

Transformers (Michael Bay) jump:

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Welcome to the world of Michael Bay's Transformers. In a few weeks, Optimus Prime and his crew will land on Earth to find the Allspark, kickstarting a change on Earth unlike any other. Good Luck.
Here is 1000cp to get you started.

Origins:

Human (free):

- You are now a Human from Earth. I believe you are familiar with this option.

Autobots (Free):

- You are now a part of the Cybertronians known as Autobots, "the good guys" most of the time. You can be any kind of Cybertronian, choosing exactly how large you are and what form you transform into. I hear Trucks are a popular choice.

Decepticon (free):

- You are now a part of the Cybertronians known as Decepticons, "the bad guys" most of the time. You can be any kind of Cybertronian, choosing exactly how large you are and what form you transform into. I hear Seekers are a popular choice.

Age, Gender, Appearance, Time and Location is all up to you

Perks:

Discount rules are the usual

General Perks:

Linkin Park (Free):

- You are now able to listen to any Linkin Park song whenever you want to, with you either being the only one who can hear the music or have everyone around you also hear it. This also grants you the vocal abilities of Chester, the former lead vocalist of Linkin Park.

Michael Bay (Free):

- You are now able to direct, create and produce movies like Michael Bay and his team, with exceptional explosions and incredible details.

Human Perks:

Model-like (100):

- You are incredibly attractive, with perfect features and a body to die for. You also get to, this once, change your appearance and body to however you want it to. Your appearance will always look good, even when covered in soot and sand, and will take no work to keep yourself looking as good.

Stupid attraction (200):

- This perk allows even a dumb geek like Sam Witwicky to attract an incredibly beautiful and confident woman like Mikaela Banes. And if that relationship goes to shit, then it allows you to drag another model like babe like it was nothing. And unlike Sam, you don't have to worry about long distance, or that the love will grow weaker over time. From now on, any romantic relationship you are a part of will only grow stronger, if that is what you want. This makes others see you as an ideal partner

even when you aren't. You don't have to do anything other than show interest, and they will somehow find you interesting or nice or anything else they look for, even if you are a pathetic example of a human being, like Sam. If that isn't your tea, then think of it as plot-enforcing or that it merely grants you a chance at a relationship.

NEST training (400):

- You have received the training of a Nest operative, giving you the skills of the special forces and CIA operatives. This also comes with the necessary training and skill that allows a human to take down decepticons alone. This grants you the physique necessary for this kind of training.

Merlin’s Bloodline (600):

- You are now considered a descendant of Merlin's bloodline, allowing you to wield the Staff of Merlin and all of its immense power. You will find that in future jumps, you have the right bloodline for whatever artifact, ability or anything else that is locked to a very specific bloodline. Not only that, any technology you create or use can now be seen as Magic to others if you want them to, making them unable to reverse-engineer it. This only works if the technology is sufficiently more advanced than their technology. You can now also call the Dragonstorm once a year to aid you in combat, Dragonstorm being a beastly three-headed dragon, the mighty gestalt form of the legendary twelve Guardian Knights.

Autobot Perks:

Stasis lock (100):

- You are now able to enter a stasis lock, where you will be asleep, healing any damage you have received. You can awake anytime you want, knowing subconsciously what time it is and what happens around you. It speeds up the healing so that a damage that would take a week of natural healing would only take a single night. It also grants a regeneration factor if there isn't one, like for cybertronians.

Decepticon Punk (200):

- You have been trained by Ironhide, making you one of the greatest warriors of Cybetron, master of every single Cybertornian weapon, from ion blasters to energon swords and more. Tactics, training, and hand-to-hand combat is also included. Make Ironhide proud, and tear through others just like Optimus.

Technological savant (400):

- You are a master of technology, having an intuitive skill in creating and designing it. This does not work via intelligence, and is instead instinctive. You now know how to build anything from the Transformers universe, from a simple smartphone to the gigantic Sun Harvester, and can understand how it works and why it works. You can even make it so that even humans can use I without problem, sacrificing none of the firepower or capabilities by making it smaller. This also grants you the knowledge of how to program Transformium and how to add it to other items to grant them the capabilities of the metal without losing any of its former capabilities. Not only that, but you can also now program Transformium in such away as to allow you to control and shape whatever you make out of Transformium with your mind, without having to program every change directly. As long as you have Transformium, then imagination will almost be your only limit. Another thing this allows you, is the ability to give other robotic or mechanical beings a Pretender shell, granting them the abilities of the Pretender Perk.

Prime (600):

- You are now the latest addition to the Dynasty of Primes, the leader class of Cybertron. You are a natural leader, capable of leading an entire race of beings. Any Cybertronian not a Prime will feel the the inherent right to lead you have and will be inclined to follow your lead. People you lead are willing to die for you from the simple loyalty you inspire. Not only does this grant you leadership over Cybetronians, it also gives you right of Leadership over other robotic races. Not only that, you are now capable of killing those that can only be killed by certain beings, like how the Fallen could only be killed by a Prime. This also grants you an increase in power and physical capabilities, raising you to the peak of the Cybertronians.

Decepticon Perks:

Pretender (100):

- You have been fitted with special external armor shells that can disguise your very nature as robots. Rather than hiding themselves as the machinery or vehicles of a world, Pretender Shells allow a robot to take on the appearance of a native life form itself, allowing you to transform into an "organic" humanoid form, that is capable of doing everything a human can, while still being a robot, having the benefits of both. On top of its exploration and infiltration uses, a shell can also function as powerful battle armor and aid in self-repair. You can change this form into any other biological being you come across.

Space Bridge (200):

- Like the Fallen and Jetfire, you are capable of creating space bridges at will, allowing you to teleport across both vast and short distances. This takes a lot of energy to use, meaning it cannot be used many times in a row before you need to rest.

Molecularly Transformation (400):

- Perhaps you were made from Humans, as you now have the incredible ability to split into Molecules to change appearance, allowing you to transform into anything at will. You are also able to transform into several robots at will that share the same consciousness. This makes it incredibly difficult to kill or hurt you as you can merely regenerate at will. This also makes you one of the few Transformers capable of space travel without reverting to a Protoform. Galvatron and Stinger are nothing to you.

Fallen (600):

- You now have the power of the Fallen. Your new frightening form is a metal cage for primal, burning forces of Chaos from the universe's creation. Unlike with the Fallen, these forces didn't purge you of what empathy and morality remained in you. The Fallen's body was never meant to contain the unholy power flowing through it, which meant he had to steadily vent that energy to ensure his own continued existence. You don't have to do this, but can still do it at will, creating the visual effect of a constant fiery nimbus. Like him, you now command mystic, entropic arts, and with the use of your chaotic energies allows you to generate space bridges without need for rest, use a form of telekinesis, see and predict enemy attacks, increase your physical capabilities to make you stronger and faster as well as focus these energies into discrete blasts that can unmake creation itself. This chaotic energy also grants you a form of Semi-immortality, as you cannot die unless killed. You will not age, nor will you starve and wounds you take will heal. You can choose to, like The Fallen and his brothers, become a a multiversal singularity, meaning that in all of the vast multiverse, you have no alternate-universe doppelganger.

Items:

General items:

The watch that killed Hitler (Free):

- You are now the proud owner of the Watch that killed Hitler. It excels in using its ornate disguise to get close to unsuspecting targets of interest, then deploying its lethal robot mode when its victims least expect it.

Weapons of the Betrayer (200):

- What you have here is the Gun and Sword of Sentinel Prime, the former leader of the Cybetronians, the Killer of Ironhide and the one who betrayed Optimus and the autobots. The Sword is a simple dual-bladed weapon that is incredibly sharp and easy to handle. It is the gun however that is the main attraction, as it fires a payload of Cosmic Rust, a microorganism that devours metals and is capable of reducing a cybetronian to oxidized dust in seconds. The Gun will never run out of ammo. Optionally you may import any items. Will take a size so that you can use it however small or large you are, human or Cybetronian.

Remote controlled Bot (400):

- You have a human made cybertronian robot drone that you can control. This can be a copy of any robot, chosen at time of purchase, but as default takes the shape of Stinger.

Cybertron (600)

- You now own Cybetron, the ruined homeworld of the autobots and decepticons. There is not much left other than a ruined and desolate wasteland, but it can be rebuilt and healed with enough resources.

Human Items:

Transformium (100):

- Transformium is the name of the metal from which the Transformers are made, also known as elemental metals. The property of the metal is described as "self-regenerating molecular armor" and as “programmable matter” which can be shaped into everything, making applications endless. You have 1 ton of treated Transformium ready for use, and gain another ton every year.

Talisman Sword (200):

- The Talisman is an ancient relic that was forged by the Knights of Iacon It has some degree of sentience, as it is able to alter its shape and even become mobile if that is necessary to fulfill its purpose, which is aiding you. It considers you its only worthy weilder, and can transform into the sword Excalibur. The sword allows a normal human to fight against Cybertronians with ease, both in speed and strength, and it’s sharp enough to cut through them. The Excalibur form will never break nor blunt, and is seemingly made perfectly for you, being just the right length, weight and width for you so that it feels like a part of your body, and extension of your arm. It also makes you a member of the Knights of Iacon. You can transform it back into a Talisman at will, which you can make stick to a place on your body. The talisman will move in such a way as to protect you, allowing it to protect you from gunshots and equivalent by placing itself in the way and tank the bullet. Optionally you may import an object into it.

KSI (400):

- You are now the owner of Kinetic Solutions Incorporated, a massive robotics company that is one of the most influential companies in the world, nearly dominating the world's robotics industry in this world and any other world. This is mostly due to them having reverse engineered Cybertronian technology for human use. You are the only owner of the company, and it will earn you enormous amount of money. You don’t have to do anything, as the company is run by Joshua Joyce, an ambitious, arrogant businessman and the head of KSI. He is a now a

Follower and will run the company in your absence. He is irrevocably loyal and will only run the company how you want it to be run.

Staff of Merlin (600):

- The Staff of Merlin aka Staff of Power is a powerful alien relic formally owned by the mad goddess Quintessa. The Staff can only be bonded to a particular being, and so at that point could only be used by that person, or someone of that bloodline. This Staff has been bonded to you, and will only ever be bonded to you and those of your bloodline. The Staff possess a myriad of other abilities, giving its user the ability to wield advanced science beyond the comprehension of "primitive" beings. Befitting an artifact of Cybertronian origin, it is capable of mass-shifting to accommodate its wielders and disguise its true appearance. You can also use it to literally drain the "Life Force" of other worlds. Optionally you may import an object into it.

Autobot Items:

Ion Blaster (100):

- You have an Ion blaster that never runs out of ammo and deals more damage than average. Optionally you may import an object into it. Will take a size so that you can use it however small or large you are, human or Cybetronian.

Weapon Trailer (200):

- This trailer is filled with Cybertronian weapons. It also allows a Cybertronian to become a Jet Power version of themselves, similar to Optimus Prime’s Jet Power form.

The Matrix of Leadership (400):

- You are now the rightful owner of the Matrix of Leadership. The Matrix allows you to bring dead robots back to life, while also carrying the

knowledge of the Dynasty of Primes. This one also grants you right of leadership when it comes to Cybertronians and other robotic races, making them see you as their leader, with the Matrix acting as your proof of Leadership. It also grants the owner increased physical power. You can store it inside your Spark or your soul if you are not Cybertronian.

The Allspark (600):

- The AllSpark is an ancient and infinitely limitless, powerful Cybertronian Artifact. It is said to have created the original thirteen Primes, as it is the very essence/spark of the planet's god Primus himself. As a boundless, infinite source of pure cosmic energy that symbolizes Cybertron's very god, it has the power to bring lifeless technology to life by turning it into sentient, autonomous Cyberronians. It also has many other abilities, such as Interstellar Teleportation capable of teleporting mechanical objects and Cybertronians across vast distances and the Archive storing all of Cybertron's knowledge, such as that of the Dynasty of Primes. It's original form is a gigantic cube, but it you receive it in it's transformed form, allowing even humans to hold and carry it.

Decepticon Items:

Transformium Seed (100):

- Transformium seeds were devices used by the Creators to terraform any organic and non-organic material into Transformium. A seed is a cylinder shape object made of an unknown grey material (most likely metal) with a blue core in the middle inside it. When activated the seed will begin to levitate meters above the ground and four metal sharp pointed objects will expose the blue core. The four parts will then begin to spin and after a few seconds explode like a bomb. However the explosion creates a super heated circular outline which begins to spread. Any organic or non organic lifeforms, objects and material will be almost instantly turned into transformium from the bottom up. The spread is very fast making it nearly impossible for anything to outrun its blast radius. No life form that

is organic can survive the terraforming process, the only life form that can survive are transformers as they are made of transformium. The blast radius of the seed terraforming is above the range of a tactical nuke which is 9,000 kilometers. You get one seed every year.

Space Bridge (200):

- The Space Bridge is a technology designed by the betrayer Sentinel Prime, as a way to transport matter through time and space. You have hundreds of pillars, enough to transport a gigantic planet.

The Knight Ship (400):

- This is a copy of Lockdown's massive cruiser filled to the brim with all kinds of exotic weapons, alien captives, and nightmarish creatures employed to keep order aboard the vessel. Even other Cybertronians are wary about trying to break in. Deep within this craft is the "Knights' Temenos" once a sanctum of reverence, holding the Swords of Judgment. Optionally you may import another ship into it.

Star Harvester (600):

- The Star Harvester is a large, pyramid sized machine that harnesses the power of suns to create immense amounts of energon, the life blood and nourishment of Cybertronians, and can be used to refuel the Allspark should it ever run low of energy. Unlike the original, this one can be moved and placed on any planet near a sun, allowing you to use it to harvest any sun you want. Do be aware that no life will survive the loss of their sun and the very planet will most likely die. It can be altered to harvest suns to create something else other than Energon. Uniquely, this one doesn't need the Matrix to be turned on.

Companions:

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be purchased numerous times.

Mikaela Banes (Free):

- A beauty with brains, with a penchant for fixing cars, Mikaela learned how to fix cars from her father, a long-time car thief who has presumably been single for some time. When he couldn't find a babysitter, he'd bring young Mikaela along, and she learned his trade. She hid her automotive knowledge from her boyfriends, for fear that they will be insecure around a girl who knows more about cars than they do. When she came across you having car trouble, she decided to help you and take a look at your vehicle. Though afraid of you feeling insecure due to her knowledge and experience with motors, you were instead incredibly impressed. A few things lead to another and now you are together. Neither of you have summoned the courage to say to one another "I love you.", but it would mean the world to her if you did, cementing her love for you.

Maggie Madsen (Free):

- Maggie Madsen isn't very good at handling people. Her superiors think it's downright unfair that someone that young and that hot can also be that good. She hasn't yet figured out how to be tactful when she tells people who outrank her that they're totally wrong. Maggie is a former analyst for the NSA, fired for rewriting her supervisor's conclusions in reports twice. John Keller is aware of this, not because he knows

everything, but because it's hilarious—she was right both times. That kind of brilliance buys her a little slack in his book but only a bit. She is quite possibly the only computer nerd in the world that goes to work in a miniskirt and high heels and can pull it off, which combined with her strong, sexy Australian accent and a body to die for, makes her seem very unapproachable. Which is why she took the initiative and asked you out on a date when you two met in college. You two hit it off quickly and, after a year of dating, moved in with each other. You where there when she was hired for the NSA and when she was fired, helping her through both.

Carly Brooks-Spencer (free):

- Carly is a young, but accomplished beauty. Smart, confident, and savvy, she handles even life-threatening situations with an adept calm. She doesn't enjoy it when you are dangerous situations because she becomes restless and afraid of you dying in combat like her brother. This does not however stop her from having the guts to walk straight up to Megatron and say her opinion. What a woman to have by your side. Lucky for you, she has decided that beside you is where she would like to be.

Tessa Yeager (Free):

- It's not often that any child grows up to be more mature and maybe even smarter than their own parents. Tessa Yeager most certainly fits that category. While her father tends to be overprotective of her, and believes he's been taking care of her ever since her mother died, from her own realistic perspective, she's been taking care of him, and often wonders who will continue to do so after she graduates from high school and moves out on her own, since he's been spending more time and money on inventions than looking for a steady source of income. This, along with knowing that she was accidentally conceived before her parents graduated from high school, have created a barrier between them and leaves her yearning for her own future without her father. It does not ease tensions when she has a secret relationship with you. Good Luck with her dad.

Su Yueming (Free):

- Tough, attractive and uncompromising, Su Yueming is what you would call a certified badass. She's an accomplished fighter, as a result of undergoing police training prior to getting her MBA, and has a habit of lapsing into Mandarin when angry. She is able to handle any companies you own for you, traveling to factories and taking care of business, even becoming the CEO of the former CEO is doing bad work. You met her while studying abroad, and because you didn't take the initiative, she eventually asked you out for a date. She doesn't show her emotions often, keeping her cards close to her chest, but she cares a lot about you, perhaps more than anything else.

Viviane Wembly (Free):

- Viviane is a professor of English Literature at Oxford University at London. She is also the direct descendant of Merlin's bloodline. Due to her work and little interest, she has never had a romantic relationship, so it came as a shock that she accepted when you asked her out. On your first date, she was such a nervous wreck, which made her believe you wouldn't ask her out for another. But you did, and slowly made the confident woman that she is come out. After so long together, she couldn't imagine her life without you. Perhaps it's time to tell her about that Jumper thing, as she is expecting a ring with the promise of forever soon.

Nest Team (Free):

- The Non-biological Extraterrestrial Species Treaty (NEST) was set up under William Lennox to create a combined Human/Autobot defense force against Decepticons. You get here a team of twenty NEST operatives, including William Lennox and Epps.
- William "Wild Bill" Lennox is the leader of the NEST team. A young, yet capable major, Lennox has the friendship and trust of the men under his command.

Seymour Simmons (Free):

- Agent Seymour Rutherford Simmons is the Chief Agent of Sector Seven's Field Agents. His family has been in Sector Seven since day one, when his great-grandfather helped dig the Ice Man out of the Arctic. He might come off as a jerk sometimes, but he is a patriot who takes his work very personally. He's just a smidge off his nut—eccentric, weird, crazy, whatever you want to call it. He's strange, and he wears Hawaiian underwear, Sector Seven undershirts, and clip-on ties. And a loyal friend, even to the end.

Glen Whitmann (Free).

- Glen Whitmann is an expert hacker and computer hardware technician.... who lives with his grandma. Unsurprisingly, he's a virgin. A colossal dork, he spends his days playing Dance Dance Revolution with his cousin, living under the shouty regime of his mother and grandmother, and can tell quickly the difference between an attack by Freddy Krueger and one by Wolverine. He breaks almost instantly under pressure, but when he's really scared, is still capable of working his technological magic. His biggest piece of advice: Eat all the donuts. If you don't touch them, they think you're guilty. How in the hell he knows a hottie like Maggie Madsen is anyone's guess. But his skill cannot be contested, being the best human hacker and programmer in the world.

John Keller (Free).

- John Keller is Secretary of Defense of the United States of America. He not only seems to pretty much run the country while the President of the United States binges on Ding Dongs, but he's also rather handy with a shotgun. A badass if there ever was one. He doesn't want to hear any of this alien robot crap, but will deal with it the way he deals with anything else. Calm, collected and focused.

Sir Edmund Burton (Free):

- This is the twelfth Earl of Folgan and the last of the Order of the Witwiccans, who has used his considerable political and financial influence to keep the history a secret, aided in doing so by a myriad of hidden Cybertronians across the planet. He treats you like a favored grandson, caring for you and helping you when necessary. An experienced man that you can always come to for advice. He is everything you hope to be when you grow old and everything you probably won't be.

Cogman (Free):

- A polite but sociopathic, human-sized robot. He serves as your faithful butler, and is a deceptively powerful combatant. As a butler, bodyguard, and chauffeur, he's everything you could ask for—polite, proper, possessing a healthy respect for tradition, and unafraid to throw out a dry quip or two. That said, he's developed more than a few... eccentricities over his hundreds of years of servitude, including an unfortunate streak of "anger management" issues.

Nora (Free):

- A polite and caring but kind of obsessed, human-sized robot. She serves as your faithful maid, and is a deceptively powerful combatant. She is a Pretender, allowing her to transform into an "organic" humanoid form, that is capable of doing everything a human can, while still being a robot, having the benefits of both. This body takes on an incredibly attractive female form, perfect for a hot maid. Due to her slightly obsessive nature, she will try and take care of your every need, seeking to become your perfect maid. Because of this, she researched about Maid stereotypes on the internet, the same way transformers learn human languages. When doing this, she became fixated with the idea of French Maids, which she emulates perfectly.

Orion Pax (Free):

- This the Autobot that will one day become Optimus Prime, but for now he is only the head scientist of the Cybertronian scientific division. Due to some kind of temporal accident, Orion Pax was not only sent forwards in time, but also across dimensions, bringing alternate-universe doppelganger into this universe, creating two versions of him. You helped him when he first arrived and earned his friendship and loyalty. He is not yet the leader that Optimus Prime is, but the very same Spark lies within him.

Dinobots (Free):

- These are a group of legendary Cybertronian warriors that turn into forms which mostly look like dinosaurs. Grimlock, a cybertronian able to transform into a robotic T-Rex, is the leader of the group. Answering mostly to their animalistic rage, it would usually take a serious display of superior might for these guys to follow anyone else's lead, but you have earned their loyalty.

Que (Free):

- An accomplished Autobot scientist and inventor, Wheeljack (aka Que) will hook you up with some new weapon or gizmo that he just invented. There's no problem too big or too small that Wheeljack isn't willing to tackle, be it celestial mechanics or inventing potent new anti-Decepticon combat weapons. Because of this, he's a welcome addition to the NEST team, as staying on the cutting edge of technology is a priority for NEST. That said, he's not much a fighter, and prefers to leave the violence to others. With his wild hairstyle, glasses, and dapper moustache, he resembles a certain famous scientist as well! To complete the German homage, he transforms into a Mercedes-Benz E550.

Sideslice (free):

- Sideslice is true to her function of Warrior. Though proficient with guns, she prefers melee combat to ranged weapons, and will employ any maneuver it takes to get close enough to the enemy to use her arm-mounted Cybertanium swords. Her agile, wheel-legged form more than allows for this. Her tactics are merciless and she's utterly unapologetic about this—war, after all, is messy. Oh, and she's also not vain at all: those alt modes of hers are chosen for speed only. It's a total coincidence that the fastest one just happens to be a sleek, sexy, concept model that's better than your car, honest!

Wheelie & Brains (Free):

- Wheelie (aka Wheels) is a sneaky little salvage and scrap drone,[1] always underfoot when you least expect it. As a reconnaissance specialist, he's equipped to the teeth with mid-range surveillance equipment. But his real asset is stealth, tooling along unseen and unsuspected while he accomplishes his mission. Unfortunately for his mission, he often bites off more than he can chew—and ends up being the one chewed on! Although he does seem to have a bit of a "mouth" on him, Wheelie isn't really a bad sort: a loving home and a little strict discipline could whip him into shape. Allow disgruntlement with the Autobots to grow, however, and he may get mean.
- Brains is another story. Not long ago, the Decepticons constructed a "brain unit" drone to receive a very important download. However, the Decepticons underestimated the independent thought capacity of their new member, and before long the drone rebelled, defected to the Autobots, and now calls himself "Brains." Despite his somewhat eccentric behaviour and mannerisms, he's essentially a nice guy, and gets along well with his fellow miniature Decepticon drone-turned-Autobot, Wheelie. He transforms into a laptop computer.

Jetfire (Free):

- Jetfire was a living legend both in the air and on the battlefield in his day. Sadly, his day has long since passed. His body went south years back. His bunny is dead on the wheel. He's got rust in places he didn't even know

he had. Basically, Jetfire's old! An ancient Decepticon Seeker, Jetfire was around long before the war broke out, and unlike many, came to see his "comrades" for what they were. This caused him to defect to the Autobots, something virtually unheard of. As a consequence, Jetfire never managed to fully obtain the trust of the others back in the day. He's still a fine asset, powerful and able to activate a space bridge to teleport across great distances. This is slightly offset by the fact he's so old. After years without a proper source of energon, he's practically falling apart. His processor gave up the ghost millennia ago. These days he has a hard enough time remembering his name, and he's lucky if his teleporting puts him on the right planet. It makes him a bit crotchety and also leaves him with the nagging feeling he's forgotten something important.

Frenzy (Free):

- Frenzy is small, sneaky, skittering, and single-minded. His hyper-active twitching and lightning-speed gibbering in his own tongue belie incredible espionage and sabotage skills, but it is in causing chaos and carnage that Frenzy truly excels. This creepy little abomination is the best there is at what he does and approaches his tasks with a level of sinister glee that makes it hard to deter him from a course of action once he has settled upon it. Frenzy's ability to access secret information stored by Earth's humans provides the Decepticons with a distinct edge. In the event he is killed in battle, the information stored in his memory core could make him just as valuable as the AllSpark itself. However, Frenzy is exceptionally hard to kill because possesses a decentralized, modular nervous system. In essence, it means that even if he suffers critical injuries such as decapitation (which seems to be a not-infrequent problem for him), he can continue to function. Frenzy is also equipped with a hyper-reactive trans-scanning and reformatting system that allows him to totally reconfigure his alternate mode with ridiculous speed, meaning that he can be something one minute, and something completely different the next. Although this is something which he does regularly anyway, it also works regardless of what state of disrepair he may be in, making it quite the challenge to keep track of him

Scorponok (Free).

- Scorponok's core programming is only a tiny bit more complex than pure instinct. His main drives are to hunt, destroy, and hunt some more, causing many to view him as barely sentient. Others are concerned that he actually be a cunning opponent getting friend and foe alike to underestimate him... and the latter are right. In secret, Scorponok has proven to be astonishingly erudite and focused on patient, long-game operations. Since he can burrow through solid earth at frightening speeds, Scorponok is a terrifying opponent incredibly good at ambushing his target in a shower of dirt from the ground. His favorite pastime is playing Hide and Seek with unsuspecting players, be they robotic or organic. He prefers to be hider and seeker. On Cybertron, he was deliberately left behind on battlefields so he could use his chameleon mesh armor plating to blend in perfectly with the background, then ambush any Autobot patrols that would arrive.

Alice (Free):

- Alice is the kind of girl you wish you met in college. She's pretty, has... prominent mammalian characteristics, is incredibly forward about what she wants and is really interested in you, an interest that will only increase when she gets to know you. She is a Pretender, allowing her to transform into an "organic" humanoid form, that can do everything a human can, yet still being a robot, having the benefits of both. She is a young cybertronian that grew up on Earth and never had anyone who cared for her nor anyone she ever cared about, until she met you. Now, having finally found someone to care about, she won’t ever let you go.

Driller (Free):

- The largest subterranean lifeform native to Cybertron, Drillers are not to be taken lightly. Enormous multi-tentacled beasts capable of burrowing through the ground or through buildings with ease, they are capable of great destruction and carnage on any scale. They are semi-sentient at best and can only obey simple commands. They also develop intense loyalty to their masters, this one considering you as it’s very own master.

They are beasts of burden, mainly used for mining jobs. However, the one owned by you is bred specifically for militaristic use and is considerably larger than a typical member of its species.

Ravage (Free):

- Formerly the minion of Soundwave, this mechanimal, re-engineered to serve Transformers, have now switched teams to you, serving loyally and faithfully. Ravage specializes in infiltration, his body and armament are all dedicated to hitting the enemy before they even know what hit them. He can be orbitally inserted at fifteen times the speed of sound, spy inside highly secure locations using swarms of microcons, and generally ruin your day. He respects the danger humans present though, as they were the ones who managed to kill Megatron. Perhaps due to his origin as a reengineered mechanimal, some doubt Ravage's sentience. However, he's displayed guile, cunning and split-second tactical thinking, making it hard for others to believe he does not have some innate intelligence. In reality, Ravage just considers the other Decepticons beneath him, and allows his eerie, silent ways and manner to alienate him from his comrades. You are the one exception: being kindred spirits, understanding each other's true nature and motives.

Laserbeak (Free)

- Formerly the minion of Soundwave, this mechanimal, re-engineered to serve Transformers, have now switched teams to you, serving loyally and faithfully. Laserbeak serves primarily as a scout and spy, but that doesn't mean he isn't capable of other tasks, such as hunting down targets for capture, be they human or Bot. Despite his small size, Laserbeak is one of the most competent Decepticons around, and is a highly skilled assassin. He knows how to deftly manipulate someone's fear and trust to his benefit simultaneously, and takes wicked glee in slaughter, especially when it comes to the innocent. Perhaps the most useful of his abilities is to transform into almost any type of alternate mode, even those who aren't alternate modes.

Soundwave (Free):

- As the Decepticons' resident communications officer, Soundwave doesn't just master the frequencies that carry information across our planet, he revels in them. Often stationed high in the upper atmosphere and capable of processing millions of data streams at once, he is fully capable of taking over communications on a planetary scale. After all, he views knowledge as power he can exploit. As one of your staunchest supporters, Soundwave does not hesitate to help you in achieving your goals. Soundwave is however nearly defenseless in space, as his devastating sonic cannons only work within the atmosphere. If you also have Ravage and Laserbeak, then these will work together as a highly effective team.

Shockwave (Free):

- A peerless Decepticon scientist with deadly efficiency and a cold devotion to logic. He is one of the deadliest Decepticon assassins and one of the only Decepticon who can defeat Megatron in combat, a killing machine like few others. He is quite popular amongst the Decepticons. In a way, some respect him enough to willingly work with him. Nevertheless, Shockwave is ready and willing to destroy whichever enemy dare stand in his way with his arm-mounted AstroMag Cannon. He can to transform into a Cybertronian Tank and is now at your disposal, as your irrevocably loyal subordinate. He also comes with his very own Driller, bred specifically for militaristic use and is considerably larger than a typical member of its species, not to mention incredibly loyal to Shockwave.

Devastator (Free):

- Named after Cybertron's unwithstandable and terrifyingly destructive Devastator Winds, due to his intimidating strength, Devastator is a giant among giants. He is in fact so huge that his body simply cannot support itself when carrying his weight upright, forcing him to lumber on all fours. Devastator is a tormented being, his very formation wracking his component Constructicons with pain and stressing them to the breaking point both physically and mentally. The imperfect fusion process

produces a mind that's very much less than the sum of its parts; rage and pain are all he knows, pushing aside whatever intelligence he might possess. Devastator relies on almost pure instinct in battle, yet will follow your orders when given. He can create powerful gravity wells by generating an artificial black hole with his Vortex Grinder, located in his mouth. Nearby objects are then drawn into his gaping mouth where they are crushed.

Nemesis Prime (Free):

- Another version of Optimus Prime, this one a version that got brainwashed into Nemesis Prime. He has all of Optimus's experience, skill and knowledge, but is far more ruthless and uncaring. Luckily for you, he is now bereft of a purpose, having been brainwashed into a tool for someone to use. As you were the first to meet him in the new world, he immediately decided to follow your orders as your irrevocably loyal tool and weapon. There are no hints of the original Optimus Prime left, but if you were to work for it, and I do mean a lot of work, you could bring back the original Optimus Prime.

Infernocus (Free).

- When confronted by a threat too powerful for the demonic Infernocons to handle individually, they combine to take the form of the perfervid Infernocus, a large monster of a transformer. The Infernocons are a group of demonic Transformers who used to loyally serve Quintessa, but now instead serves you with a devotion bordering on obsession.

Quinn (Free):

- Mad Goddess Quintessa is a mysterious and powerful space sorceress. The self-described Prime of Life. Or at least she was before the accident that caused her to lose her memories. Now she is merely Quinn, a female cybertronian with incredible aptitude for technology and a slightly ruthless, yet immensely charming attitude. When she first came to after the accident that took her memories, she met you and began following you. Deciding to help her, you assisted her in getting settled and coming

to grips with her situation. This made her slightly dependent on you, constantly leaning on you to help her, but in exchange she tries to help you back. She is also able to transform into an "organic" humanoid form, that is capable of doing everything a human can, yet still being a robot, having the benefits of both.

Cybetronian Dragon Pet (Free)

- This is a tiny Cybetronian that takes the shape of a dragon the size of a cat. It's irrevocably loyal to you and very protective. It also comes with the ability to change size from the size of a cat to the size of a large dragon that can breathe a special form of fire that burns nearly anything to ash. Which I think will come in handy.

Scenarios:

Heal Cybetron:

- You now have to heal Cybetron back to when it was the crown jewel of the universe. We have seen several solutions to this, from draining the life of Unicron to having Humans rebuild it using Earth's resources. However you repair it doesn't matter, as long as it is returned to how it was in it's prime.
- As a Price for this, you get to bring along Cybetron, not as the ruin you could purchase in Items, but either the Cybetron of Old, the planet before the wars between the Decepticons and Autobots, or New Cybetron, the one you healed back to it's full glory. Not only that, but you get either Optimus and his team or Megatron and his team to join you on your journey.

Kill the Autobots:

- By taking this scenario, you will have to hunt down every single Autobot shown in the Movies, and kill them, leaving Optimus Prime for last. When you fight Optimus, having killed every one that followed him, he will be enraged and fight with no holds barred with the full Power of a Prime. Do not take this lightly, as this Optimus will have nothing but focus to destroy and kill you.
- When you finally manage to Kill Optimus and all of his comrades, you will be granted the Perk Fallen for free. If you have already purchased it, then you will be granted 600cp to spend on this Jump. Not only that, but for having done what Megatron failed to do, you have gained the following of the Decepticons, a large Cybertronian army that will follow you on your chain. Megatron is not included.

Peace to Cybetron:

- By taking this scenario, you will need to create peace between the Autobots and the Decepticons. This will not be easy, as this war has lasted for eons.
- But should you manage to broker a lasting peace between the Decepticons and Autobots, then you will be able to take along both Optimus and his team, and Megatron and his team. Not only that, but Megatron will be cured of the Corruption the Fallen used to made the former Lord Protector of Cybetron and the best friend of Optimus Prime insane and under his control, thus bringing back the firm but fair Megatron that ruled Cybertron alongside Optimus, the one Prime considered his brothe. This will also grant you the Allspark item for Free.

Drawbacks:

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 with this, no matter how hard you try.

Fanfiction - 0cp:

- Perhaps you don’t want to be in the original story. You can enter any fanfiction of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.

Character subversion - 0cp:

- You take the place of a character from the source material. This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will lose the powers post jump.

Crossover - 0cp:

- This will allow you to merge this world with another world. How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world has always been a part of the other world or vice versa. However you desire the crossover to be, go ahead. If taken with Fanfiction, you can choose any Fanfiction you want, not merely locked into this world’s stories. If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.

Time - 0cp:

- You are free to choose whenever you want to arrive in the world. If you pick Character Subversion, you can start all the way back to the beginning of their birth.

Time extension - 100cp:

- You get 100cp for every 10 years extra you spend here. Can be bought multiple times.

Please, just do It - 100cp:

- There is now no more Sam Witwicky. Instead, you will take his place.

Scream some more – 200cp:

- You will now scream at anything that happens to or around you. Will get incredibly annoying.

Explosions – 200cp:

- The world appears to work on Michael Bay logic, with a enormous amount of explosions and visual effects.

No-Power - 300cp:

- You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.

No items – 300cp:

- You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.

Unicron awakens – 600cp:

- Unicron, sleeping inside earth, has started to wake up far earlier then he should have. You now have to contend with a being far surpassing any other in this universe, and if you don't deal with him fast enough, then Earth will be destroyed.

Head Home

Or

Stay

Or

Move On.

Notes:

Prime-perk grants humans physical capabilities that would allow them to match a cybertronian. Not peak like megatron, but still incredibly strong for a human. You are the leader of a cyber-race after all.