

Super Lifeform Transformers: Beast Wars II / Neo

Mission Briefing

Gain 1000 Angolmois Energy (AME)

All throughout the universe, one can find members of an advanced race of intelligent robots with the power to transform into animals or vehicles. They are the Super Lifeform Transformers! With only a handful of exceptions, all Transformers fall into one of two factions: the altruistic Maximals and the power-hungry Predicons.

Whenever something threatens to shift the balance of power in the Universe, you can be sure that the Maximals will battle tooth-and-nail to keep it out of Predicon hands. Such is the case when a mysterious power known as Angolmois Energy is discovered on the remote planet of Gaia. Angolmois Energy can have seemingly magical properties. From reformatting Transformers to freezing over planets or lifting islands into the atmosphere. However, this energy is sensitive to the hearts of intelligent beings. A heart full of evil can destabilize the energy, making it more inherently destructive, and in turn causing nearby beings to become more aggressive.

Perhaps this is why the former dominant species of Gaia abandoned the planet, leaving behind several countermeasures to ensure the power isn't misused.

You start the Jump just as a group of Maximals decide to investigate Planet Gaia in the hopes of rescuing their missing commander Lio Convoy. However, Galvatron, the Predicon Emperor of Destruction has already landed on the planet, seeking to harness Angolmois Energy for his own ambitions.

Should events proceed as expected, Lio Convoy will tap into the Legendary power of the Green Lion to not only defeat the Emperor of Destruction but scatter all the absorbed Angolmois Energy across the universe in special capsules before being sucked into a timewarp himself.

Sometime later, the powerful but antisocial Big Convoy receives an order directly from Vector Sigma, the central intelligence and essentially the god of Cybertron itself. The One-Robot-Army was ordered to serve as an instructor for a small group of new Maximal recruits aboard the Maximal ship Gung-Ho.

Believing experience to be the best teacher, Big Convoy decided the best way for his students to learn was by immediately throwing them into a real high-stakes mission. This mission involved investigating the disappearance of Lio Convoy, and retrieving the Angolmois capsules scattered throughout the universe before the Predicons can.

Contesting them for the capsules is the Predicon general Magmatron and his own crew above the Predicon ship Dinosaur. Their battles would span countless planets, as the Maximal cadets would grow in skill and maturity.

However, just as the Maximals seemed to have the upper hand, a third faction intervened. Strange monstrous Transformers with strange powers and bodies that even the full power of both factions struggled to leave a scratch on. They effortlessly stole all the recovered capsules in the hopes of reviving their master.

As it turns out, there was more to the Predicons' thirst for power beyond megalomania. They didn't just want to rule (not to say they didn't want that too) they wanted a weapon they could use in the event that the demon that threatened to devour the universe once somehow revived.

Angolmois Energy is more than a mere power source. It is the very life force of The Chaos-Bringer. Through some miracle this energy was drained out of Uncron's ruined physical body, and sealed within the distant planet Gaia, or should I say Earth, to keep the destroyer's mind, body, and spirit as far apart from each other as possible.

Regrettably, even if his body is in pieces, the battle for the Angolmois capsules was just the catalyst needed for Uncron's vile spark to awaken.

You will remain in this universe for 10 years.

Starting Coordinates

Choose one of the below starting locations for Free.

Planet Gaia

Formerly known as “Earth”. For unknown reasons, this planet became the vessel for the mysterious Angolmois Energy. However, the inhabitants of Gaia knew that their own hearts would poison this energy, forcing them to abandon the planet. This is currently the battlefield where commander Lio Convoy and his Maximals battle to keep this energy out of the hands of Galvatron and his Predicons. **(Free)**

Luna

You awaken within the moon of Planet Gaia. The entirety of Luna is essentially a giant space station designed to observe the entirety of Planet Gaia. One can use the technology here to teleport down to Planet Gaia, but using this method renders you invisible and inaudible. **(Exclusive & Mandatory Gaian Android)**

The Gung-Ho / The Dinosaur

You start on one of the various outposts belonging to your respective fashion. In a year or so, destiny will guide you to become one of the crew of one of two ships. Either The Dinosaur, commanded by Predicon general Magmatron, or The Gung-Ho, under the Maximal commander Big Convoy. **(Exclusive Maximal / Predicon)**

Planet Godbless (Future capsule location)

A verdant planet populated by superstitious feline humanoids. A unique species of orange can be found on Godbless, that the locals can process into high-quality oil. Soon, an Angolmois capsule will suspend a massive island into the air. **(Free)**

Planet Solid (Future capsule location)

An ironically named planet almost entirely covered in ocean. The dominant life on this planet is a seal-like species that take pride in their natural swimming ability. Soon, an Angolmois capsule will react to a fight between brothers, freezing the planet. **(Free)**

Planet Maderan (Future capsule location)

A desolate volcanically active planet. The most notable trait of this planet are the thick clouds that disrupt long-range scanning and communications technology. It is otherwise a rather uneventful location. **(Free)**

Planet Donovan (Future capsule location)

A windy desert planet of little note. Soon an Angolmois capsule will land here, enhancing the naturally disorientating properties of the planet to induce personalized hallucinations on anyone who spends too long on the planet. **(Free)**

Planet Flame (Future capsule location)

An inhospitable ball of magma closely orbiting a binary star. Soon an Angolmois capsule will induce a strange cycle where the planet is engulfed in life for a few minutes, before being burnt away by the stars' heat. **(Free)**

Planet P-0908 (Future capsule location)

Once an ore-rich mining planet, it has long since been stripped of any metal of worth. The countless mine shafts weaving through the planet have turned the entire planet into a giant stone labyrinth of countless identical tunnels. **(Free)**

Planet Sargasso (Future capsule location)

Essentially a planet-sized mass of spider-webs. The giant space-faring arachnids creatures that built and still currently inhabit this web are bizarrely adept in capturing Transformers. Especially with their energy-draining bite. **(Free)**

Planet Reida (Future capsule location)

A large, seemingly mundane asteroid. However, on closer inspection, the planet is actually the shell of an enormous worm-like organism. Entering the planet means navigating the worms' hostile digestive system. **(Free)**

Planet Chronos (Future capsule location)

A forbidden planet resembling an hourglass. Wars were once fought over this planet, as through some unknown power, the entire planet functions like a machine centered on a special shrine that can significantly age any being up or down. **(Free)**

Fortress Planet Porcupine (Future capsule location)

One of the Predicon's artificial planet fortresses. Manned by the clumsy Destroy Hydra, Porcupine uses its countless tentacles to capture and dismantle any space-faring vessels unlucky enough to get too close. **(Free)**

Planet Crystal (Future capsule location)

A planet composed almost entirely of crystalline structures. One particularly unique crystal exists on this planet with the seemingly magical power to swap the souls of two beings when stimulated with any kind of energy, such as a laser blast. **(Free)**

Binary Planet Arachide (Future capsule location)

A planet once inhabited by a technologically advanced race that was wiped out by their own ultimate weapon. Said weapon was a computer with the ability to quickly manufacture drones immune to any attack they've previously observed. **(Free)**

Planet Tube (Future capsule location)

A stone planet covered in massive stone spires. The hot-headed Maximal Randy has been stationed here to preserve the endangered wildlife, primarily the species of rodents that make their nests in these spires. **(Free)**

Planet Tasmo (Future capsule location)

A sandy planet orbited by metal debris that makes safe entry difficult, as well as jamming any form of wireless scanning or communications technology. The pacifistic Maximal physicist Bump has set up shop here. **(Free)**

Planet Intel (Future capsule location)

An oddly shaped verdant planet. The moronic Hardhead was sent here to claim the planet as Predicon territory (mainly by sticking crudely drawn insignias on the trees). He gets along surprisingly well with the local fauna, especially for a Predicon. **(Free)**

Other Capsule Location (Future capsule location)

You may start on any one of the less noteworthy worlds that found themselves the home to one of the Angolmois capsules. Whether that be the rocky Planet Gallo, Planet Com, Planet Capsule, or several completely unnamed worlds. **(Free)**

Planet Aquarius

A planet almost completely covered in highly acidic oceans. Currently the competitive Maximal Sharpedge is training here. He seeks to develop a technique that would let him defeat his greatest "rival" Big Convoy. **(Free)**

424 Space Station

A space pitstop for Maximal vessels. Here a Maximal can relax in the holo-chamber while the station's systems handle refueling and maintenance on their vessel. It's not unprecedented for Predicons to hide in stations like these. **(Free)**

Planet Stello

A nondescript arctic planet. In a few weeks, the merciless drill instructor Survive will use this planet to grill Big Convoy for his lax teaching style and attempt to force his former student's cadets to adopt his own melee-obsessed combat style. **(Free)**

Planet Cybertron

Home planet of the Maximals. It houses one of, if not the largest standing military in the galaxy, not to mention the godlike computer Vector Sigma. Few would be mad enough to try and attack such an empire, or so you'd think. **(Free)**

Planet Dinosaur

Once the center of the Predicon Empire, the arrival of Unicron forced the Predicons to abandon their ruined planet. By some odd space time anomaly, the legendary commander Leo Convoy is currently stranded on this planet. **(Free)**

Physical Composition

Choose one. You may decide your age & gender freely.

Organic Lifeform

You are one of the many intelligent organisms spread throughout this universe, whether one of the canon species mentioned above, or one you just made up. You might be particularly specialized for a particular environment, but otherwise don't have any abilities notably greater than an ancient Gaian (human). **(+200 AME)**

Organic Super Lifeform

You are one of the few organic species that can fight a Transformer on equal footing, like the spiders of Planet Sargasso. To reflect this, you are able to access the **Super Lifeform Builder** (sans options that require the ability to Transform). The purchases you make in that section will manifest as natural features of your biology. **(Free)**

Mechanical Lifeform

You are one of the (relatively) less advanced forms of intelligent machines in the galaxy, like the NAVI / DNAVI programs installed in Transformers ships. You are no less intelligent than most Transformers, but there's no comparing the might of your body. You are essentially an advanced AI housed in a rudimentary drone.

Alternatively, you are a **Gaian Android** left behind to watch over the planet alongside Artemis and Moon. You may freely decide the appearance of your android body, whether you resemble an ancient Gaian, an ambiguous mammalian creature, or something else entirely. You may choose whether you are capable of transforming, but even then your power can't quite compare to an actual Transformer. **(+200 AME)**

Mechanical Super Lifeform

A highly advanced transforming alien robot. In other words: a Transformer. You are one of the strongest intelligent species in the universe, and the driving force behind the battle for Angolmois energy. You can access the **Super Lifeform Builder** to determine the exact properties of your mechanical body. **(Free)**

Factional Designation

Choose only one.

Maximal

Maximals are the (self-appointed) protectors of the universe. Whether it's furthering scientific study, defending endangered species, or fighting back tyrants seeking to conquer the universe. All the highest-ranking commanders of the Maximals receive the title "Convoy". All Convoys have bodies resembling the original Convoy, along with an Energon Matrix based on the original Matrix of Leadership. If you aren't a Maximal yourself, you are someone who happens to share their ideals. **(Free)**

Predicon

Predicons are conquerors by nature. Whether through force or deception, there is no low they won't stoop to for power. Only the highest ranking Predicons are aware of their crusade's true purpose: to become an absolute power that can ensure the lasting peace of the universe, even if Unicron were to return. If not a Predicon yourself, you are someone who shares their ideals. The reigning leader of all Predicons receives the title "Emperor of Destruction". **(Free)**

Blendtron

The Angolmois energy didn't just appear out of nowhere. It is the very power of Unicron, separated from his body to delay his revival. However, the fighting between Maximal and Predicons woke the world eater up enough to create you, alongside three other Blendtrons. Blendtrons are far stronger than their Maximal or Predicon contemporaries. However, this power comes at a cost. You are expected to be nothing more than slaves to Unicron. Should your master wish to absorb the sparks of you and your siblings, it may raise his ire if you refuse to comply. **(-200 AME)**

Experience Level

Cadet and Wildcard can be taken as Drop-In.

Cadet

You're a total newbie to your respective faction. Maybe you just finished your training, or maybe you're still completing it. You don't have much experience under your belt, nor the respect that comes with it, but no one can call you lacking in enthusiasm. Though, it's also possible your true experience far outmatches your official rank, in which case you might have been demoted, or are just acting undercover. **(Free)**

Wildcard

There are countless Transformers across the universe. Not all of them find themselves on the front lines. You could be a specialist working a solo mission far away from the frontlines, a wandering bounty hunter, a mercenary, or maybe you literally just popped out of the planet one day without any explanation. This gives you more freedom to act on your own, but also less support from your faction. **(Free)**

Veteran

You've been on the battlefield longer than most of your kind has been alive. You're on the level of the soldiers accompanying Leo Convoy or serving directly under Galvatron. Still, even experienced soldiers can make rookie mistakes from time to time. Regardless, even if you aren't some kind of war hero, few would complain to have someone with a track record like yours at their backs. **(Free)**

Commander

To be perfectly clear, this alone won't put you on the level of a Convoy. For that you would require a Rank level 10 in the Super Lifeform Builder. Otherwise, you likely fill the role of a second-in-command like Apache or Megastorm. Whenever the top bot is out of commission, you're next in the chain of command. Though, that does mean you have more incentive than anyone else to put them out of commission. **(-100 AME)**

General Perks

No discounts.

Hissatsu

For some odd reason, it's common practice to scream out flashy attack names in the middle of battle. You can carry this trope with you into future worlds. No matter how ridiculous the attack name or how loudly you shout it, nobody will find it remotely odd. That said, it's not to do this when trying to be stealthy. **(Free)**

Slapstick

You are able to exert just a tiny pinch of anime-style toonforce to exaggerate any comedic situations. Whether that be pulling simple props out of thin air, manifesting giant sweat drops despite being made of metal, or your head briefly doubling in size just to emphasize your anger. This can't provide any meaningful advantage in battle, nor can it be used in particularly serious situations. **(Free)**

Insignia

All major Transformers factions have a defining insignia. Whatever faction you belong to, you can toggle an aura that embodies your faction's image and ideals to any onlookers who perceive it, even if they've never even heard of this faction.

- Maximal - Embodies freedom, justice, and the sanctity of life.
- Predicon - Embodies strength, trickery, and absolute power.
- Blendtron - Embodies fear, destruction, and invincibility.

You can choose whether or not you visibly manifest the insignia. You can pay an extra 50 AME to be able to grant this insignia and aura to others. **(Free / -50 AME)**

Paper Machine

You have a frankly freakish talent for papier mâché. With just a few hours, if not minutes, you can create an almost flawless papier mâché replica of any (non-organic) person or object you can think of. Obviously, this is a purely visual illusion. **(-50 AME)**

Maximal Perks

100 AME Perk free and all others 50% off for Maximals.

Lessons Learned

Not even soldiers are immune to interpersonal drama. When such tensions arise within your team, the parties involved will often find themselves pulled into a scenario that forces them to address it. Perhaps a coward needs to step up after their allies are caught in a trap, or a hot-head needs to slow down after their impulsiveness endangers civilians, etc. Whether the lesson sticks is another matter. **(-100 AME)**

Hero of Justice

The Maximals might be a tad bureaucratic, but they are unambiguously the "good guys" in most situations. Others can intuitively sense this inherent goodness in you, and unless they have a good reason to distrust you, they'll often take this feeling at face-value. This also makes it harder (though hardly impossible) to forcefully sway you towards evil through bribes, mind control, and the like. **(-200 AME)**

Fool me Once

How convenient that the Predicons usually throw away their superweapons after one use. You find that enemies almost never try the same tactic twice. Even if a particular scheme came very close to succeeding and there's nothing actually stopping them from trying again. They'll just take it as a given that since it failed once it'll fail again. Only applies if their first attempt was an abject failure in all regards. **(-400 AME)**

The Legendary One

You have an immense power buried within you. This state can only be awakened through "BURNING SPIRIT" or an intense feeling of resolve. This causes you to glow a particular color. In this state, you are granted an absurd power boost, flight, and the ability to manipulate energy. For example, Lio Convoy's Green Lion form was able to not only separate the Angolmois Energy from Galvatron's body but encase them in countless capsules spread throughout the universe. This form is immensely draining, and you'd be lucky to maintain it for more than a few minutes at a time. **(-600 AME)**

Predicon Perks

100 AME Perk free and all others 50% off for Predicons.

Two-Faced

Predicons aren't exactly the loyal sort, if you haven't noticed. You almost never miss an opportunity to back-stab one of your so-called "teammates". Not only that, you also have a knack for forming cliques within any organization. Swaying allies so firmly to your service that they'll gladly side with you even over their official superiors. Whether these underlings are actually competent is another matter. **(-100 AME)**

Serial Scammer

Predicons are deceivers by nature. You can lure people into even the most obvious trap. As long as you get to tell your side of a story first, your victims will often believe your lies so thoroughly, they'll stubbornly deny almost any contradictory evidence and actively attack any who tries to reveal the truth. In general, you have a talent for getting into people's heads and figuring out their emotional weaknesses. **(-200 AME)**

Punchline

You receive a dose of toon force that protects you from any damage sustained solely as a result of your own incompetence or bad luck. Even if you set several bombs powerful enough to blow a Maximal limb-from-limb, and accidentally trigger them all yourself, you'd just come out of the experience a little charred. This doesn't apply if your schemes are intentionally sabotaged by another party. **(-400 AME)**

Power Sponge

Just like Galvatron himself, power just seems to love you. Most Transformers can only absorb so much Angolmois Energy before it destroys them, but you don't appear to have any such limit. Your personal storage capacity for any exotic energy sources is essentially infinite. At the absolute worst, you'll be unconscious for a few days as your body acclimates to particularly unfamiliar energies, so it doesn't hurt to pace yourself. If a particular energy source has inherently corrupting properties, this won't do anything to counteract that, so be cautious of what you absorb. **(-600 AME)**

Blendtron Perks

100 AME Perk free and all others 50% off for Blendtrons.

Ghost of the Machine

The Blendtrons appear silently like a ghost but leave destruction in their wake like a hurricane. Similarly, others have a hard time recognizing your interference or figuring out your motives until it's too late. That's not to say it's impossible to notice you. Just that when you interject in a conflict, those involved are generally too distracted by their own matter to consider the arrival of a third party. **(-100 AME)**

Harbinger of Chaos

You are a bane to peace and unity. Something about your presence makes your foes more isolationist. Commanders withhold vital intel from their own troops, assuming they don't try to sacrifice them outright to stop you. Naturally, you'll rarely have to worry about former enemies uniting against you, as they continue to bicker over past transgression as mutual annihilation hangs over them. **(-200 AME)**

Astral Sense

The Blendtrons are able to track down Angolmois capsules with such ease that it makes the exploits of the Maximals and Predicons look like a joke. You possess a similar ability to "smell" the precise location of powerful objects or energies, even from galaxies away. However, this requires you to already have at least a vague idea of the "scent" or energy signature of what you're looking for. **(-400 AME)**

Power of Hatred

The odd thing about the Blendtrons, is that the fear or aggression directed towards them almost seems to make them stronger. You demonstrate a similar ability. Basically, the more someone fears or hates you, the less effective their attacks are. Their bullets and lasers bounce off you, and injuries that do land are healed in seconds. At the same time, your own attacks become even more powerful against them. That said, this will have little to no effect against enemies or attacks deeply rooted either emotionally or conceptually in justice or order. **(-600 AME)**

Cadet Perks

One 100 AME Perk free and all others 50% off for Cadets.

Class Clown

People rarely seem to expect much of you. Enemies repeatedly underestimate you and while superiors won't downplay your achievements, they usually aren't surprised by the occasional rookie mistake or disrespect. Whether you're slacking on cleaning duties or talking back to your strict commander, as long as it doesn't cross the line into outright insubordination, you'll usually get a pass. **(-100 AME)**

Class Rep

For some reason, people tend to sense a maturity beyond your years from you. Whether or not this is actually accurate, it often results in you being trusted with far more responsibility and authority than others of the same rank. Your words have more weight to superiors and equals alike. You also generally have a talent for studying that will help you in academic settings, but not necessarily in real battle. **(-100 AME)**

Prime Pupil

You have a bizarre luck with finding yourself involved in missions way above your pay grade, and in the tutelage of experts in various fields. Whether it's a legendary soldier, a physics genius, a skilled (if eccentric) swordsman, etc. These experts often find themselves growing attached to you quite fast, even if they're known for being antisocial. Whether you can meet their expectations is another matter. **(-200 AME)**

It's a Big Universe

The universe is full of all kinds of mysteries. From planets covered in acid oceans, to one shaped like an hourglass that can alter a living being's age. Even in future jumps, you'll find all manner of strange or physics-defying worlds waiting to be found. Even if there's only a single individual, object, or location of note on a whole planet, you'll find yourself touching down within a few miles of it by pure coincidence. **(-200 AME)**

Until Next Time

Most conflicts you're involved with are episodic ordeals. With the exception of massive changes to the status quo like the loss or addition of a character, there will be very little bleed over between "episodes". A character could be nearly brainwashed and beaten into scrap one day, only to be in perfect condition the next. Eventually the dam will break, and the "plot" will need to start wrapping up, but until then you'll only need to worry about one major incident at a time. Togglable. **(-300 AME)**

Sharing the Burden

By holding someone's hand, you can loan your energy to someone else to briefly supercharge their abilities. This can also work in the opposite direction to boost your power, or even be chained to focus the power of several people into one person, but all parties involved must give up the power of their own volition and can control how much of their energy they give out. The energy they give is pulled from any supernatural energy pools, as well as their physical stamina. **(-300 AME)**

Wildcard Perks

One 100 AME Perk free and all others 50% off for Wildcards.

Eternal Watcher

It's easy to forget from their childlike demeanor that Artemis and Moon have been watching over Gaia alone for hundreds, if not thousands of years. You now possess a similarly impossible level of patience. You are able to maintain not only your sanity, but your childlike enthusiasm even through hundreds of years without meaningful stimulation and minimal social interaction. **(-100 AME)**

Centrist

War can often become a "with us or against us" scenario, but not so much with you. Parties involved in an ongoing conflict are oddly content waiting for you to pick a side on your own. They may attempt to indirectly turn you against their enemies, but they won't outright force you to side with them. Even once you start to show favor to one side, you still maintain some modicum of professional distance. **(-100 AME)**

Nutty Professor

Like the ever-curious Drillnuts, you're a bit of an inventor yourself. You have a solid grasp of Transformer engineering. Whether it's tinkering with your missiles to give them a little extra oomph or creating a device that can remotely detect something as abstract as "hate" from a distance. You have the potential to create some miracles. However, it often takes quite a few iterations to work out all the bugs. **(-200 AME)**

Perfect Protige

People see almost limitless potential within you, as well as a reflection of themselves. Whether there's any accuracy to this is irrelevant. This vague feeling you exude makes you an almost irresistible choice for those seeking an heir or apprentice. Even the high-commander of the enemy faction might start to desire you as his heir, even if you've shown no indication of sharing any of their values. **(-200 AME)**

Angol Avatar

Like Lio Jr. you are an entity born out of good or evil Angolmois Energy (it doesn't make much difference). You are able to conjure balls of Angolmois Energy to attack with that are extra effective against beings of the opposite moral alignment. To be clear, you can't tap into any of the reality-warping properties of Angolmois Energy. This also grants you a sixth sense that allows you to see and hear beings that would otherwise be hidden, such as by advanced cloaking technology. **(-300 AME)**

High Priestess

Through a heartfelt prayer, you can remotely connect with a hyper-intelligent supercomputer, such as Vector Sigma or the will of Gaia, even between Jumps. They will use their nigh-infinite wisdom to guide you through your current predicament. If that isn't enough, you can briefly enter a trance where they take control of your body and are able to exert greater control over your technology or abilities than you are normally able to. They will only ever use this to assist in your goals. **(-300 AME)**

Veteran Perks

One 100 AME Perk free and all others 50% off for Veterans.

Early Warning

The greatest weapon of a soldier is experience. Through many battles, you have developed a sixth sense for danger. Even if you have no tangible evidence, you just get a vague feeling of wrongness whenever you're wandering into a trap. Sufficiently tense or chaotic situations can blind you to this, but as long as you're willing to listen to your gut, there are few in this universe who can pull one over on you. **(-100 AME)**

Ladies Bot

There's just no denying it. Whether you're Maximal, Predicon, or anything in between, you are so cool. Oddly, even if your appearance is strange or you have a terrible personality, this inherent coolness always somehow shines through. This is especially effective on mechanical beings, so don't be surprised if even a few of your enemies are too busy swooning over you to properly fight. **(-100 AME)**

Plan B-Z

You rarely have to micromanage your teammates, as this provides a significant boost to their competence and ability to adapt to unforeseen circumstances. Whenever your allies take independent action without your knowledge, it almost always pays off, whether it's adapting a plan to minimize casualties, or designing a secret weapon that isn't documented within the intel stolen by an enemy. **(-200 AME)**

Favorite Nephew

No matter the Jump, your family (if you have one) has a tendency to provide you with freakishly generous gifts useful to your current predicament. Whether that be a top-of-the-line tank in the middle of a battlefield, or a million dollar watch right before a job interview. The nature of these gifts depends on the setting and your current situation, but that's the level of generosity you can expect. **(-200 AME)**

Erector

Much like the Autorollers, you are a master of Transformer-scale construction projects. You can whip up relatively small projects like a secret base or an Angolmois refinery in a little under a week. However, you even know the building and engineering techniques to create starships or even enormous megastructures like the Predicons' artificial planets. Whether you have the time, manpower, or raw materials for such a project is another matter entirely. **(-300 AME)**

Freeform Fusion

Only a handful of Transformers are equipped with fusion technology, and even fewer can wield it as easily as you do. With any manner of fusion, you are able to exert greater control over the process. Whether it's forcing a compatible party into the fusion, splitting up the fusion, or using your presence in the combined form to restrict the actions of the whole. However, if any of the other members of the fusion would resist your influence, your success depends on a battle of wills. **(-300 AME)**

Commander Perks

One 100 AME Perk free and all others 50% off for Commanders.

Fated Battle

How convenient that the Gung-Ho and the Dinosaur almost always end up on the same planets. As long as you mark an individual or group as your enemy or rival, fate will constantly contrive to pull you to the same location or conflict, for good or ill. Even if the two of you could be literally anywhere in the universe, you can't help but run into each other. Can be toggled on or off on a per-Jump basis. **(-100 AME)**

Acceptable Losses

A big part of leading others is being able to realize when sacrifices are inevitable. You always seem to intuitively know when such losses are truly necessary. Whether it's sacrificing your pride to form an alliance with a sworn enemy, sacrificing your troops to destroy an even greater evil, and if it comes down to it, you're ready to sacrifice yourself if there's no better alternative. Hopefully it never comes to that. **(-100 AME)**

Sink or Swim

Like Big Convoy, you seem to believe that there's no better teacher than experience. Whether it's training soldiers by putting them on a real mission, training a doctor by having them operate on a patient, etc. By simply throwing your students into the deep end, after some growing pains, they'll come out the other end with even greater mastery than if you taught them through conventional methods. **(-200 AME)**

Hero of Legend

Big Convoy, Lio Convoy, both soldiers who are considered legends even amongst other Convoys. In a similar fashion, you develop such a reputation as a legendary figure with unreal ease. People quickly come to respect your name and will gather from around the world (or even the universe, depending on your reach) just to meet you. This also gives you slightly more sway in negotiations. **(-200 AME)**

Double Tap

Much like Megastorm, putting you down is far harder than it has any right to be. You are illogically durable and can survive attacks that would blow most Transformers to pieces. This becomes extra useful paired with the rarity of your enemies (or traitorous allies) to confirm their kill. When someone lures you into a trap, 9 times out of 10 they won't waste a second confirming whether it actually worked, and instead just walk away loudly monologuing about how hard they killed you. **(-300 AME)**

One-Robot Army

Much like Big Convoy, you are like a force of nature on the battlefield. Maybe it's your firepower, technique, intuition, experience, or just inexhaustible fighting spirit, but you enter a kind of flow in the midst of battle that lets you easily chew through dozens of soldiers without any backup. However, you aren't the best at minimizing collateral damage in this state, so anyone who tries to fight too closely alongside you is arguably in just as much danger as your actual enemies. **(-300 AME)**

Super Lifeform Builder (Stats)

Everyone else starts with 40 Stat Points. Must have at least 1 SP in every Stat.

SP Conversion

All Transformers are scored according to 8 categories, all ranging from 1-10. These are: Strength, Intelligence, Speed, Endurance, Rank, Courage, Firepower, and Technique. Through this option, you are able to convert Angolmois Energy (AME) into Stat Points (SP) to spend on your stats below, but not vice versa. **(-50 AME : +5 SP)**

Stat: STR

Strength measures a Transformers ability to lift, carry, and push physically. At **STR 1** you're still mightier than the strongest of the ancient Gaians (humans), but the vast majority of other Transformers could easily push you around. At **STR 5** you could shatter a large boulder with ease or lift 2 tons with minor difficulty. At **STR 10** you could tear through a starship hull with your bare hands. **(-1 SP to -10 SP)**

Stat: INT

Intelligence tracks a Transformer's mental processing power, ability to create, and powers of observation. At **INT 1** you're as dumb as they come, and that's saying A LOT. At **INT 5** there's very few tasks you can't at least perform competently, and only the most devious traps can slip past you. At **INT 10** you are an unambiguous genius, either in general or regarding a specific field of study. **(-1 SP to -10 SP)**

Stat: SPD

Speed measures how fast a Transformer is, both in moving physically and how quickly they can react to sudden changes. At SPD 1, you are either unable or unwilling to rush under any circumstance, and generally have little sense of urgency. At SPD 5 you can keep up with the vast majority of organic creatures or ground vehicles. At **SPD 10** you're like a blur, with a top ground speed of 100 km/hr. **(-1 SP to -10 SP)**

Stat: END

Endurance represents a Transformer's durability and stamina. At **END 1** you're pretty squishy, with a few good strikes being enough to take you out of commission. At **END 5** you can take a few dozen laser blasts without going down, as long as they don't hit anything especially vital. At END 10 you are a walking fortress. It'd take something like an asteroid to the face to do any serious damage to you. **(-1 SP to -10 SP)**

Stat: RNK

Rank defines a Transformer's persuasiveness and general respect within society. If your background clashes with your rank, then you're either really good or really bad at your job. At **RNK 1** you couldn't lead a horse to water. At **RNK 5** you have adequate people skills and can at least get your voice heard by higher ups. At **RNK 10** you're a Convoy-level commander, able to spur entire armies into action. **(-1 SP to -10 SP)**

Stat: CRG

Courage tracks a Transformers willpower, discipline, and overall mental fortitude. At **CRG 1** you're a bit of a wimp. Easily intimidated or deceived. At **CRG 5** you have the bolts to charge into battle and keep fighting even when severely damaged. At **CRG 10** your will is practically unbreakable. No torture could ever dream of breaking your spirit, and even mind control would struggle to take root. **(-1 SP to -10 SP)**

Stat: FPR

Firepower represents the weaponry a Transformer carries, and their ability to use it in battle. At **FPR 1**, you are all but defenseless. No guns, no blades, nothing. I hope you're confident in your fists. At **FPR 5** you have a few guns, claws, and the like. You can use them all competently but are hardly a master. At **FPR 10** you are covered head-to-toe in enough powerful weapons to wipe out a small army. **(-1 SP to -10 SP)**

Stat: TCH

Technique relates to a Transformer's agility, dexterity, balance, precision, and general motor skills. At **TCH 1** you are obscenely clumsy, causing immense damage just by walking. At **TCH 5** you're decently light on your feet and good with your hands. At **TCH 10**, you're like a ninja, able to perform acrobatic maneuvers that should be physically impossible for someone your size. **(-1 SP to -10 SP)**

Super Lifeform Builder (Alt Mode)

Exclusive to Mechanical Super Lifeforms.

Primary Altmode

All Transformers possess the ability to assume an "alternate mode" they can change into at-will. The Maximals on Gaia assumed the form of local wildlife to protect them from Gaia's rust-inducing atmosphere. It's unknown why even Transformers who have never stepped foot on Gaia often possess beast modes based on Gaian animals.

Transformers are able to scan any vehicle or animal as an alt mode, but once you've chosen, you're stuck with it. Clearing your current form is a far more involved process that requires specialized equipment.

Maximals usually choose from a variety of animals. Be they mammals, insects, birds, reptiles, fish, or even mythical creatures like Tanukis or Tsuchinoko.

Predicons usually choose vehicles, or beasts from Gaia's prehistory. Usually dinosaurs, but non-reptilian creatures like a nautilus are also an option.

Blendtrons are unique in that their alternate modes are hybrids of two distinct creatures. Wasp + lionfish, orca + elephant, lizard + dragonfly, etc.

It's not a strictly enforced rule that you can only choose an alt mode associated with your faction. This is just the norm. You're free to choose an alt mode that doesn't remotely fit your theme, like turning into a small fortress, or a strange cyborg wasp. There's even precedent for mythical creatures like dragons or tanuki.

Technically any Transformer can scan a beast mode capable of flight, however, this flight will be far more limited without purchasing the proper Flight perk.

For 50 AME each, you can import one of your modes from an OOC source. Whether that's a specific altform, a pet or bestial follower native to another Jump, or a vehicle you own. If the capabilities of your choice drastically outstrips your purchases in this builder, you must pay 100 AME to import them. **(Free / -50 AME / -100 AME)**

Secondary Altmode

You are able to assume a tertiary form in addition to your robot or primary altmode. For 50 AME, it's a stretch to call this a true altmode. Perhaps you shift into a weapons platform, or a gun, or even something more bizarre like turning your tail into a giant flower or disguising your beast mode as a corpse. For 100 AME, you are a true triple-changer. You can choose any animal or vehicle that you can now change into. However, it's very clearly a modified version of your main altmode, so it's not very effective as a disguise, assuming stealth was a concern. **(-50 AME / -100 AME)**

Combiner

You are able to combine with specific allies to enhance your collective power. Each purchase requires you to have already created or imported the appropriate number of Transformer companions for each level, but once you've selected who this works with they don't need to pay anything to combine with you.

- 2-Way **(100 AME):** Much like BB and Starscream, you are able to combine with one other companion for a significant boost in one attribute of your altmode. Perhaps you use your allies' jets to significantly enhance your own speed or convert their whole body into a set of canons to add to your own firepower.
- 3-Way **(300 AME)**: Like Tripledicus or Magnaboss, you can combine with two other Transformers to form a larger robot. Your power is absurd, allowing you to take out most combatants with one attack, while most enemy attacks literally bounce off you. Can only be maintained for a few minutes.
- 5-Way **(500 AME)**: Like the Seacons, you are able to combine with four other Transformers to form a larger robot. Just one of your strikes has the power to split the seas or change the weather, not even mentioning your raw strength and durability. Can only be maintained for a few minutes.

Chimera

Instead of a single altmode, your body can break into three separate beasts/vehicles simultaneously. These three entities are essentially a hive mind, remaining connected over any distance. However, their linked senses means that any pain they feel is also shared. They can also recombine into a singular monstrous chimera form. **(-150 AME)**

Super Lifeform Builder (Misc.)

Exclusive to Organic or Mechanical Super Lifeforms.

Size Class

The scale of your body robot mode. All Super Lifeforms must choose one.

- Basic **(+100 AME)**: Between 2-3 meters
- Deluxe **(Free)**: Between 3-4 meters
- Mega **(-50 AME)**: Between 4-5 meters
- Ultra **(-100 AME)**: Between 5-6 meters
- Giga **(-300 AME)**: Up to 15 Meters
- Majin **(-600 AME)**: Up to 200 Meters

Caveat

It would seem your most powerful form or technique has some inconvenient catch to using it. Perhaps you have a cannon that requires someone else to pull the trigger, or a berserk mode that causes you to black out and lose all memory of using, or an AOE attack that damages friend and foe alike. You can take this as many times as you please but can only gain a maximum of 300 AME from it. **(+100 AME)**

Remodeled

You'll have to wait a bit to exert your full power. You'll start this Jump trapped in a body with at most ½ the power of the body you actually designed. Halfway through the Jump, you will have a near-death experience, which will result in you being reborn into the body you initially designed. These two bodies may have completely different appearances and altmodes, but in terms of raw stats, the new body is an upgrade in every way. You may pass on gaining any points from this to keep your old body as an altform after this Jump. This can only be taken once. **(+200 AME / -0 AME)**

Commander's Authority

If taken as a Maximal, you are a Convoy-level commander, and receive an artifact known as an Energon Matrix, a technology derived from the original Matrix of Leadership. If taken as a non-Maximal faction, you receive a similar artifact, akin to the Galva-Matrix, that is similar but functions quite differently.

A Matrix provides a notable passive boost to all stats, and you can even infuse this energy into attacks. It can also be used as a transmitter over intergalactic distances. Big Convoy used this connection to receive wisdom from Vector Sigma, while Galvatron used this to control the Artificial Planet nemesis with his will alone.

An Energon Matrix' power has a naturally purifying quality, making it exceptionally effective against intrinsically evil entities or forces. In contrast, the influence of the Galva-Matrix is corruptive. Not to the point of total mind control, but living beings become subconsciously more violent, while weather becomes more volatile.

The Energon Matrix's power can be infused into weapons or even other allies to give them a drastic power boost. In turn, the Galva-Matrix is more self-centered, allowing the user to absorb external energy sources to increase their own personal power even farther. Although, whether their body can endure the amount of energy flowing into it depends on the might of the individual.

For an extra 200 AME, you can receive a Galva-Matrix as a Maximal, or an Energon Matrix as anyone else. **(-0 AME / -200 AME, Requires RNK 10)**

Enhanced Sensors

One of your five senses has been integrated into your scanners and boosted to an absurd degree. The range and sensitivity of your scanners are at least twice that of most other Transformers. Handy for detecting energy signatures or mapping complex environments. Can be purchased multiple times for other senses. **(-100 AME)**

Drone

You are able to detach part of your body as a small remote drone. Its senses can be shared with you over an immense distance, making it perfect for spying. You may choose whether this drone is grounded or capable of flight, but the latter will burn through its limited energy reserves faster. **(-100 AME)**

Stun Attack

You can manifest a certain attack or ability specialized in incapacitating targets rather than inflicting direct damage. Perhaps you can produce a smoke screen, or emit a painful high-frequency sound, or some kind of EMP. Effects that focus on one target at a time will naturally be more potent than AOE effects. **(-100 AME)**

Energy Attack

You are capable of a potent attack that utilizes a specific energy or natural "element". Perhaps you freeze an opponent solid, or engulf them in flame, or fry them with electricity, and so on. These are often more draining to use than conventional lasers and missiles but make up for it in raw destructive power. **(-100 AME)**

Chemical Attack

You are capable of producing a specific chemical reaction or mixture as a means of attack. Perhaps you can create bubbles strong enough to trap most enemies until they pop, or acid that can melt through Predicon armor, or poisons that can even infect machines, etc. Often less direct than other attack options. **(-100 AME)**

Magic

You are capable of manipulating light to fool the senses. For 100 AME, this can be used to bend the light around you, rendering you invisible. For 200 AME, you can take this even farther, and weave complex holograms to create just about any illusion you can imagine. Said apparitions can be seen and heard but have no tangible presence. In addition, they can only be made within your line of sight. **(-100 AME / -200 AME)**

Burrowing

Much like Scuba, you have mastered a peculiar form of locomotion. You are able to burrow through the ground at absurd speeds. The rate at which you can drill a tunnel through solid stone isn't that far off from your basic movement speed. You even know how to structure these tunnels to create a vacuum effect that allows you to transport significant quantities of liquid through even exceptionally long tunnels. **(-150 AME)**

Flight

You are one of the lucky Transformers with natural flight capabilities. You are capable of precise movement in 3 dimensions and can use this to carry anything you'd have the strength to lift normally. You can utilize this in any of your modes, even if your altmode isn't something that usually flies. If you scanned a dog or fish, you'd still be able to float through the air without any obvious wings or thrusters. **(-150 AME)**

Time Agent

The same experimental technology used by undercover agent Heinrad. A large clock has been implanted in your body. This clock will ache in the proximity of spacetime anomalies and can also function as a regular clock (it even has an alarm function).

This clock grants you the ability to temporarily freeze time. You're able to freely move and interact with objects and entities frozen in time. Only godlike or achronal beings can resist this, but with enough of a power boost, you can force this to briefly work against them too. The charge for this ability must be slowly built up over several days. The maximum charge of 30 seconds can take up to 2 weeks to build.

If you can somehow draw on more power than you can normally store, this can be boosted further. With the combined energy of 5 Maximal Cadets, Heinrad was able to freeze the soul of Unicron and his Blendtron servants for a full three minutes.

For an additional 500 AME, you are an agent of the Chronarchitect, a primordial god known as the Ruler of Space and Time and kin to Unicron and Primus.

You're still limited to 30 seconds of charge, but recharge twice as fast. Not only limited to stopping time, you can use your charge to speed up or rewind time for a few seconds. You can also use a full charge to warp yourself to any point in space or time. Whether that be the past, future, adjacent universes, etc. This can't move you between Jumps until post-Spark.

The only real catch here is that your impact on the fabric of spacetime is a lot more obvious. Paradoxes are a very real possibility, and if you start mucking around with fate and history, it'll be very easy for any entities intimately familiar with the workings of space and time to notice you. The Chronarchitect in particular isn't especially fond of his agents interfering in events of cosmic significance. At least they can't seem to observe you outside of this multiverse. **(-500 AME / -1000 AME)**

Oblivion

You have tapped into the power of Unicron and gained immense power from it. In general, your raw stats are greatly enhanced to the point that you can fight off a Convoy-level combatant with ease and most attacks literally bounce off you.

This power also allows you to distort space itself. You can shrink down objects to store them in your stomach, create small black holes, or literally punch a hole in the fabric of spacetime to reach any point in the universe in seconds.

For an additional, undiscounted 400 AME, you are a being similar in nature to Unicron himself. Not that you're a primordial god of destruction, but in the sense that not even destroying your body and draining every last drop of energy from it can kill you.

Even without your body, your soul lives on as a kind of avatar. This avatar is tangible but made of pure energy. Not just that, you can absorb seemingly any amount of energy to further strengthen yourself. That included the energy from enemy attacks, completely negating them in the process.

With enough energy absorbed, you can exert enough destructive power to destroy an entire Maximal fleet by yourself, however, this will drain most of your power. Your abstract nature allows you to resist all but the strongest time-manipulating effects.

Like a ghost, you are capable of possessing other beings to act as your own body. While this will rob you of many of this form's greatest strengths, it is also the only way to counteract the drawbacks of this form.

This energy form is inherently unstable. Every attack you deal drains the very energy composing your body, and even if you have more than enough energy to sustain this, your form will destabilize itself if you go several days without a body. If you end up using all your energy or simply take too long to find a new body, your energy form will disperse, killing you. **(-800 AME, Discount Herald of Chaos / -1200 AME)**

Companions

Companions with stipends can gain more AWE from Drawbacks.

Import

With one purchase, you can import a companion with 600 AME to spend as they please. Each additional purchase doubles the number of companions you can take through this, to a maximum of 8. **(-50 AME to -200 AME)**

Export

With one purchase, you receive a single slot that can be used to recruit any native of this world as a companion, with their consent. Each additional purchase doubles the number of slots you receive, to a maximum of 8. **(-50 AME to -200 AME)**

Create

With one purchase, you can create an OC companion with 600 AME to spend as they please. Each additional purchase doubles the number of companions you can make through this, to a maximum of 8. **(-50 AME to -200 AME)**

NAVI / DNAVI

One of the AIs that come standard in most large starships. They do a fine job of maintaining your various equipment or vessels, and even if they can be a bit moody, you'll never have to worry about them betraying you outright. They tend to speak through a small floating drone. **(-50 AME, Free w/ Starship)**

Jumper Jr.

A piece of your soul has split off and formed a separate entity that sees you as their parent. They are quite powerful in their own right, and your spiritual connection allows you to detect when the other is in trouble. In time, you will learn how to recombine once more, providing you a significant power boost. Though you can choose to separate again at any time. **(-200 AME, Discount w/ Jumper's Child)**

Equipment

Two discounts per tier. Discounted 50/100 AME items free. Imports are free.

Toyline

This grants you one of every official Beast Wars II / Neo toy, including rare ones like exclusive recolors or even Lucky Draws. This also includes new toys based on yourself and any companions you created or brought with you. **(Free)**

More than Meats the Eye

These official Beast Wars II sausages were released as a promotion for the theatrical release of the special triple-feature *Beast Wars Special Super Lifeform Transformers*. You receive a minifridge that will keep these frozen in time until needed and replace your stock as needed. Other than that, they're just regular sausages. **(-50 AME)**

Piko Piko

A large toy hammer that you can summon from seemingly nowhere when needed. It is made of plastic, so it's incapable of doing lasting harm, the damage it deals is constant. In other words, it'll hurt a being made of metal as much as one made of flesh, even if that really isn't saying much. **(-50 AME)**

Ship's Log

A notebook that seems to automatically keep a record of every major event that occurs in a given Jump. Re-reading these entries will cause you to vividly recall the events, as if you were sent back in time. Only works on those who physically experienced the event in question. You receive a new book for each Jump. **(-50 AME)**

Tech Spec-er

A device resembling a barcode scanner. When used on a companion or follower, this will print a card including a short bio and "tech spec" that represents their capabilities according to 8 stats (STR, INT, SPD, END, RNK, CRG, FPR, TCH) from 1-10. You'll have to figure out the quantitative significance of these scores yourself. **(-50 AME)**

Hostility Detector

One of the prototypes of Drill Nuts hostility detector. This small machine does exactly what the name implies, it is able to detect any source of hostility for miles around. By default, this is somewhat faulty, resulting in frequent false positives and negatives. You'll need to fix these bugs personally. For double the price, you receive an improved version with any such defects already patched out. **(-50 AME / -100 AME)**

High Octane

Barrels upon barrels of high-potency oil. For better or worse, these have been specially treated to be exceptionally intoxicating. Just a few gulps and they'll be stuck in a drunken stupor. Even if someone isn't normally a violent drunk, this intoxication will almost always manifest as indiscriminate aggression. Oddly, this works on any sufficiently sapient machine, not just Transformers. **(-100 AME)**

Power of the Sun

You receive one of the orange trees from Planet Godbless, along with precise instructions on how to process it into some of the most potent oil in the galaxy. If properly cared for, you can replant these seeds to grow a large enough orchard to keep you stocked up with oil until the end of time, without needing to rely on more environmentally destructive methods of harvesting oil. **(-100 AME)**

Decoys

A simple dummy that superficially resembles you. While it's clearly a fake up-close, it somehow perfectly replicates your personal energy signature to any detection systems that pick up on such things. You also receive 8 "blank" dummies that can be calibrated to mirror the energy of any allies or companions. Lost or damaged decoys are restored or replaced on a weekly basis. **(-100 AME)**

Hollow-Suite

A common luxury used for Maximals to unwind. This room can simulate any object, structure, or environment you could think to ask of it. Whatever you ask this room to create will look, sound, smell, taste, and feel as good as the real thing (but can't be taken outside of this room). This can be installed into your Warehouse, or a property of your choosing. **(-100 AME Per, One Free w/ Autonomous Station or The Moon)**

Courier Service

You have close ties with an intergalactic courier service like the *Octopus Pot Marked Courier Service*. They'll show up in under 24 hours whenever you call their number and can deliver any package to just about anywhere in the universe, usually within 1-3 months, or a week for relatively shorter distances. Oddly, nobody ever thinks to ask the couriers for a ride, even if they desperately need it, including you. **(-200 AME)**

Secret Base

Your own high-tech secret base camouflaged as a natural landmass like a mountain or river. In addition to hiding you physically, it completely conceals you from radar or similar non-visual sensors. In the off-chance you need to defend yourself, the base is quite sturdy and can deploy a variety of cannons and similar weapons to fend-off intruders. Will be inserted into a fitting location in all future Jumps. **(-200 AME)**

Sargasso Spiders

A clutch of spider eggs from Planet Sargasso. These spiders are an exceptionally powerful organic species with webs that all but the strongest Transformers would struggle to tear, and venom that can paralyze organic and inorganic prey alike. These will imprint on you once they hatch and serve you loyally, though you may want to train them to distinguish friends from food. **(-200 AME)**

Hungry Bacteria

A horrifyingly effective bio weapon devised by the Predicon Starscream. This bacteria can be applied as a liquid, or even injected into your projectiles. These bacteria will ravenously consume the energy from any mechanical being they make contact with, essentially paralyzing it. A thick enough shell (or a special insulation you know how to produce) can protect against this bacteria. **(-200 AME)**

Starship

Your very own Maximal / Predicon Spaceship. It holds a variety of high-tech weapons and amenities. It is able to effortlessly travel between planets or enter warp speed to traverse entire galaxies in a matter of hours. All mention of "passengers" specifically refers to Transformer-sized entities. Each tier of this is large enough to store at least one spaceship of the previous tier without much crowding.

Escape Pod **(-200 AME)**: A small personal vessel. It has pretty bare-bones amenities, and only has enough room for one passenger, presumably you.

Transport Ship **(-300 AME)**: A small transport ship on the level of the Pelican, with enough room to carry about 12 passengers, but only for transport.

Battleship **(-400 AME)**: You receive a vessel the same size as the Gung-Ho or Dinosaur, with enough room for about a dozen passengers to not only ride, but also rooms for training, leisure, and private quarters for each passenger.

Artificial Asteroid **(-600 AME)**: Rather than a "ship" you receive an artificial asteroid the size of a small planet. Much like the Artificial Asteroid Porcupine, this has some nearly impenetrable defense mechanism, like thousands upon thousands of powerful clawed tentacles you can control from the comfort of your control terminal.

Artificial Planet **(-800 AME, No Discounts)**: You receive an enormous artificial planet much like Galvatron's Artificial Planet Nemesis. It is damn-near indestructible from the outside, can launch devastating lasers with pinpoint accuracy from several planets away, and can drain all the energy from a planet in a matter of hours to power itself, or redirect into a vessel of your choosing (such as your own body). If you personally emit a particular type of aura, you can focus that aura through this, causing it to magnify its potency hundreds of times over within a certain distance of the vessel.

Autonomous Station

A large space station designed to use state-of-the-art holographic technology to allow a starship crew to rest and relax while the station's autonomous systems take care of performing any repairs, refueling, or basic maintenance on their vessel. You can summon this station in an empty position in space of your choice once a year. It will remain in this spot until summoned elsewhere. **(-300 AME)**

Cursed Mirror

A large crystal from the aptly named Planet Crystal. Introducing a sufficient amount of energy to this (such as a Transformer's laser blast) will trigger a seemingly mystical reaction that will cause two or more nearby beings to swap bodies. They gain the abilities of their new body, but none of their memories. This is permanent unless swapped back through this crystal or a similar phenomenon. **(-300 AME)**

Forbidden Temple

A temple identical to the one found on Planet Chronos is attached to your Warehouse. When you enter the temple, either a red or blue light will shine down. Standing in the red light will rapidly age a target down, while the blue light will age a target up. After a few seconds, the light will shift to the opposite color. Just a few seconds can reduce a young adult to a baby or elderly man. See notes for more details. **(-300 AME)**

Playset

Your own battle tank in the style of an animal of your choice. It can scale walls, run at shocking speeds, deploy a variety of missiles and cannons, and other features just waiting to be discovered. You can separate the core of the tank as either a hover bike or motorcycle. Comes with an instruction manual, to make sure you don't trigger the "lock the pilot inside and self-destruct" button by accident. **(-300 AME)**

Ultimate Weapon

The supercomputer that wiped out Binary Planet Arachide. Luckily, this version has all the kinks worked out and obeys you loyally. It is able to synthesize dozens of small attack drones. Each generation of drones is modified to counter any attacks used to destroy any of the prior generations. If worst comes to worst, the computer can utilize holograms and psychological warfare to take down enemies. **(-400 AME)**

Majin Zarak

A genocidal war machine of unknown origins. This demonic behemoth stands 200 meters tall in robot mode and can transform into an amphibious aircraft carrier. You can pilot Majin Zarak like a vehicle, but it does have a consciousness, and will look for any opportunity to rampage. It is physically invulnerable, with the exception of the green eye on its forehead, where all its nerve-endings are clustered. **(-400 AME)**

Teleport Gate

A mysterious piece of alien technology. With this machine, you are able to summon any item or being from any point in space and time and send them back home as well. However, this machine is flawed. After only 3-5 uses, the original machine would explode, destroying the universe. Luckily, the version bought here will instead safely shut down and cease to function until the next Jump. **(-400 AME)**

Angolmois Capsule

A large capsule of Angolmois Energy. In addition to being a potent power source, this can create miraculous effects in response to the hearts of sapient beings, as described in **Starting Coordinates**. If the capsule is damaged, it will unleash a blast powerful enough to destroy a planet. If the capsule or the energy within is used, lost, or destroyed, it will be replaced at the start of the next Jump. **(-400 AME)**

Planet Jumper

Your own personal planet. You are free to determine the specifics of this, such as its appearance, weather, amount and types of life. You can even tie a seemingly supernatural effect to a specific location or resource of this planet. Such as the age-warping temple of Planet Chronos, or the soul-swapping gems of Planet Crystal. This will exist in a distant point in space in all future jumps and can also be accessed through a portal in your Warehouse. **(-600 AME)**

Teleporter

A teleportation system akin to that used by the Predicons. It can be used to teleport a being to or from the structure housing the device. This can technically teleport a target anywhere in the universe, but it requires exact coordinates to call someone back, so it's best when used within the range of your communication systems. This device is extremely vulnerable to sabotage or jamming. In addition, it can't teleport exceptionally large targets or exotic matter like Angolmois Energy. **(-600 AME)**

Copy Machine

A powerful piece of ancient Gaian technology. This strange device can scan any given target, living or otherwise, and create identical copies with all of the original's powers and functionality. However, cloning a living being will cause the clone to have an inverted moral compass from the original, as well as an instinctive need to destroy the original. Should the machine be destroyed, everything created from it will fade away. If this happens, you will receive a replacement the following Jump. **(-600 AME)**

The Moon

The ancient Gaian's heavily modified their moon's structure to repurpose it as an observation satellite. You can use it to monitor the entirety of the planet below, either measuring global trends or directly viewing specific locations. You can physically teleport to and from the planet below, but this method renders you invisible and inaudible. You have limited control over the moon's orbit. This will be placed in the orbit of your starting planet in future Jumps. **(-600 AME, Exclusive Gaian Android)**

Scenario

This section exists to provide context to the ongoing conflict.

Millennia ago, the Autobot and Decepticon factions joined hands in order to defeat the galactic threat of Unicron. In a miraculous victory, they managed to destroy the monster. His ruined body and consciousness was hidden within a point in space known as the “Triple Z Point”, while his life force was sealed within the planet Earth and became known as “Angolmois Energy”.

For decades, Angolmois Energy ushered humanity into a golden age of technology. However, they quickly proved that their own greedy hearts could not be trusted with such a power, and decided to abandon the planet. The planet “Earth” was stricken from all historical records and renamed “Gaia”. Now watched over by a variety of automated systems to ensure it does not fall into the wrong hands.

However, now the Predacons and Maximals, descendents of the Autobots and Decepticons, have returned to Gaia to fight over the Angolmois Energy. Should events proceed as expected, Lio Convoy will use the power of his green lion form to scatter the Angolmois Energy across the galaxy as countless capsules.

However, the ensuing conflict over the capsules reawakens the consciousness of Unicron, who spawns his loyal Blendtrons to reclaim his life force. The Blendtrons are monsters. They’re practically invulnerable, can warp through space with ease, and can smell the exact location of an Angolmois Capsule from galaxies away.

Angolmois Energy is a miraculous power that can produce seemingly magical effects. In theory, absorbing all of the Angolmois Energy into yourself would allow you to become a being as powerful as Unicron himself, assuming you survive. In a different timeline, a Predacon named Shockaract would attempt exactly this by focusing the Angolmois Energy into a single artifact he dubbed the Matrix of Conquest, which was meant to act as a catalyst for his own ascendence.

What, if anything you do about the Angolmois Energy is up to you. Ignore it, destroy it, secure it for your faction, monopolize it for yourself, attempt to create your own Matrix of Conquest, etc. Just know that there will be steep competition for this resource in the comic years.

Drawbacks

No Drawback cap.

External Continuity

This Jump takes place in an even farther future than the one the crew of the Axalon, led by Optimus Primal, left behind. You may choose for your actions in other related Transformers continuities (G1, BW, KP, etc.) to be canon to this Jump. You may also choose whether this jump is closer to the BW II / Neo manga or anime. **(+0 AME)**

Pearly Whites

An unfortunate disability shared by many high-ranking Predicon generals. Your mouth is always open, and your teeth are always clenched. Even when you speak, you need to do so through your clenched teeth, making it difficult to understand you. At least this doesn't get in the way of eating or drinking for some odd reason. **(+50 AME)**

Clipshows

During exceptionally peaceful days, you'll find yourself entering a bizarre reminiscent trance. Essentially you'll start to relive a collage of vaguely related moments from the recent past. Whenever this happens, it's safe to assume it'll last until the end of the day. Let's hope you didn't have any plans for that day. **(+50 AME)**

Muchas! Muchas!

Transformers can be pretty eccentric at times. For 50 AME, this forces an obnoxious verbal tic on you. Perhaps you have some corny catchphrase or shout "Tequila" at random. For 100 AME, you have some genuinely disruptive gag or gimmick. Maybe you become an idiot in matters of love, or you wet yourself when excited, or frequently fall asleep. For 200 AME, your character quirk makes you pretty much impossible to work with. Whether it's Hardhead's stubbornness and terrible short-term memory, or Tripledicus' general tendency to make everything worse whenever they show up through their inability to take anything seriously or stop partying for even a second. Any of these can be taken multiple times, but you can only gain a maximum or 400 AME from this. **(+50 AME / +100 AME / +200 AME / +400 AME)**

Out of Character

You have formed a connection with Vector Sigma, or a similar godlike supercomputer. Rather than doing anything remotely useful, at least twice per week it will force you to say something completely out of character. Like making you forgive a soldier's blatant insubordination or badmouth a superior you wanted to cozy up to. Nothing that jeopardizes your mission or personal morals. For some reason, you feel compelled to take full accountability for whatever they make you say. **(+100 AME)**

Mundane Weakness

You have some circumstantial weakness or vice that you just can't seem to avoid. Maybe you are a lightweight, and even a little oil will make you go berserk. Maybe you have a crippling phobia like ghosts or spiders that make you cower in fear. Maybe seeing the color red will send you into a blind rage. Whatever you pick, no matter how specific, fate will contrive to have this weakness exploited time and again to cause problems for you and whatever allies you may have. **(+100 AME)**

Eternal Rookie

Some bots are no more mature when they go offline as they were coming online for the first time. No matter how much experience you should have on paper, you're shortsighted and prone to making rookie mistakes. Whether it's keeping secrets from your teammates to hog all the glory, being lured into obvious traps, or letting the slightest taunting get under your hide. This doesn't necessarily make you any less intelligent, just a lot more impulsive. **(+100 AME)**

What Goes Around

Karma can't seem to get enough of you. Any elaborate or underhanded schemes you attempt always end up backfiring to your detriment. Attempt to betray your commanding officer only to unintentionally give them a powerup, try to lure a target into a bomb you planted only to trip over it yourself, poison your enemy's oil supply only to accidentally poison your own in the process. You seem to have a difficult time recalling your terrible track record with schemes along those lines. **(+100 AME)**

Dysfunctional Dynamics

Your own allies are often a bigger threat to your cause than your enemies. Anyone who works alongside you is prone to petty bickering and infighting to the point that it often sabotages any attempts at teamwork. Whether it's tripping over each other in their efforts to impress your leader, or actively trying to kill you for a mildly rude comment you made that they took way too personally. Well, a sufficiently imposing superior can usually keep them in-line, for a few minutes. **(+200 AME)**

Rollback

Seems you stopped by Planet Chronos on your way here. You have either been aged down into a baby or up into an old man. You embody the worst traits of either extreme. This change is both mental and physical. As a baby you are small, weak, naive, and prone to crying whenever you don't get your way. As an old man you're slow, hard of hearing, nearly senile, and can barely walk without pieces falling off you. Attempting to reverse this will only switch you to the opposite extreme. **(+200 AME)**

Jumper's Child

Something peculiar happened when you entered this Jump. Part of your soul split off from you, and became a separate being, who sees you as their parent. They really do mean well, but they're kind of an idiot, on account of being an impulsive child. Due to your connection, if they die, so do you. If you instead receive 300 AME, they are exceptionally competent, but their very existence robs you of 30% of your power and they will actively oppose your goals. **(+200 AME / +300 AME)**

Plot Coma

Like a certain Emperor of Destruction, you have a habit of falling unconscious for weeks at a time. Whether because you got injured in battle, are acclimating to a new power, or just hit your head on the door frame. This will occur about once a month. During this time, you cannot perceive or interact with the world in any meaningful way. Any attempts to kill you in this state will fail, often to comical effect. If you instead receive 300 AME, you gain no such protection. **(+200 AME / +300 AME)**

Friday Freaks

In a freak accident on Planet Crystal, you and the member of a hostile faction ended up switching bodies. You retain any abilities rooted in your soul or psyche, but everything specifically tied to your body stays with them. The only way to switch back is to somehow bring them back to Planet Crystal and activate the crystal that swapped you in the first place, something they aren't eager to allow. Should you die or fail to switch back, they will continue the Chain in your place. **(+300 AME)**

Dark Jumper

A strange piece of Gaian technology created a clone of you. They have all your skills, knowledge, and powers, but a far more ruthless personality and an instinctive need to destroy you to prove their own existence. For some odd reason, destroying the copy machine that created them won't destroy them like it's supposed to. If you instead gain 400 AME from this, they created clones of your 8 most powerful companions or allies to fight by their side. **(+300 AME / +400 AME)**

Unstoppable Force

The Blendtrons have awakened earlier than expected. These servants of Unicron can utilize a strange destructive energy that lets them warp space to devastating effect, and their raw durability renders them nearly immune to all but the strongest attacks. For 300 AME, they number only three but have been given the ability to smell your location from anywhere in the Universe, and orders to hunt you down at all costs. For 600 AME, they have no such ability to track you, but Unicron can now summon them by the hundreds to do his dark bidding. **(+300 AME / +600 AME)**

Herald of Chaos

This is a dangerous game you play, Jumper. You have pledged your loyalty to Unicron, and his goal to revive and take Cybertron as his new body. He can telepathically communicate with and psychically torture you from any distance. He will expect you to serve him without question and will attempt to consume you at the first sign of betrayal, or just if he needs a quick power boost. Breaking this connection is unprecedented, but not inherently impossible. **(+400 AME)**

Honorable Discharge

What lies in your future?

Love For Ever

You have decided to conclude your Chain and return to your home world.

- Go Home -

Get My Future

You have decided to conclude your Chain and remain in this world.

- Stay Here -

Super Voyager

You have decided to continue your Chain and enter a whole new world.

- Move One -

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 my non-lewd Jumps to the /tg/ drive. They should always check there first before trying to request access from me.

If you want to see some bizarre retcons about G1, Beast Wars II/Neo, Kiss Players, and pretty much the entire Japanese TF continuity, check out the Generations Selects Special comics.

Regarding The Forbidden Temple:
The Chronos temple is weird. It doesn't actually reverse your personal time, as much as morph you into an older/younger version of your current body. For instance, when Longrack was turned into a baby, he was basically a chibi version of his adult self, including his beast mode, which he only acquired shortly before the start of the series. The version you can buy ages you relative to your usual lifespan. So whether you're a Transformer who lives for several millennia, or a human who lives a couple centuries tops, it'd only take a few seconds to reduce you to a baby or an old man.