Transformers Prime
By Sentry342



Transformers: Prime focuses on the Autobots of "Team Prime", which consists of Optimus Prime, Ratchet, Arcee, Bumblebee and Bulkhead. Throughout their battles, the Autobots are aided by three human children, and with their help attempt to protect the Earth from the villainous Decepticons, and their warlord and leader Megatron.

In addition there will be one new variable, You. Will you join the Autobots in order to assist our disadvantaged heroes? Perhaps instead you want to revel in the chaos and will aid Megatron's scheme under the Decepticons. The choice is yours, take these **1000 Cybertronian Points**, they will allow you to gain a few skills to help this world.

Location

You can either choose one of the locations below or roll d6 and receive +50cp to let the whims of fate decide your path.

1. **Jasper** - Jasper was the hometown of June Darby and her son Jack, Miko's host parents, Rafael Esquivel, Sierra, and her friend. A student from Japan named Miko Nakadai was visiting as part of a foreign exchange student program. Soon however the conflicts between the Autobots and the Decepticons are going to start spreading out here.
2. **Autobot Base** - Autobot Outpost Omega One is the Autobots' hidden base on Earth, located inside a mountain in Nevada. It serves as Autobot Central Command. It used to be a Cold War missile silo before it was converted: as a result, it's shielded against radio signals and is operated using old human machinery.
3. **The Nemesis** - The Nemesis was the mobile base and warship for the Decepticons. It moves anywhere, Megatron wishes to anywhere on Earth including the vastness of space. During the war for Cybertron, its appearance struck fear into the sparks of the Autobots as Typticon. If you are not a Decepticon then you should try to leave this place quickly.
4. **The Space Bridge** - You are currently on the space bridge Megatron placed into our solar system. It currently is the only space bridge on earth until later on when Optimus uses the forge to upgrade the ground bridge.
5. **Cybertron** - Cybertron is the home planet of the Cybertronians and the body of their creator, Primus. Cybertron used to be a shining metal, technological world; a planet of towering future cities without end and vast metallic plains, spiraling metal mountains and bottomless neon-lit chasms. Now however is a mere shade of its former self.
6. **Free Choice** - Lucky you, feel free to pick any of the locations above or choose a location not listed.

Time

You start out three days before the first episode occurs. If you plan things properly you might be able to change Cliffjumper’s fate as well.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Remember all of the transformers are typically at least hundreds if not thousands of years old. Your gender remains the same as the previous jump or you may pay 50cp to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish. The origins you choose will also decide your race.

Human - Free

You are one of earth's original inhabitants. That’s right, in the world of giant robots you’re a normal human. Don’t underestimate what you’re capable of however. Humanity has proven itself capable of combating aliens albeit with some difficulty. You could be a random civilian, a member of the government like Fowler, or even a member of MECH if you really wanted to be.

Autobot - Free

The Autobots are the protagonists of the series. They usually find themselves defending both their own race and other species against the Decepticons and upholding justice and freedom throughout the galaxy. You are now either a member of their faction or at least associated with them.

Deception - Free

The Decepticons are the antagonists of the series. They are typically concerned with such things as conquering Cybertron, defeating the Autobots, amassing large quantities of energon, developing powerful weaponry, and beating people up. Not necessarily in that order. The Decepticons are led by Megatron and are ruled by overwhelming his power. You will either be a member of their faction or someone like a mercenary that they prefer to fire by choosing this group.

Independent - Free

Aside from the Autobots and the Deceptions there are still a number of other groups amongst the Cybertronians. Some of these groups include the Insecticons, Predacons, and other groups that may be unaligned with either cause.

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

Cybertronian Form - Free
All origins except for Humans receive this perk. Given the sheer variety of how many Cybertronians exist you have a wide array to choose from. You could be an average cybertronian or some less common variant such as Insecticon. The only things you can't choose is to become a Titan or any of the options that have their own separate perks. Lastly you may receive one transformation of your choice this could be any such as a car, jet, or helicopter. If you have another vehicle already then you may import it as your transformation instead.

Reforged By Solus Prime - 200cp
You have undergone a reforging process performed by using the forge of Solus Prime or should you be old enough perhaps by Solus Prime herself. This process has greatly enhanced you beyond your previous capabilities. For a comparison after Optimus was reforged he became much larger, gained wings, and all of his weaponry underwent a massive upgrade along with his overall power. You receive a similar boost which will stack with other perks.

The God of Cybertronians - 1000cp
Long ago Primus and Unicron were used as weapons of war until they overthrew their creators, wiping them out. By taking this you will make it so that instead of the two original transformers there is now a third. You will become a planet sized cybertronian possessing a wide array of abilities based around two concepts. For example Primus was based around creation and protection. Unicron was based around the concept of destruction and corruption.

Human

I’m a Genius and a Hacker - 100cp
Well if you’re around maybe Raf will have someone else to talk to. Mainly since you are just as smart as he is. You are now a certified genius and computer expert. In fact you are at the point where Cybertronians would acknowledge this title. An example of what you can do is crafting a virus capable of infecting a Laserbeak and transmitting you their entire database once he reconnects to the Nemesis. Also for one reason or another you are able to understand coded languages such as how BumbleBee talks.

That’s Special Agent Jumper - 200cp
While most humans might be a threat to a cybertronian it doesn’t mean that we aren’t. You have undergone immense training equal to the Spec OPs the world has and the same training MECH forces all of its members to do. Given the proper equipment you could easily deal with the average transformer and even some of the elites. The most interesting part is that the greater the disparity between you and your foes the greater the damage you deal. Your blows will hit harder and you will take less damage from their blows.

Evening the Playing Field - 400cp
The biggest challenge that humanity has faced when dealing with the transformers is the overwhelming gap in technology. You have decided it's time to even the playing field. When it comes to reverse engineering technology and developing counter methods you are unrivaled. Given the body of a cybertronian you would be capable of creating your own equivalent within a few years. If you also had the corresponding data for it then you could do so in under a year and adapt it to human technology in that time.

Techno Organic - 600cp
Both the main universe and some alternative universes have explored the concept of Techno Organic life. Previously all attempts have seemingly been flawed or failed in someone. Now however it appears that one of them has succeeded perfectly in you. By fusing the combined essence of the Matrix, Dark Energon, and Predacon cyber nucleic acid into your body you have become a perfect hybrid. You can transform into a cybertronian like being on par with Megatron and Optimus. What might be the biggest change however is that you can perform this process on other beings including both organic and technological life.

Autobots

You'll Have To Get Through Me - 100cp
One of the core tenants of the Autobots is their desire to protect innocent lives and all sentient beings. You are a prime example of these tenants. You share the same aura that Optimus possesses. This may not sound like much, but keep in mind this is what made Optimus worthy of being a Prime and is at least partially responsible for the loyalty that he has. You share these traits and given time may become just as renowned as the Last of the Primes.

Cybertronian Elite Guard 200cp
While it is not mentioned often Team Prime is actually made up entirely of elite Cybertronians. There are two main qualities required to attain this position. First you are qualified as one of the legendary individuals on par with Cybertrons greatest warriors. Second, you are considered a master in a specialty of your choice. For example you could be a scout on par with Bumble Bee or Arcee. Instead you may want to be a Wrecker like Wheeljack or Bulkhead. You may purchase this perk multiple times to gain multiple specialties or to refine your combat prowess further.

Keeper of the Archives - 400cp
Similar to Alpha Trion, Optimus, and Smokescreen you spent a significant time inside the halls of Iacon. As a result you have learned some of Iacons most important lessons: curiosity, patience, and wisdom. Through your curiosity you have gained the combined knowledge of Iacon. Every secret known to the transformers is within your purview. Through your patience you have acquired unmatched willpower and the ability to create contingencies that will still be in place thousands of years later. Through your wisdom you have gained an understanding of other beings. You have the skill to make flawless arguments and even convince your enemies to follow your ideals.

Prime - 600cp
The Thirteen Primes were the first transformers created by Primus in order to aid him in his battle against Unicron. As a result they were imbued with strength far beyond that of any other transformer. You have now been selected to join their ranks and to become a Prime. In addition to the incredible prowess you receive from becoming a Prime each of them embody a unique aspect. For example Solus Prime was able to create relics on par with Primus. Onyx Prime was considered to be the most dangerous hunter in the galaxy. Each of the primes embody a special trait. You may either choose one of the Thirteen's traits to gain or to create one yourself. Lastly this may be purchased multiple times to enhance yourself further and to gain an additional trait.

Decepticons

Soundwave Superior Autobots Inferior - 100cp
Now while most of the vehicons are pretty pathetic most of the named Decepticons are actually pretty threatening especially Soundwave and Megatron himself. You share this characteristic with them. It can be applied in a number of ways. First is through battle like Megatron your mere presence on the battlefield can cripple your foes morale. Second, like both of them you are able to use them to enforce your will. This aspect can magnify the obedience and respect that you gain from your followers and those you encounter. Keep in mind Megatron would never have been capable of creating the Decepticons if he wasn't capable of gaining the respect of billions.

Shifter - 200cp
You are a Shifter, a legendary breed of Cybertronian who can change their shapes into any form that has roughly the same mass. This includes other Cybertronians allowing them to be unmatched spies. Though you'll need to gather the information needed to impersonate someone yourself.

Scientific Pioneer - 400cp
Given the sheer potential of Cybertronian technology it's honestly disappointing how few scientists there are. You are uniquely suited to this problem as a master of Cybertronian technology. You are on par with Ratchet and Shockwave at their best if not beyond them. The Cortical Psychic Patch, synthetic energon, and recreating the Predacons are some of the projects that you could easily accomplish given time.

Blood of Unicron - 600cp
You have been infused with Dark Energon. This energon is the literal blood of Unicron and normally an incredibly dangerous substance. You however do not have to fear it, instead you have mastered it. Some of the powers it grants you are the ability to resurrect the dead, the ability to create weapons made out of Dark Energon, and an overall enhancement so that you are on par with a Prime. Most importantly however is that all of these traits will continue to grow. Given time your gifts will become refined and grow in power. If you live long enough you may even become on par with the Chaos Bringer himself.

Independent

Unique Transformation 100cp
Most of the Cybertronians choose some form of vehicle as a transformation, but why should you follow the crowd? Instead you gain the ability to take anything as your transformation. Perhaps you wish to mimic some sort of animal, insect, or unique vehicle. The only restriction on this ability is that you must scan something in order to transform into it.

Devastating Huntress - 200cp
While many dislike her it cannot be denied that Airachnid is an incredibly dangerous foe. She is particularly well known for her hunting and torture skills. You now share her talents and should you make it known you will easily become as feared as Airachnid is.

My Queen- 400cp
An interesting ability that Airachnid has is her control over the Insecticons. She functions as their queen and was able to take control of them from Megatron immediately after meeting them. You possess a similar authority of a specific subgroup of cybertronians. Some possible choices would be the Combinors, Insecticons, or Dinobots. This perk targets sub groups not factions however. So you can't choose Autobots or Decepticons. Lastly since you are using a position of royalty amongst this group obviously you need to look the part. You will gain the characteristics of your chosen group and be boosted until you are a supreme example of them. For example if you choose Dinobots you would become on par with Grimlock, if not a bit stronger.

Predaking - 600cp
The Predacons are truly fearsome members of the Cybertronians. Amongst their ranks the strongest members are on par with figures such as Optimus and Megatron. You however are beyond that unlike Predaking who merely choose it as a number you are worthy of the title. You are now a Predacon enhanced to the utmost limits of what they are capable of. Given your strength you could very well be the long lost child of Onyx Prime.



Regardless this grants a number of effects. First is the obvious aspect: your power is enhanced significantly so that anyone other than a Prime would be hard pressed to match you. Second, is the bestial traits you possess. You are able to take aspects of the beast and apply them however you wish. For example this aspect allowed Onyx Prime to become friends with all of the Primes, even the reclusive Megatronus. Similarly you will be able to enforce your dominance over the foes you have bested in battle. With every victory you literally will be crafting an army. This aspect however only applies when you challenge someone however. This can be done to anyone though. So if you challenge an entire army it will be in effect.

Items

All items are discounted to their origins and the 100cp items are free for their origin. In addition, you gain 400cp to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times.

General Items

Sacred Implements - 300cp
There are three legendary items called Sacred Implements by the Cybertronians. These items are Vector Sigma, the Matrix of Leadership, and the Allspark. Vector Sigma is a powerful supercomputer said to be the conduit of Primus's wisdom. Perhaps its greatest power is that it can grant true sentience to the Cybertronians. It is what separates the transformers from merely being mindless automatons. Second, is the Matrix of Leadership. It grants a number of powers to its wielder. First, it grants the user the ability to communicate with its previous wielders and their wisdom. In addition it provides a massive boost in the users powers on par with a Prime. The last artifact is the Allspark which can create new transformers by giving them life. Second, it functions as a virtually limitless source of energy. Each of the relics are also said to possess many other abilities that haven't been unlocked yet. You can purchase this multiple times if you want to buy all three implements.

Cybertron - 600/800cp
Cybertron is the cybertronian homeworld and the body of the ancient transformer Primus. This item allows you to take either a copy of Cybertron or the planet itself if you wish. By paying for the 600cp optio then you may receive Cybertron as it currently is. The planet is a husk of its former glory and the majority of its inhabitants have left. If you pay an additional 200cp then you may restore Cybertronian to the state it was in before the war. This will also fill the planet with a massive amount of various cybertronian lifeforms.

Origin Items

Human

Old Airforce Base - 100cp
You have come into the possession of an old military base. It has a number of special advantages. First as a hidden military facility no one will be aware of its location. Second, you will have a massive amount of space to use here. The facility is expanded greatly underground and large enough to allow the bigger transformers to move around with ease. Lastly the facility will still have a fully equipped set up such as communications equipment and some basic defenses.

Fighter Squadron - 200cp
When dealing with Cybertronians overwhelming firepower tends to be the best method to deal with them. Which is where this force comes in. Each time you purchase this you receive a set of two dozen advanced Skystriker fighter jets. These are state of the art and made with the most advanced technology that humanity is capable of using.

M.E.C.H. - 400cp
This item allows you to purchase an organization on par with M.E.C.H. or if you really want them then you can purchase the actual organization as well. Regardless of what you choose, this organization will come with a number of goodies. Some of these include a few thousand elite soldiers, a massive array of technology, a research center advanced enough to study cybertronian parts, and a highly trained command staff capable of running the organization when you are busy.

Earth and All it Holds - 600cp
Our planet may just seem like a ball of dirt at first glance, but it has proven that there are many secrets hidden here. You receive a copy of earth with a fully functioning race of humans. This will also include the various relics scattered throughout the planet, the energon mines, and the other notable locations that our planet possesses. You may forgo the ancient cybertronian god if you wish. Although since this one will lack Unicron’s dark influence maybe you could turn this to your advantage.

Autobot

Armory - 100cp
While most of the Autobots have their own weaponry there have been some cases where they used external equipment. This is an armory containing a variety of such equipment. For example the blaster Ultra Magnus used and large melee weapons can be found within the armory.

Treasure of Iacon - 200cp
There were many treasures held within Iacons walls. You have the opportunity to purchase one of them here. Some of these relics include the Resonance Blaster, the Spark Harvester, the Phase Shifter, and even dangerous weapons such as Tox-En. You may purchase this multiple times to receive another item. You may not purchase items such as the Relics of the Primes or equally powerful items with this option.

Relics of the Primes - 400cp
Created at the dawn of time by Primus to battle his ancient foe Unicron, the Thirteen original Transformers employed many powerful weapons and icons in their battles. Many of these were crafted by Solus Prime, the smith of the Thirteen, while others were made by Primus himself. Nearly all of them are now considered the stuff of legends, but sometimes legends have a way of turning up again. In fact you have come into possession of one such relic. The show displayed the power of the Star Saber and the Forge. The Star Saber is one of the most powerful weapons ever wielded by a Cybertronian.

The Omega Lock - 600cp
Supposedly long ago the lifeforce of Primus was separated into four pieces which when brought together would activate the Omega Lock. This device is an incredibly advanced terraforming machine capable of rapidly forging entire worlds on par with Cybertron. This includes the potential for birthing new Cybertronians as well. You may mount the Omega Lock on a ship or another vehicle if you wish.

Decepticon

Red Energon - 100cp
Red Energon is an extremely volatile and rare type of energon. When it is refined into fuel, it increases the user's speed and strength. Although the boost is focused primarily on speed. When Starscream used it he was able to move so fast that everyone else appeared to be moving in slow motion. Rather than a small chunk you will receive a large meteor. You will receive a new meteor every month.

Energon Mine - 200cp
Due to their larger numbers and enhanced scanners the Decepticons were able to gain a monopoly on the energon mines earth possessed. You however have one gained a large energon mine all to yourself. This energon mine will contain enough energon to supply a few hundred Cybertronians for a year or two. You may purchase this multiple times in order to increase the size of the mine. Each purchase will cause an exponential increase in size.

The Sword and Shield - 400cp
This option allows you to choose one of two items. The first is a cursed weapon forged by Megatron after he desecrated the grave of a prime. This weapon is the Dark Star Saber. This sword is on par with the original Star Saber and in some ways may even be its superior. The second option is not actually a shield, but a suit of armor known as the Apex Armor. The Apex Armor is a virtually indestructible suit of armor. Using it Starscream was able to remain unharmed when fighting Predaking and later fight both Optimus and Dreadwing simultaneously. The only weakness the armor possesses is its weight and equipment such as the phase shifter which can remove the user from the armor.

The Nemesis - 600/700cp
The Nemesis is the Decepticon warship used by Megatron and acts as their flagship/headquarters. You have either received the Nemesis itself or an equally devastating ship. This ship will be crewed with hundreds of average Cybertronians along with a dozen or so elites on par with Soundwave and Shockwave. In addition you may imbue the ship with Dark Energon if you wish granting it intelligence and upgrading it for an additional 100cp. This version will have absolute loyalty to you however unlike the version that betrayed the Decepticons. Lastly if you prefer to have a fixed base you may instead receive a base equal to Darkmount.

Independent

Protoforms - 100cp
Protoforms are Cybertronians broken down into their most basic form, a blank slate composed of raw, free-flowing living metal. These protoforms only await a life-giving spark and the alt-form information necessary to transform them into fully functional, living Transformer beings. You receive five protoforms to do whatever you want with. Should you use them all up you will receive another five a month later.

Transformer Organ Cache - 200cp
One of the biggest issues with the various injuries that can occur is the lack of parts. For example when Bumble Bee's T-Cog was damaged they had to hope that they could fix it rather than replacing it. This is a cache of parts or what are technically cybertronian organs that can be used to replace any in the event they're damaged. Should you use up any of the parts you will receive a new cache a few days later.

Cybertronian Cruiser - 400cp
You are now the proud owner of a cybertronian cruiser similar to the ship used by Arachnid. This ship isn't quite as impressive as the Nemesis or the Harbinger, but it still is an impressive ship. It will come with an unlimited supply of fuel, ammo, and a trophy room if you engage in similar practices to the Decepticon Femme. Lastly if you somehow lose the ship or in the event it is destroyed you shall receive a replacement in one week.

Space Bridge - 600cp
A space bridge is a powerful piece of technology that allows for rapid travel across the entire universe. You have acquired one such bridge which can be installed in a location of your choice. It could be inside one of your properties or even installed in a vehicle as long as it is large enough. Lastly this bridge will have a limitless supply of energon installed allowing you to use it as often as you wish.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import companion 50-400cp
Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100cp
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Scraplet - 100cp (Human)
Scraplets are a cybertronian organism that function similarly to piranha. They hunt in swarms and are capable of devouring entire transformers down to the last piece. This one however is different. It is unusually calm and acts like a well trained dog around you. It will not hurt any Cybertronians as well unless you order it to. So feel free to bring it around the autobots while keeping it as an attack dog against the Decepticons or vice versa. Lastly, given that they don't like to be alone each time you purchase this, you can add a zero to the amount you recieve. So 2 purchases gives you ten and 3 gives you a hundred.

Elita One - 100cp (Free Autobot)
Elita was a well known Autobot and a close confidant of Optimus. It is believed that at some point she was killed by Megatron. What if however she didn't die. Someone you found Elita One and she has chosen to become your companion. Perhaps you rescued her or instead of dying she was actually captured after which you freed her. You can make up whatever backstory you want or simply take a new copy of her instead if you want. Should you meet the other Autobots with her they will likely be overjoyed to have one of their oldest allies back into the fold.

Airachnid - 100cp (Free Decepticon)
Airachnid is a devious female Decepticon and Arcee's most hated enemy. You now have the opportunity to take this dangerous femme with you. As a bonus for purchasing her with this option you will receive her guaranteed loyalty and may choose your exact relationship. In addition for one reason or another her dubbed version underwent a major personality change. If you would prefer this version you may choose it instead. There is also the option to receive a hybrid of both personalities. So if you want you can recruit three separate versions of Airachnid. Only the first one is free to Decepticons.

The Mistress of Flame - 100cp (Free Independent)
The Mistress of Flame is the high priestess of the Way of Flame. They are an organization that worships the Primes as literal deities. For one reason or another she has chosen to follow you. Perhaps you are one of the Primes or something else entirely has drawn her to you. You will also be safe from her attempts at manipulation unlike how she tried to manipulate Optimus.

The Thirteen Primes - 300cp
The Primes are the greatest of the Cybertronians and each had a profound impact on their species. Unfortunately the Primes except for Optimus have either disappeared or died, but what if they could come back. This option allows you to purchase one of the Primes or to create a new Prime. If you choose a canon prime you may choose whether you want the original or a copy. Regardless of your choice they will be loyal to you. Lastly for a special deal you can purchase all thirteen Primes for 1500cp if you bundle them.

Team Prime - 800cp (Discount Autobot)
Well you know what they say: go big or go home. This option allows you to take the entirety of Team Prime with you. This will include Optimus, Arcee, Ratchet, BumbleBee, Bulkhead, Wheeljack, Ultra Magnus, Smokescreen, and all of the named humans allied with the bots. All of them will have their appropriate gear such as Optimus possessing the Forge of Solus Prime and the Star Saber. This will also include Wheeljack and Ultra Magnus's ships as well. Lastly they will gain the effects of the appropriate perks. For example all of the Autobots will gain a purchase of Cybertron Elite Guard.

Team Crime - 800cp (Discount Decepticons)
Since you have decided to join the Antagonist you might as well take them with you. This option allows you to take all of the main villains in one slot. This includes Megatron, Starscream, Breakdown, Knockout, Soundwave, Shockwave, Dreadwing, and since you're paying CP Skyquake. Like Team Prime they will possess all of the appropriate gear and applicable perks.

Insecticon Hive - 600cp (Discount Independent)
The independents may not have the sheer fame and power that the others do, but that doesn't mean they aren't strong. This option allows you to take an entire Insecticon Hive in a companion slot. This group will be equal in size to the full hive in the show. They will not be as strong individually as most of the other characters, but they are still significantly more powerful than the average Cybertronians.

Build-A-Bot - Varies
While Transformers Prime does a wonderful job as a show there is a rather small cast of actual Cybertronians. Given that it's likely that you might be missing one of your favorite transformers which is where this option comes in. This option allows you to create or recruit a transformer of your choice. The exact option you receive will depend on the price you pay. For 50cp you can choose anything on the level of an average cybertronian. For 100cp you can receive a slightly stronger variant such as an Insecticon or a weaker Dinobot. For 200cp you can recruit someone on the level of Team Prime or a notable named transformer. For 300cp you can recruit or create someone as powerful as a Prime. Lastly for 500cp you can recruit a Titan such as Metroplex or Trypticon.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0cp
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0cp
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Everything is Linked - 0cp
Choosing this toggle makes it so that all of the other shows that are canonically linked will be relevant here. For example Robots in Disguise takes place after Prime occurs. In addition you may adjust your stay so that you can be here for the entire duration in order to be a part of everything.

Alternative Tale - 0cp
The tale of Transformers Prime is undoubtedly interesting, but there are many examples of what could have been. This toggle allows you to choose another realm to go to. This could be a what if scenario, a fanfic, or some other location that you wish to experience.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

We Live By A Code +100cp
Having a code of honor is good and all, but sometimes it can prevent you from doing what needs to be done. You follow some sort of creed or code that will limit your actions occasionally. In addition you will be put into situations where your code is tested every now and then. An example would be when Jack found Megatron trapped in an energon mine. He could have killed him, but refused saying it wasn't what Optimus would have done.

Plot-Bound +100cp
Now normally you could have a relatively simple life, but by choosing this you are going to be stuck right in the middle of the plot. Just so know this doesn't mean occasionally you'll see a cybertronian. This means that you're going to run into the enemy lieutenants and leaders such as Megatron and Optimus at least once a month. During these meetings there is a very high chance that they will be trying to kill you the entire time.

Terrorcon+200cp
As you may or may not know, Dark Energon can be used to resurrect the dead. Anyway I am mentioning this because I've got good news and bad news. The good news is that you're not dead. The bad news is that you've been resurrected as a Terrorcon. Terrorcons are zombie-like Cybertronians that are significantly less intelligent and overall weaker than normal. You get to retain your intelligence, but suffer the other effects. In addition people are going to shoot on sight. The Autobots may be convinced if you are peaceful, but the Decepticons at best will probably experiment on you. So good luck.

Fallen Comrade +200cp
At some point during your time here you lost a comrade who was close to you. Your failure to save them has haunted you as a result. This makes it much more difficult for you to open up to new people and makes you much more paranoid about losing your current allies. It would require a significant amount of effort for you to overcome this.

Forgotten Payments +400cp
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400cp
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as a power based around some sort of class system.

This Isn't How The Story's Supposed to End +600cp
Things have gone horribly wrong for your faction. As an Autobot Optimus has died and with him the Matrix of Leadership. As a Decepticon Megatron and the other component members such as Soundwave has died. Which means that Starscream is in charge without

anyone to manage his ambitions. As a Human or Independent then something critical to you such as the government has collapsed. Either way you will now have to lead your side to victory at a significant disadvantage. You will be unable to leave this jump until your side is victorious.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. Each scenario you take will give you 500cp as well to spend on the document upon completion.

Till All Are One

The war between the Autobots and Decepticons has gone on for far too long. Your goal for this scenario is simple, but difficult. You must establish true peace between the remaining Cybertronians. You can do this by somehow establishing a truce or you could simply destroy one side. Regardless of what you choose, the scenario will be finished once the war has been declared over any remaining Cybertronians are willing to coexist.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First you will get to take all of the remaining Cybertronians with you as companions. The amount and who will depend on your method. So if you destroyed the Decepticons obviously none of them are coming.
- Second, as recognition of your efforts any time you attempt to settle a conflict in the future to end conflicts you will find it significantly easier. No matter how long a conflict has gone on or how deep the hatred runs you will be able to bring an end to it given time.

Unicron's Rebirth

Originally when Unicron started to reawaken his arrogance forced his foes to unite in order to defeat him. This led to Megatron and Optimus declaring a temporary truce where they used the Matrix of Leadership to destroy Unicron's spark. Foreseeing this Unicron has altered his methods and chosen you as his champion. Your goal for this scenario is to successfully resurrect the ancient Cybertronian.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First Unicron may be taken as a companion and will receive fiat backed loyalty towards you regardless of your personal alignment.
- You may take the Blood of Unicron for free and if you already have it then Unicron shall upgrade it so that you may be properly recognized as his champion.

Return of the Predacons

Before the Predacons were able to rise once more Megatron destroyed them due to his paranoia. You however believe that this mighty species should not be forgotten.Your goal in this scenario is to revive the Predacons. The scenario will be considered a success once you have built up a stable population of 10,000 Predacons and ensured that their population has the ability to remain stable.

Rewards:

For completing this scenario you will receive a variety of rewards.

- As you are responsible for reviving their species the group of Predacons will choose to follow you. So you will now have an army of Predacons standing behind you ready to fight at your command.
- You may take the Predaking perk for free and if you already have it then it shall be upgraded so that you will be worthy of your title no matter where you go.

Ending

Go Home: Maybe your time in this world made you realize life wasn’t that bad. Go home with the abilities you’ve gathered and enjoy your life.

Stay Here: Maybe you’ve gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects such as scenario rewards may be freely toggled on and off.

The Techno Organic perk is based on some fanfiction I've read that turned Jack into a techno organic prime hybrid.

Changelog

- Jump in Progress
- V1 is completed