If you're still friends by the end of the Jump, you may take them as a companion.

Empire of Lies

☼ +200 Cyber Points

At some point in the recent past, you committed an unforgivable betrayal that will completely ruin you if it is ever revealed. Soon, a recording of your treachery will be discovered. Whoever finds it will go to seemingly any lengths to expose the truth. Stopping them before they can expose your treachery will likely take almost every resource at your disposal.

Overheating

☼ +200 Cyber Points

A flame burns within you. A murderous rage that will destroy you from the inside out. Friends, justice, the future, all concerns are secondary to slaughtering the object of your loathing. This flame lies dormant at first, but the more you give in to this rage and bloodlust, the less room will be left in your central processor for anything other than jealousy and hatred.

The Big Bot

☼ +200 Cyber Points

You've got one Hell of a chip on your shoulder. As far as you're concerned, status is the only thing in life that matters. You'll treat anyone of equal or lower status as garbage while sucking up to anyone of higher status. To make matters worse, you'll often find yourself getting severely demoted for even the slightest mistake in your work.

Badassatron

☼ +200 Cyber Points

After who knows how long devoid of interaction with any intelligent being, you've shaken quite a few screws loose. You're clingy, encourageable, socially incompetent, and have a tendency to become attached to inanimate objects. You have a tendency to get carried away very easily, like terrorizing a crew of innocent reporters after discovering a new weapon.

Prove Your Worth

☼ +200 / +400 Cyber Points

You will be watched over for this entire Jump, by either the righteous god Primus, or the evil god Unicron. At some unknown point in this Jump, you will experience a fatal blow. If you've managed to wholly prove your potential to your god of choice, they will revive you. If even the slightest doubt remains regarding your devotion to their cause, your Chain will end.

For the basic price you are bound by whichever God most closely aligns with your current values or morality. For double the payout, you must instead appease whichever god is the farthest from your own values.

Innocent

☼ +300 Cyber Points (Incompatible Quintessons)

You have betrayed all of Cybertron. You have placed yourself firmly in the service of the Quintessons. They will physically abuse you, belittle you, and then extort you for all you're worth and then some. No matter how unreasonable their demands become, you can't seem to force yourself to disobey them in any way unless they choose to break things off first.

Limited Potential

☼ +300 Cyber Points

For the entirety of this Jump, not only will you be unable to Transform, you will be unable to utilize any ability from this or any other Jump that could be defined as some kind of personal (full or partial) "transformation". That means no altforms, shapeshifting, intangibility, or anything like that. At least all your powers that don't fall under that definition are untouched.

False Jumper

☼ +400 / +1000 Cyber Points

At the beginning of this jump, you somehow lost your special Jumper Cog, which contains all your abilities from outside this world. You receive a map pointing to the general location of the Cog, but reaching it requires you to brave the volatile surface of Cybertron. For an additional +600 CP, your Jumper Cog now lies within the chest of Sentinel Prime. He now uses your outside abilities to reign over Cybertron as a cruel god, though he's only mastered a small fraction of your abilities. If you ever want to continue your Chain, you'll need to find some way to bring him down without your powers.

CONCLUSION

- At the end of your time here. -

Stand Down

☼ Go Home ☼

You choose to conclude your Chain and return to your original world.

Rise Up

☼ Stay Here ☼

You choose to conclude your Chain and remain in this world.

Roll Out

☼ Move On ☼

You choose to continue your Chain and move forward to a new world.

CLOSING NOTES

- Jump by Gene. -

I don't mind people reposting my Jumps on other sites. That said, if you see somebody complaining about a dead link to one of my Jumps, please let them know that I upload all non-lewd Jumps to the /tg/ drive. They should always check there first before trying to request access from me.

In the Great War scenario, "leveraging" the humans doesn't necessarily mean you need to ally with them. That could also mean holding them hostage, using them as a third party to initiate peace talks, turning them into living batteries, wiping them out and turning the Earth into a second Cybertron, whatever.

Very few of the 13 get any screen time. So as for what special abilities they might possess, you'll just have to speculate based on their general theme. You may choose any one of the 13. However, if you choose Alpha Trion or Megatronus, you must directly replace them, due to their plot importance. Furthermore, if you replace Megatronus, your Transformation Cog still rests in Sentinel's chest, and if you choose Zeta, you will no longer possess the Matrix of Leadership. The 13 are as follows:

- ☼ Prima - The warrior of light and wielder of the Star Saber.
- ☼ Vector Prime - The master of space and time.
- ☼ Alpha Trion - The recordkeeper of the Primes. In TF One he has the ability to telekinetically manipulate sand with enough force to tear apart Cybertronians. He could even use this sand as a medium to record and store information.
- ☼ Solus Prime - Master artificer and the first female Cybertronian.
- ☼ Micronus Prime - The conscience of the Primes and the first Minicon.
- ☼ Alchemist Prime - Student of the elements that make up the world.
- ☼ Nexus Prime - The first and greatest combiner.
- ☼ Onyx Prime - The first Cybertronian with a beast mode.
- ☼ Amalgamous Prime - The first Cybertronian with the ability to transform. Is amorphous even by Transformer standards.
- ☆ Quintus Prime - The Prime of Life. Potentially the creator of the Quintessons, unconfirmed whether that's still canon in TF One.
- ☼ Liege Maximo - The "Prime of Lies". Embodies evil as a natural and arguably necessary counterbalance to good.
- ☼ Megatronus - The strongest Prime. His Transformation Cog gave him far greater strength and firepower than the rest of the 13. TF One is perhaps the only continuity where Megatronus didn't betray the rest of the 13, and therefore never became "The Fallen".
- ☼ Zeta Prime - The leader of the 13 and bearer of the Matrix.