

"I am Optimus Prime.

It has been 20 Earth Years since the Transformers War ended with the Decepticons. The evil living planet Unicron was damaged and blown into deep space, along with my arch enemy Megatron. Since then, the Autobots have forged an uneasy alliance with the Decepticons, and together we have joined with the ingenious humans, in a quest for one of the rarest and most powerful elements in all the universe: Energon. Energon is the source of life itself and harvesting its power promises to bring a better life to humankind."

Prime's optimism will be tested in the following years. A mysterious alien being known as Alpha Q will awaken from within the body of Unicron, siccing his Terrorcon army, led by the imposing Scorponok, on Earth's Energon mines in the hopes of resurrecting Unicron. Before long, their machinations will lead to the revival of Megatron, the Autobots eternal enemy.

But the Autobots aren't completely outmatched, for where there is destruction, there is also creation. In the time since the battle against Unicron, the Autobots have seized many advantages in the search for Energon. The Omnicons who can refine Energon, the human Kicker Jones, and his unique sixth sense for finding Energon, and the Spark of Combination, a gift from Primus himself that allows Autobots to fuse and multiply their power.

With the power of Unicron up for grabs, this is anyone's war. Use these 1000 cyber-points (CP) to determine what you'll be starting this new war with.

Designation [Body]

- All Bodies can choose age & apparent gender freely -

- Any body can be Drop In, where you'll start in your respective starting location -

Organic – // +200cp, +0bp || +100cp, +0bp //

There're more than the lives of Cybertronians at stake. For +200cp, you are a member of the human race, likely someone involved in Energon research or Human-Autobot relations. You start in one of the Autobots' Earth cities or mining outposts. For half as much cp, you are one of the last survivors of the Quintesson race. Large as a Cybertronian, but nowhere near as strong. However, your countless tentacles and thick carapace are nothing to scoff at. You start within the remains of Unicron.

Bulk – // Free, +600bp //

The major players of the Unicron Wars. The Autobots and Decepticons have formed an uneasy alliance. Despite talks of making peace, neither side is ready to forgive and forget. Whichever side you are, you start stationed either on Cybertron or one of the Autobots' Earth outposts. Whatever location you choose will have the approaching conflict reach you sooner or later. Whether you seize the opportunity or seek to actively avoid involvement depends on your actions.

Harvester – // Free, +400bp //

The Omnicons are a mysterious subspecies of Transformer. Some say they're an evolution of Minicons, others claim they're the descendants of Autobots and Decepticons who sought peaceful coexistence. Alternatively, you may be a Terrorcon, one of the reanimated inhabitants of Planet Quintesson. Omnicons start within one of the Autobots' mining outposts, Terrorcons start within the remains of Unicron. You may alternatively be one of the last Minicons on Earth, but with most of your kind leaving after the Unicron battles, you lack most of the profound psychic powers you once held.

Ancient – // 100cp, +500bp || 200cp, +600bp//

In ages long forgotten, Primus, with the Transformers of those times, created weapons and powers in the hopes of destroying Unicron and seizing a peaceful future for all Transformers. Perhaps you are one of the combiners guarding the hidden Super Energon, or for an extra 100cp, one of the massive Omega Guardians who battled the Chaos Bringer millennia ago. Whatever the case, you were recently awoken from hibernation within Cybertronian ruins, in order to take part in this brand-new conflict.

Designation [Origins]

- Select one. Drop Ins cannot take Veteran -

Rookie - // 0cp //

The Unicron Battles gave birth to many heroes, and you... were not one of them. Whether you were simply too low ranking or just weren't given the right opportunity, you didn't manage to climb your way through the ranks until recently. This can lead to more senior allies not taking you seriously, but your fresh perspective can let you consider strategies and factors your superiors never would.

Support - // 0cp //

Soldiers have taken a back seat to researchers and engineers in this new age of Energon. You are well respected for your knowledge, skills, and unconventional ideas. You'll likely find yourself as either the dedicated geek of your faction, or just one part of an entire team of like-minded individuals. Either way, both Autobots and Decepticons know better than to underestimate someone with your skills.

Troop - // 0cp //

As if a few decades of peace could make someone of your caliber grow rusty. Your place is on the battlefield, and you've made sure that anyone who comes to steal your Energon will be leaving in more pieces than they came in. You may not be much help off the battlefield, but when you're in your element, you have more than enough skills, experience, and firepower to earn your keep.

Rebel - // 0cp //

You weren't brought into this war to be someone's lapdog. You're one to take matters into your own hands. If this means butting heads with your so-called "allies" then so be it. Results are all that matter, and you know how to get them. They won't have much to complain about when you're taking names left and right while they're tied up with bureaucracy and chain of command nonsense.

Veteran - // 50cp //

Beware of an old bot in a profession where they usually die young. You didn't climb the ranks by asking for handouts. No, you carved your own path through countless battlefields. You aren't on the level of Optimus or Megatron, but you have enough credibility for even them to heed your advice. Even if you're a tad eccentric, those under you know better than to question your abilities.

Perks [General]

More Than Meets the Eye - // 0cp //

You have the ability to alter the art style of the world around you. Perhaps rather than clunky cell-shaded CG, everyone is constantly animated in 2D Sakuga, or maybe you prefer the intricate design of the Dreamwave comics. Nobody other than you will notice any change.

Robots in Disguise - // 0cp //

You have the ability to apply the Transformers' sound design to yourself, such as mechanical whirs whenever you move or a distinct modulation on your voice, including their iconic transformation sound when switching between any of your forms. Nobody will find this odd. Toggleable

Repaint - // 0cp || 300cp //

Going forward, you'll find any power-ups or upgrades will be accompanied by a new color scheme for your body, abilities, and equipment. New palettes will never be anything you'd find aesthetically unappealing. You may choose whether this is temporary, and if it applies to anyone you're fused or synchronized with. For 300cp, you can accept almost any form of energy into yourself. Absorbing enough will trigger a metamorphosis that restores your injuries and provides a permanent power boost. However, absorbing too much particularly turbulent energy all at once can still damage you.

Jumper Maximus - // 50cp //

You'll never have to worry about people forgetting or mixing up your name again. Tell someone your name once and you can be sure they'll never forget or even mispronounce it. You can even accompany a powerup with a new name, and everyone will inexplicably call you by it, even if you never actually told anyone about it. Doesn't apply when trying to intentionally hide your identity.

Battle Scars - // 50cp //

War is an ugly affair, but you make it look fashionable. Against all odds, getting severely injured in battle almost always improves your aesthetics. A scar graces your eye just right to intimidate without actually blinding you, getting electrocuted covers your whole body in striking lightning-shaped scars, damaging your body beyond repair guarantees that your next body will be cooler than the last, etc.

Missile Launcher -// 150cp //

An odd trend in Cybertronian engineering. You'll find that any projectile weapons you wield can also function as a laser. Whether it's a rifle or a missile. Admittedly, these lasers don't hit anywhere near as hard as just firing the weapon normally, but they don't seem to consume any ammo either.

Conduit - // 300cp //

Like the human kicker, you have a strong ESP, especially for matters related to Energon. This is usually just a strong reaction to the proximity of Energon, but other times you'll receive prophetic dreams pointing to a new cache, or a vague sense of an invisible enemy's location, or which of your bases are going to be attacked next, etc. Admittedly, this sense is far less reliable the less directly it relates to Energon. Post-jump, this applies to any similar esoteric elements or energies.

Cursed Brand - // 300cp //

By severely damaging an opponent, you can choose to infect them with your corrupting force. This will compel them to be subservient to you and better emulate your ideals. The deeper the injury, the deeper the infection. You can choose to deliver a fatal blow that, instead of killing them, will infect them so deeply that no matter how they detested you before, they will irreversibly become a mindless slave to your will. This corruption also brands them with an insignia of your choosing.

Most Powerful Element - // 400 //

Perhaps you aren't ready to say goodbye to the power of Energon yet. By taking this, you will be able to find caches of Energon on planets in future worlds. It's still quite rare, but its natural attributes and sheer potency when compared to conventional fuel sources are unchanged. This alone doesn't provide you with the means to find, harvest, and process Energon, even if you find it.

Insignia - // 0cp || 50cp //

The badge of your faction. Those who witness or brandish it intuitively grasp the ideals and values it embodies. You may choose how this manifests in non-mechanical forms: a tattoo, a scar, embedded on your clothing, etc. For 50cp, you may bestow copies of your insignia to others. You may choose how your Insignia integrates with past Insignias you may have.

Insignia [Human] - Resembling an insignia or symbol of your choosing, this embodies humanity's propensity for forming bonds between diverse groups, as well as uniting against a common evil.

Insignia [Quintesson] - Resembling an insignia or symbol of your choosing, this gives you the ability to evoke both extreme mistrust and extreme empathy in others, often depending on the individual.

Insignia [Autobot] - This red insignia represents cooperation, freedom, and self-sacrifice. Those who gaze on it with an open mind can't help but contemplate how they can make the world a better place.

Insignia [Decepticon] - This purple insignia represents might, survival of the fittest, and ambition. The meek feel an instinctive anxiety from this, and those who respect power, respect this insignia.

Insignia [Omnicon] - Identical to the Autobot insignia. This conveys your talent for technology and labor, while projecting an unmistakable impression that you have no place on the battlefield.

Insignia [Terrorcon] - Identical to the Decepticon insignia. This conveys your animalistic ferocity, as well as a lack of autonomy that makes enemies hesitant to hold you morally culpable for your actions.

Insignia [Minicon] - This blue insignia represents neutrality and internal unity. Those who consider themselves part of your group will be quick to band together against any perceived out-group.

Insignia [Omega] - Resembling either the Autobot or Decepticon insignia, this evokes an aura of stoicism, duty, and wisdom. You generally don't get as much flak for giving vague or indirect answers.

Insignia [Maximus] - Resembling either the Autobot or Decepticon insignia, this evokes an aura of pure, terrifying power. Factions are quick to see the advantage of adding you to their numbers.

Perks [Organic]

- 50% off & 100cp 100% off for Organics -

Exposure Therapy - // 100cp //

We all have to face our fears sooner or later, but only some can make the most of it. Whenever you face your fears or traumas, you'll not only come to terms with the initial phobia but undergo explosive emotional growth proportional to the extent of your fear, and the greater this growth, the easier it is to convince others to face their own fears. Come to terms with a deep-rooted childhood trauma and it may just give you the empathy to see through the facade of a mad alien upon your first meeting, and the force of personality to talk them into a truce within the same conversation.

Loose Screws - // 200cp //

You have a special way with crazy that would make any orderly envious. For starters, you can instantly differentiate true insanity from someone who's just playing it up. Your ability to twist madness to your advantage is equally impressive. Convince someone mad with fear to rely on you, someone mad with love to direct it at you, someone mad with greed to take unnecessary risks while you reap the rewards. You could run into a raving mad villain while breaking into their base and have a decently good chance of convincing them you're part of an elaborate scavenger hunt.

Mightiest Flea - // 400cp //

Most think a puny human would be dead weight in a battle of giant robots, but you're more than happy to prove them wrong. When up against much larger enemies, you're far from helpless. You can take a couple hits from these giants and keep ticking, and your own attacks will at least hurt. You can even comfortably wield weapons meant for bodies ten times your own. It almost seems like the proportions of these weapons shift slightly for you to hold them, but that's probably your imagination. You're also a pro at not letting such opponents push you around psychologically either.

Perks [Bulk]

- 50% off & 100cp 100% off for Bulks -

Bucket of Bolts - // 100cp //

The notion of a giant robot and a weak human meeting together as equals sounds ridiculous to most, but you make it work. You have a knack for not destroying everything with your huge body. This even applies to social contexts. As long as you treat the other party as an equal, even the most absurd difference in power is hardly an impediment to forming and sustaining a genuine relationship. Now, attempting to use your power to coerce them is likely to spoil the goodwill you built, but otherwise, you're nothing to be scared of. Notably does not work on children, try not to traumatize them.

I am a Jumper - // 200cp //

You know exactly what you are, and you won't let anyone tell you otherwise. This bolsters you against any forces that would try to change your mind or character. Even with your titanium will, every moment of resistance may require a painful level of concentration. However, by experiencing the right combination of determination and physical or emotional shock, such as a climactic battle with your lifelong enemy or throwing yourself into a sun, you can potentially break the hold of even primordial gods. You can even hold onto any power gained from the possession for a brief time after.

Mountain Mover - // 400cp //

Once a battle makes its way to space, the rules of physics and the like tend to change, except when they don't. When thrown into a zero-gravity environment, the laws of mass and momentum tend to work however you need them to. One moment you can push an asteroid since mass is a non-factor in space, and the next you're trading blows without losing any power of getting blown any farther back than you would with gravity. You can also control your orientation and movement in a zero G environment at an average walking speed, even if you lack any kind of levitation or flight capabilities.

Perks [Harvester]

- 50% off & 100cp 100% off for Harvesters -

More than a Number - // 100cp //

Omnicons and Terrorcons alike are guilty of flagrant mold re-use. Being constantly surrounded by bots with identical bodies, voices, and names would get confusing, but somehow it just… doesn't. You have this uncanny intuition that lets you tell apart and be told apart in the company of beings with no notable differentiating traits. This also provides a significant boost to your ability to get along with coworkers, work cohesively within massive teams, and generally thrive in environments where you're expected to keep your head down or where individuality is a non-factor.

Show me Your War Face - // 200cp //

You're pretty much the embodiment of the phrase "shift into gear". Your presence can make even the most cowardly or laziest explode with motivation. If the listener has barely anything in common with you, this can at most push someone to send a few more emails before they clock out. However, if you share many specific traits, such as species, occupation, history, etc. you could push a lazy slacker to train their muscles raw, talk laborers on the verge of revolt to work at 10x efficiency, or use a short pep talk to convince a room full of cowardly researchers to take up arms for their freedom.

Iterative Improvements - // 400cp //

The scientific process isn't a straight line from demand to supply. You're unlikely to get perfection on the first try, but you'll get a little closer every time. Each and every iteration of one of your creations is guaranteed to not only be better than the last, but easier to make. Take the Energon towers for example. Early towers took weeks to produce, required a pre-built base, and could only cover a continent or so. Fast forward a few months, and the new towers could be churned out by the dozens, and just jamming one into a natural Energon vein could create a field covering the whole planet.

Perks [Ancient]

- 50% off & 100cp 100% off for Ancients -

Don't Call it a Comeback - // 100cp //

Whether it's waking up in a new universe or a new time, getting accustomed to an unfamiliar world is never easy. You seem to have adjusted and have a skill for passively intuiting the current state and norms of such a world. You'll rarely get thrown off by unfamiliar slang or get yourself in trouble by not understanding the current social climate. When dropped into an unfamiliar situation, running in a random direction is usually a reliable way to stumble into whatever faction is most likely to accept your help, unless you'd prefer to savor your independence a little longer.

Elder's Wisdom - // 200cp //

Who better to deal with relics of mass destruction than another relic like yourself? You're practically a specialist in fighting off beings/artifacts/powers/etc. of the distant past. Up against a tyrant rendered invincible by a forgotten energy source? They'll still be tough, but you'll be able to hurt them. Hit by an ancient superweapon? You'll be put on the brink of death, rather than completely atomized. This has its limits but will make you the go-to for dealing with such threats. This also significantly improves your ability to intuit the history or context behind ancient structures and artifacts you come across.

Outnumbered, but Never Outmatched - // 400cp //

What kind of weakling complains about things like numbers? You could effortlessly brush aside dozens upon dozens of troops, as long as you dwarf each one in power. Even when against two foes who are theoretically just as powerful as you, you somehow manage to fight them on equal terms. In the rare situation where you are truly overpowered, a phantom from your past will materialize to launch a powerful attack at the perfect moment to let you turn the tables. They can be a friend, ally, sibling, etc. as long as they were close to you when alive. This can only be done once per jump.

Perks [Rookie]

- 50% off & one 100cp 100% off for Rookies -

Make you Proud - // 100cp //

It's anyone's guess how someone like you ended up in such an elite team. Through a combination of drive and pure dumb luck, you can weasel your way into positions way above your experience level with relative ease. Zero battle experience under your belt? Somehow, you've climbed your way into a team made up of war heroes in a few years. Literally appeared out of nowhere? A few months is plenty of experience to be welcomed into a top-secret research project.

Stooge Magnet - // 100cp //

In the eyes of an enemy, you're no more than a fly, small, weak, and infuriating beyond belief. So long as you render an enemy unable to ignore you, without presenting yourself as a clear threat, their inability to kill you will drive them mad, causing them to become less and less rational. This works best when facing multiple enemies who are already on thin ice with each other. The added irritant will give them just the right push to decide that this is a perfect time to start bickering with each other.

Fake it Till You Make It - // 200cp //

What's the difference between a hero and a coward? A hero fears failure more than death. You have a special talent telling yourself that you're invincible with so much confidence that you start to believe it. Not even staring at ancient gods or ruthless tyrants will intimidate you. You can even put the others into a similar trance, such that even a meek newbie will charge into gunfire with a smile on their face. Do note, this increases quick-thinking and accuracy, but not survivability.

Energon Sponge - // 200cp //

Everyone is a product of their environment, but you take this to a new extreme. When exposed to a particular energy/element, your body starts adapting to it, becoming increasingly resistant and passively enhancing your attacks with its properties; it might even bring aesthetic changes. The reason this is so cheap is that something as extreme as near immunity, or the power for a Minicon to beat a Bulk, takes years of continuous exposure. Only applies to one energy/element at a time.

Road Blocked - // 400cp //

Massive shields and weapons are great and all, but good luck fighting a war without a base to defend. You are a student of Cybertronian architecture. You know how to plan complex cities that can be comfortably inhabited by Transformers and Humans alike. Your cities are tough enough to handle a rain of laser fire, while allowing for complex mechanisms, like being fully submersible. Mind you, this gives you the logistic knowledge to plan everything out, but not the manpower to bring it into reality.

A Fair Trade - // 400cp //

There are some things more important than power. By sacrificing some significant personal power or metaphysical force from yourself or your companions, you can revive someone you've lost, restoring any damage they've sustained, physical or otherwise, and temporarily empowering them proportional to the power sacrificed. Damage as severe as having your body and soul ravaged by a primordial god may require dozens of separate sacrifices. Powers sacrificed in this way are well and truly gone.

Hide of Iron - // 600cp //

If you want to make it as a soldier, what you'll need is a lot of toughness, and even more luck. Things like lasers and other projectiles don't hurt nearly as much as they should. More importantly, your luck makes it so not only is there almost no chance of you dying under anticlimactic circumstances, rushing in without any sense of self-preservation almost always provides you with some advantage. Maybe your enemy is impressed by your grit, or during your attack you trip into a hidden Energon mine, or maybe your opponent just can't help but monolog about their secret plan, etc.

"No-Win" Plan - // 600cp //

I hope you know what you're doing with this. Somehow or another, you got hands-on experience constructing the worst weapon Cybertron's ever known, a Seismic-Shock Warhead. Something like this shouldn't be used lightly, as upon detonation, this will release a strong enough shockwave to completely destroy even a metal planet like Cybertron, let alone a planet like Earth. However, it's not all bad, as you also know how to produce a special shock-absorber that can negate the warhead's detonation, and any similar sonic or shockwave-based attacks.

Perks [Support]

- 50% off & one 100cp 100% off for Supporters -

#1 Dad - // 100cp //

We all have different ways to show our love. Some play catch, some buy presents, and you launch children into the cold abyss of space. Bottom line, people give you an absurd degree of leeway for your eccentricities or irresponsible attitude. As long as it doesn't impact your output and nobody was physically hurt, the only one who would actually be upset by saddling those under your protection with lifelong trauma due to your irresponsibility, are those directly involved in the incident.

Rat in a Trap - // 100cp //

Being so small has its advantages. You have an odd talent for not only surviving while hiding or on the run, but thriving. Such a tense situation barely phases you, and your casualness has a way of calming down those around you. Even when running through a base filled with enemy robots, you'd effortlessly navigate all the roundabout paths or vents that let you escape notice, and casually return to enjoy a delicious home-cooked meal with the other survivors. Doesn't help in wide-open spaces.

Preparation Meets Opportunity - // 200cp //

What is genius, but the ability to have the right idea at the right time? Whenever you've hit a wall in a project, taking a step away significantly raises the odds of making discoveries that can help you move past it. Maybe in a venting session, your friend unknowingly gives you the perfect hint to finish your program. Maybe you decide to laze around in the sun, and accidentally discover a new way to produce Energon. Maybe you go for a walk, get lost, and trip into ruins hiding ancient knowledge, and so on.

Heads & Tails - // 200cp //

As already stated, creation and destruction are two sides of the same coin. When it comes to discoveries or inventions, you can intuitively grasp how to utilize those meant for peace into weapons of war, and vice versa. Maybe a power like Energon could save your planet from an Energy crisis, but it can also make devastating weapons. Perhaps the government develops a destructive gravity-based weapon, but you figure out how to use that technology to enhance space travel, etc.

Wrench in the Works – // 400cp //

You are a good hacker; I mean REALLY good. How good? Good enough to single-handedly hack an entire planet's security grid within minutes of seeing the console for the first time. Or disrupting similarly skilled hackers by fiddling with some wires. Your skill even applies to hardware. You can almost instantly figure out how to operate any technology if you have a few minutes alone with it. Even copies or clones of you share your talent and inclination to tamper with your enemy's systems.

Emergency Powers – // 400cp //

Pecking orders are more of a suggestion when you're irreplaceable. Without even trying, power and autonomy over important projects or resources fall into your hands, in such a way that you're made impossible to replace. Find your way into a global power initiative, and as long as your skills are the real deal, your employers won't realize until after you've launched the bulk of your planet's resources into space that the most they can give you is a scolding and a little more oversight going forward.

Copy + Paste – // 600cp //

You are undoubtedly a genius in the areas of mass production and reverse-engineering. Through first-hand study, you can figure out how to reverse engineer machines and items of an esoteric nature. Even something as absurd as a sword forged from the soul of your mortal enemy, not only can you figure out how to duplicate it, but how to start churning them out by the dozens. You're still limited by the resources available, and the less conventional the mechanisms, the more data needed. Having a scanner handy will speed things up significantly, from hours to minutes.

Energon Expertise – // 600cp //

Seems you were a student of Dr. Jones, or perhaps even a peer. Point is, all the technology behind creating Energon towers is in your head. When provided with a steady supply of Energon, these release a forcefield that can block meteors and damage any Transformers not protected by Energon. These towers are hardly cheap to produce, but can potentially shield a whole planet, or flood it with deadly Energon gas. In case you aren't swimming in Energon after this jump, you can tweak them to run off other esoteric forms of energy, altering the barrier's properties accordingly.

Perks [Troop]

- 50% off & one 100cp 100% off for Troops -

The Patient Hunter - // 100cp //

What more could a soldier need than a steady hand and a steadier mind? Even with blaster fire whizzing all around you, you could calmly pick off one moving target after another from 600 meters away, assuming you have a decent rifle. If you and your target are much larger than a human, your effective range will increase accordingly. Your intense focus makes you extremely resistant to torture and intimidation, but you may not fare so well against outright brainwashing.

No Guts no Glory - // 100cp //

What army needs a leader that won't even fight alongside his men? "Bold" doesn't begin to describe you. You have the mettle to lead your men into battle from the frontlines. Even if it isn't the most strategically sound decision, it conveys the message that you're more than just talk. This bolsters your troop's motivation, and belief that you'll have their back. If you keep this boldness up, you may find a few soldiers thinking they'd prefer following someone like you over their current commander.

Lingering Embers - // 200cp //

You aren't one to give up on your allies so easily. You have a real talent for resuscitating others and generally bringing them back from the brink of death, whether it's providing basic first aid, or pulling them out of danger until you can get them proper medical attention, those you find at the brink of death have a way of holding onto life far tighter and longer than they otherwise would. Of course, there will always be cases where there's no way to get them the help they need in time.

Tyrant's Pet - // 200cp //

Sometimes it pays to be a grunt. Even when your boss is a remorseless megalomaniac, you always seem to get preferential treatment over newbies, even if they're clearly more competent. The newbie may hog the spotlight for a while, but when things go south, odds are they'll get ten times the punishment you would for a failure of the same degree. When the boss starts handing out powerups, you may not be first in line, but you'll have much higher priority than the new guy.

What Doesn't Kill You - // 400cp //

You're no stranger to death, and odds are high you're only going to get more acquainted as time goes on. However, should you somehow survive dying, or being brought to the brink of death in battle, you'll be able to come back feeling more alive than ever. Not only will you come back stronger, the rebirth will also act like something of a factory reset. Possession, parasites, brainwashing, any malevolent force, or curse will be long gone while you return to the world of the living.

Bonds of Iron - // 400cp //

Loyalty is a strange thing. When you pledge your loyalty to someone possessing even a shred of a conscience, they quickly become irrationally protective of you, and you even form a telepathic link that lets you communicate over immense distances. Those who serve under you become similarly attached, minus the telepathy. Should you betray your former master, the telepathic link will break, but their protectiveness will not, and your troops are likely to continue following you instead.

Gremlin - // 600cp //

The knowledge of two particularly terrifying weapons is now yours. The first is an emitter that can produce something called an "Echo Zone". Within, weapons enhanced by or made from esoteric energies are made unusable, and the zone can be focused on one spot to knock those within unconscious. Of course, you know how to render your own weapons immune. Secondly is the Spark Rewriter, a device that lets you essentially rewrite the mind and perspective of an incapacitated being into one of your likings. The Rewriter in its current form only functions on electronic minds.

Hollow Spark - // 600cp //

It seems that you've died, but by some unknown force simply... came back, albeit in an incomplete state. Your ambiguous existence comes with its advantages. Due to your semi-ethereal form, you are able to render yourself invisible, intangible, or both, and can even teleport short distances. You can maintain this form for an extended period, but if you wish to attack others, it requires you to render yourself tangible. Those with ESP or the ability to detect Energy are able to sense your exact location, even while invisible. This form can't protect against non-physical attacks like illusions.

Perks [Rebel]

- 50% off & one 100cp 100% off for Rebels-

Judge, Jury, & Executioner - // 100cp //

Trauma can manifest in many ways. For you, your psyche has been split into 4 alternate personalities, excluding your original. These are all essentially different minds, who can think simultaneously, but draw from the same knowledge base. They can help you see from different points of view, but if they get too annoying, you can take back control at any time. You can choose to tie each personality to a particular mask or have them be represented as separate faces on particularly monstrous altforms.

Twist the Knife - // 100cp //

The most important thing in war is trust, but hatred is a close second. You know how to milk the maximum amount of hatred and emotional distress out of any situation. This may be a downside, but this can easily prevent a foe from thinking rationally, and more to the point, your humiliation is now worth its weight in Energon. Come groveling back to your leader after a betrayal, and seeing you beg will put them in such a good mood they'll likely welcome you back with hardly any punishment.

I Can Fix Them - // 200cp //

If an insane 5-faced tentacle monster can get redemption, so can you. With alarming frequency, you are shown deep sympathy by those who should really know better. As long as your motives are understandable, you could even convince an Autobot hero that the revival of Unicron is a good idea. If you look pathetic enough, you may even be nursed back to health by enemy soldiers while within their territory. Of course, this doesn't work on complete sociopaths or brainwashed slaves.

Seriously Damaged - // 200cp //

If ever a bot could be called a monster, you'd be a top contender. You don't fight, you massacre. This doesn't necessarily make you enjoy killing, but you never hesitate when it's time to do so. When acting with intent to kill, you move faster, hit harder, even your weapons seem to cut or pierce slightly deeper. Added to all that is the chill you give to friends and foe alike who see you in action. The ease with which you take lives can make less experienced bots hesitate to attack, or even freeze in place.

Mechromancy – // 400cp //

Resurrecting a body is as simple as putting all the pieces back together, but bringing back the soul is much more difficult, so you compromise. When in need of a soul for any given purpose, you don't have to be picky about whose soul it is. If you wish to reanimate the mostly intact body of a specific individual, you can just grab the first soul you find, whether from a recently deceased body or however you normally get souls, and their mind and body won't know the difference, but you will.

You are What You Eat – // 400cp //

You are a glutton in every sense of the word. While this does mean you never have to worry about overeating in a conventional sense, this also applies to energy. Even Terrorcons will blow if fed enough Energon, but you can just keep eating and eating. When exposed to an amount of a particular energy that would normally destroy you, you just keep sucking it up anyway. This doesn't necessarily mean you can use the excess energy, but it can cause beneficial mutations, like an increase in size.

Parasite – // 600cp //

You are edible. Rather, entering the body of another living (or formerly living) being is rarely anything but a boon for you. You can rapidly absorb your host's energy to feed yourselves and mend your own wounds. Even if fully digested, with enough time you can simply build a new body out of their mass. While inside, you quickly grasp an almost psychic understanding of that body's mechanisms and secrets. You could use this knowledge to hijack some of their biological functions, learn to puppeteer their corpse, or use these secrets to make your new body even stronger than the last.

Beast Machines – // 600cp //

It's questionable how mechanical Terrorcons actually are. You have the ability to incorporate biological processes into your inorganic creations, as well as construct simple automatons. Why mass-produce robot dinosaurs when you can make two that breed like rabbits? Why make a specialized machine for every scenario when you can selectively breed all the traits you want? They'll likely come to resemble living beings as they evolve, but you don't have to worry about them going wild, as you know how to program your drones to loyally obey you no matter how much they multiply or mutate.

Perks [Veteran]

- 50% off & one 100cp 100% off for Veterans -

Divine Right - // 100cp //

Is one a king because they rule others, or does one rule others because they are a king? When you are placed in a position of power, only those who are equal, above, or immediately below you in rank would dare question your right to that position. Anyone below them will simply have to accept that abusing them is not only permissible, but acceptable for someone in your position. Of course, it's another story if your underlings oppose you purely out of greed, and "worthiness" is not a factor.

Tactical Insubordination - // 100cp //

It is the subordinates' job to follow the commander's orders, but that doesn't mean their commander is always right. You'll never have to worry about backing yourself into a wall with your own orders again, as your subordinates have a tendency to disobey you in situations where doing so would save your life. This improves how convincing your orders are when given with justified confidence, but when your men do take things into their own hands, odds are high it'll be to bail you out of danger.

Running on Fumes - // 200cp //

Ambition and willpower are one thing, but empty is empty, or is it? Whenever you've fully exhausted your energy reserves, whether it's stamina, Energon, mana, etc. whenever your back's against the wall, you always somehow find those extra hidden reserves that let you keep going a little longer, often around 10%-20% your total. Even if it's an external resource, when you end up using your whole supply in an emergency, you have a way of stumbling into a new cache to start replacing it.

Old & New Friends - // 200cp //

Who knew the human race would agree so easily to partnering with dangerous giant robots? You have a comparable political and logistic talent for forming treaties between societies or species that would have every reason to not get along. On top of that, when you get close with specific members of the other group, even if they're just children, they have a way of blasting through both their education and career path to reach a point where they can play an active role in managing the treaty.

Shaking the Tree - // 400cp //

Picking a fight with a global army while your own men number in the single digits may sound foolish, but it is the nature of power to bring more power. When you achieve a sufficiently major strategic victory over your enemy, against all odds, new troops always manage to crawl out of the woodworks to join your cause. They'll be pathetically weak individually, but number in the hundred, if not the thousands. Occasionally, you'll simply receive one abnormally strong troop to add to your numbers.

The Allure of Power - // 400cp //

The influence you hold over the minds of others never truly leaves. Those who once pledged their loyalty to you will be unable to imagine a life not serving you, no matter who you ask them to betray or how much you tell them to give up. Those you coerce into helping you will feel mortal terror at the thought of disobeying you. Should you be capable of brainwashing, it'd take interference on the level of total mental or physical reconstruction to fully rid them of your influence.

GPS (God Positioning System) - // 600cp //

Seems that there's something or someone extremely powerful that has an interest in seeing you prosper. Maybe a splinter of Unicron, Primus, or a completely different entity. This entity seems to have a nigh-omniscient understanding of your home planet, particularly ancient structures. It cannot speak per se, but can act like a mental compass, directing you towards the most potent artifacts or sources of power it can find. As an added benefit, you have a togglable aura that makes you seem like an ideal host for disembodied entities in search of a new body, perhaps how the first entity found you.

Destined for Greatness - // 600cp //

Only those who can control power have any right to possess it. Any power you've seized may run wild at first, but it's only a matter of time until you've fully tamed it. You cannot be strained or destroyed by the power you've tamed in this way, even if said power originally belonged to another. It'd take nothing less than a cosmic or primordial god to corrupt or possess you. Even then, they're unlikely to stay in control for long. Even if it results in permanent changes to your mind and body, you will tame this corruption as well in time, with hardly any impact on your mind or soul, if at all.

Assets [Items]

- You may import similar items from past jumps at your own discretion. -

In Stores Now - // 0cp || 50cp //

You'll receive a toy in the Energon style based on yourself and all your companions. For 50cp, you receive every toy released for the toylike, or using its molds, including lucky draw, McDonalds toys, or event exclusives. Any world that could theoretically have some equivalent to Transformers Energon will have your figures retroactively inserted into the toy line, though not as part of the cartoon.

I Love Comics - // 0cp || 50cp //

Seems you and Sixshot have similar tastes. You have a complete collection of a Cybertonian comic series about robot cat girls. For an extra 50cp, you instead get the complete Transformers Energon comic series, including chapters that were planned until Dreamwave Productions closed down.

Energon - // Varies //

The very thing everyone is fighting for. Each purchase here gives you a personal mine that will follow you into future worlds, complete with mining equipment. Omnicons not included.

Energon [Mine] - 200cp - A small mine with all the equipment required for processing. You'll only get maybe a few hundred Energon Stars out of here. Still enough to power a few Earth cities for years.

Energon [Outpost] - 300cp - A mine so large a whole city had to be built on top of it. This can output dozens of times more Energon than a regular mine, but it'll take time to harvest it all.

Energon [Colony] - 500cp - You've set up a space bridge to a remote planet bursting with Energon. As long as you don't mine it to death, you have exclusive access to a planet's worth of Energon.

Energon [Super] - 800cp - Rather than a mine, you're in possession of a large pool of Super-Energon, treated through lost techniques to be hundreds of times more potent than regular Energon. If you can survive a dip in it, the pool can greatly increase one's power, while rendering them immune to any attacks not backed by a similar level of power, a condition few, if any, bots meet. Absorb the whole pool and you'll gain enough size and power to crush a planet with your bare hands.

Suit - // 100cp //

A side project from the brilliant (mad) Doctor Jones, for the purpose of protecting his son from his own recklessness. This suit can keep you comfortable in even the most extreme environments, including the vacuum of space. It comes with a built-in jetpack and armor thick enough to survive a few blows from a Decepticon. However, this suit is only designed to be worn by humans.

Tools of the Trade - // 100cp //

Have to get the Energon out of the ground somehow. These carts are filled with high-tech equipment for mining and transporting Energon. These can tear through a mine in almost half the time of modern Earth equipment. You can equip a few hundred miners with this, but you'll want to make sure they're either giant or possess superhuman strength, as these were designed with Omnicons in mind.

Supernova - // 200cp //

Wasteful, but certainly effective. You've managed to get your hands on a specially processed Energon Star. If touched by a regular Transformer, this star will generate an immense heat, but won't overload them, but this is far from stable. If triggered by an impact or attack, this will explode with enough force to blast a Cybertronian skyscraper in half. Any used bombs are replaced annually.

Circuit Planet - // 200cp //

This is... wait... what? How does something like this even exist? Whatever the reason, you have a space bridge to a planet completely covered in intertwining roads and highways. It comes stocked with all the equipment needed to commentate, record, and broadcast any races that take place here. The space bridge is more than large enough to accommodate vehicles of almost any size.

Training Simulation - // 400cp //

Essentially a video game, but one with endless potential. The technology allows any number of mechanical beings to directly enter into a virtual tournament, retaining all their powers from the real world. This can even create digital duplicates of friends or foes you've come across, or even past versions of yourself, perfectly replicating their known powers, intelligence, and personality.

Jumper's Sword - // 400cp //

From the depths of your soul, a mighty weapon was forged. This could be a sword, a gun, you can even import a weapon you already own. This weapon is empowered proportionally to the power of your soul and emanates your aura so strongly that even those seeing it for the first time know that it is yours. You can summon it out of your soul at a moment's notice, or even loan it to others.

Energon Tower - // 600cp //

The pinnacle of Energon technology. When planted upon a sizable cache of Energon (or similarly potent energy source) it can be set to emit a forcefield that can repel meteors and damage mechanical beings not defended by Energon themselves. You can double-down on offensive power to release deadly Energon gas instead. Once per jump, you may open a space bridge to deploy a tower at a location of your choosing. With enough power to spare, one of these can cover a whole small planet.

The Hub - // 600cp //

At specific terminals hidden on your starting planet, you are able to interface with something akin to the planet's intelligence. You can ask specific questions, or spend years combing the obscene quantity of information, even prophetic visions can be found. The Hub will provide more or less assistance based on how much of a threat or asset you are to the planet's wellbeing. If it sees you as the only hope to avoid the apocalypse, it may directly provide you with the power to defend the planet.

Assets [Companions]

- Useful pawns, or trusted allies to help you on your journey -

Companion Import - // 50cp Per //

For every 50cp, you may import one of your allies from past worlds or create one from scratch. They receive 600cp and any stipend granted from their origin. They are unable to buy additional companions, except maybe a Minicon partner. They can gain additional cp from drawbacks.

Companion Export - // 50cp Per //

For 50cp, you have two options to bring a native of this world with you as a companion. You may take this as an empty slot that may be filled by anyone you can gain the informed consent of. Alternatively, you can select a specific individual that you will repeatedly meet on good terms during this jump.

Your Favorite Announcers - // 50cp //

These two fashionable fabricated felines are famous to Humans and Transformers alike. They aren't much good in a fight, but with their stylish chassis and cat-like disposition, these two robot catgirl maid idols never fail to rile up a crowd, though they aren't above playing favorites.

Jumper Fanclub - // 50cp //

Finally, bots who can appreciate your greatness. These three rhyming Omnicons aren't too strong, but they look up to you as their hero. They have potential, and absorb your wisdom like sponges, but they can get carried away if you encourage them too much. They share one Companion slot.

Partner - // 100cp || 200cp || 0cp Minicon //

Some would call this a relic of the past. If taken by a Bulk, you can either pay 100cp for a personalized Minicon partner, who gains 600cp to spend plus their bp stipend, or a team of 3 Minicons sharing that stipend. For Minicons, the first purchase is free, and can take the form of either a Bulk partner, or two other Minicons to make a complete team, both with the previously mentioned cp and bp.

Mining Crew - // 300cp //

What good is Energon if you can't touch the stuff? With each purchase, you receive a group companion composed of 100 or so Omnicons or Terrorcons, depending on your allegiance. They are loyal to you specifically and may even have a custom color scheme or design to differentiate them.

Fleet [Specifications]

- Your own vessel to act as transport and shelter -

Vessel – // Varies, Required to access rest of Fleet section //

Buying any of these will provide you with your own space-faring vessel. You are able to buy multiple ships of the same or different class. Buying one tier gives a discount on all vessels two tiers below it. One purchase here is required to access the rest of the Fleet section.

Class [Submarine] - 200cp, +0sp - A small pod without any weapons, and barely enough room for a Transformer of average size. Not designed for long-distance space travel, primarily used for escape pods. However, it's the most maneuverable, good for getting close enough to board an enemy vessel.

Class [Destroyer] - 300cp, +100sp - This personal ship has enough space for two average-sized bots to share and has plenty of shoulder room. It doesn't have the best armor or weapons, but it's the smallest ride you could comfortably travel through the universe in. Easy enough to pilot too.

Class [Cruiser] - 400cp, +200sp - The ship you'll see the most of in Cybertronian battles. Massive ships that can hold an entire Battalion. They can travel at warp speed to travel galactic distances but are lacking in mobility in actual battle. Their cannons and armor would be enough to wreck whole cities, if only their large size and slow movement speed didn't make them such easy targets.

Class [Carrier] - 500cp, +300sp - The biggest ships, but the resources that went into it grant a balance of offense, defense, and mobility Cruiser Class vessels can't compare to. Their size is comparable to a city and would make a suitable arc to transport the population of several cities. All ships of class Carrier come with several class submarine ships to act as escape pods.

Conversion – // bp:sp || cp:sp, Requires Vessel //

Once you've bought at least one vessel, you may convert cyber-points (cp) or bot-points (bp) into ship-points (sp) at a rate of 1:1, but the opposite is not possible. As the name implies, sp is only used for ships, and are primarily just to help keep the different sections separate.

Fleet [Basic Features]

- Features you can expect in most Vessels -

- Default performance varies between classes -

Aesthetics - // 0cp || 50cp for other Faction, Vessel not required //

The different factions have their own design sensibilities. For free, your ship will match this style: Sleek and utilitarian (Order), cyber-gothic or techno-Organic (Chaos), Can pay 50cp to choose a different aesthetic, or Free for (Unknown).

Helm - // 0sp //

The basic control station of the vessel. For Class Submarine and Destroyer ships, this is a simple control console, for larger classes, this is an entire dedicated bridge, with several consoles and enough room for dozens of Transformers to comfortably stand.

Armor - // 0sp //

Cybertronian technology excels in durability, and their ships are no exception. A class submarine wouldn't have much to worry about from Earth weaponry, but they'd struggle to survive more than a couple shots from other Cybertronian ships. In contrast, a type Cruiser would have to fly through a meteor shower, or just an active battlefield full of class Cruiser ships, to be in any real danger.

Engine - // 0sp || 100sp //

What it sounds like. It's responsible for charging the power needed for warp travel, all on-board systems (though there is backup power as well), and the ship's basic mobility while outside of warp travel. As long as you don't push the ship past its limits, you shouldn't have any trouble with fuel. For a plus-charge, three pedestals have been installed near the engine. Anything placed on these can be drawn on as a power source. In fact, regardless of its nature, their power will permeate through every inch, overclocking it in every way. Of course, you need to provide the actual power source.

Cannons - // 0sp || 50sp Class [Submarine] //

These are warships at the end of the day. These cannons fire energy blasts at a rapid rate. Since they don't fire solid ammo, you don't have to worry about reloading, but overheating is a possibility. A few minutes of sustained fire from a Destroyer class ship could topple a Cybertronian building, while a class Cruiser could do the same in around three shots. Not accounting for specially made bunkers.

Warp Drive – // 0sp, 100sp Class [Submarine] //

Cybetronian thrusters are powerful, but not enough for FTL travel. Using technology akin to space bridges, your ship can store up energy to initiate warp travel, bending space to slingshot your vessel across galaxies in minutes. Initiating warp travel can easily lead to disaster if initiated without coordinates, or while under attack. Unless you want to be slingshot straight into an alien moon.

Radar – // 0sp, 50sp Class [Submarine] //

A bit more advanced than Earth radar technology, but a similar principle. This is what allows you to navigate the immense void of space. This can be used to detect, analyze, or track energy signatures, whether it be men flung overboard, enemy vessels, or other anomalies. This also comes with the required radiation shielding in case you have any fleshy allies you'd rather not turn into beef jerky.

Elbow Room – // 0sp, Requires Class [Destroyer] or higher //

Just enough free space to stop passengers from going stir-crazy. Depending on the vessel size, this could just be a little extra breathing room, partitioned areas for storage and leisure, or even enough lodging for each crew member to have their own private room. More for morale than functionality.

Space Bridge – // 0sp, Requires Class [Cruiser] or higher //

The cornerstone of Cybertronian technology. This gate allows one to transport themselves through space. Unlike warp drives, the ship must be grounded for the space bridge to be calibrated. Once it has though, you can transport yourself to any place on the planet in an instant, or even as far as the moon. As long as your coordinates can be found, the bridge can even be used to recall you back.

Medbay – // 0sp, Requires Class [Cruiser] or higher //

A combination medical bay and workshop, though there isn't much difference for Transformers. This has all the tools you could need to patch up any bot in reasonably good condition. If you want to tinker with some new weapons or inventions, this is also the place for it. However, this all needs a dedicated mechanic to operate, you'll need at least an Accessibility upgrade to automate.

Dock – // 0sp Requires Class [Cruiser] or higher //

What's the point of a large ship if you can't maximize your storage? Your vessel has a large docking bay for any vehicles of Destroyer size or smaller, or just any other large cargo you want to be able to offload on a moment's notice. Comes with a handful of tools and machines to perform basic vehicle maintenance, but extensive damage will require more specialized tools and mechanics.

Fleet [Non-Standard Features]

Contractors - // 100cp, Requires Aesthetics, Vessel not required //

You called back the bots who renovated your vessel to do the same to your warehouse. Now your warehouse matches whatever you chose from the Aesthetics option above. If you'd like, you may take this a step further and fully merge your vessel, facilities and all, into your warehouse, but this renders the ship completely immobilized in your pocket dimension, inseparable until the next jump.

Holo-Imager - // 50sp //

The holo-imager is a convenient device that allows you to use holograms to convey images or simulations. These are quite low-power, reducing their usefulness for deception, but good for use of illustration, or giving an avatar to communicate with any allies that weren't able to show up in person.

Punishment Cube - // 50sp //

A sinister addition to your vessel. The punishment cube is a dungeon specially made to torture Transformers, whether for info or punishment. The specifics are up to you, but you'll find all the tools in here are efficient in instilling agony and terror into any sapient mechanical beings who enter.

Communication - // 50sp //

A simple communication rig. This allows you to communicate through the speakers throughout the base. Long-distance communication is also possible. Just a slight mod to a bot's circuitry and you'll be able to send and receive messages from cities away, though this isn't immune to interference.

Location - // 100sp, Requires Space Bridge //

You may choose where this ship starts each jump at. It could be anywhere on the Earth, the moon, or elsewhere in the Milky Way Galaxy. Regardless, you'll need some way to reach the Earth from where you are. Just know that you'll have to deal with the consequences of the environment you choose.

Internet - // 100sp //

Through legally dubious means, your ship can access the internet of your local world. Not only that, but all kinds of signals can be intercepted: television, radio, etc. It might be worth your time now and again to fish for signals of mysterious origin, in case some of them might lead to a hidden Minicon.

Cameras - // 100sp //

Your entire ship is lined with security cameras. Short of the insides of vents, there's not a single inch of this place you can't hear and see. All this is streamed into a centralized console for observation. If you have an external recording device, you can tweak it to stream over long distances to this console.

Bulkheads - // 100sp //

Emergency bulkheads have been installed in every major hallway and vent. These are blast proof, airtight, and chemically resistant. If something is going wrong in the base, you can make sure with the press of a button it can't spread. You know the procedure to raise and close them manually.

Emergency Systems - // 100sp //

Sensors have been installed to detect and contain the first signs of danger using a combination of fire suppression, construction foam, redirection of the base's systems, and welding. It's programmed to handle fire, tectonic activity, electrical hazard, etc. until someone can inspect the issue directly.

Stasis - // 100sp //

Transformers can live millions of years, but not devoid of stimulation. Your ship comes equipped with compact stasis chambers. This locks the passengers into suspended animation, until arrival, or the system requires them to address an issue. In case of emergency, the pods are automatically ejected.

Mines - // 100sp //

A seemingly inexhaustible supply of explosive mines. Even while close to celestial bodies, these can resist gravity to stay in formation. They pack enough punch to take down even a class Carrier ship. The mines have enough empty space to trap a small hostage, if you happen to be feeling sadistic.

Energon Grid - // 200sp //

You've rerouted some of your engine's power into a small Energon grid encircling the vessel. The grid is borderline indestructible, as long as your power reserves last. As Energon repels Energon, this field selectively damages mechanical beings not protected by properly calibrated Energon defenses.

Factory - // 150sp //

Your vessel has an on-board manufacturing plant. At the moment, it's programmed to assist with the dexterous process of reformatting Minicons for forceful powerlinking, but with some reprogramming, this can be repurposed for restructuring bots in any way you could imagine.

Fleet [Upgrades & Downgrades]

- Effects can be applied to individual features or dispersed across entire vessel -

- Each upgrade/downgrade can only be applied a max of 2 times per feature/vessel -

- See Notes for more details on how upgrades and downgrades work -

Ship Import - // 0sp || 50sp || 100sp //

Perhaps you already have a ship you're fond of from earlier on your chain? For a 0sp, you may import a ship with lesser or equal capabilities. For 50sp, you may import any ship you own. Unless you spend 50sp, your ship's size will be reduced or expanded to match your chosen class.

Usability - // +||- 50sp //

This affects the ship/feature's ease of use and safety. As an upgrade, it could automate certain features, or reduce the environmental damage caused by its use. As a downgrade, it makes interfaces deliberately obtuse, or poses an immense risk of causing unintended damage.

Output - // +||- 100sp Per //

This affects the ship/feature's raw output and durability. As an upgrade, your armor could be twice as sturdy as normal, or do the same to your cannons' destructive power. As a drawback, the upgraded item is extra flimsy, or has far less offensive power than is normal.

Versatility - // +||- 100sp Per //

This affects the ship/feature's use cases and flexibility. As an upgrade, this could expand the number of devices a security system can deal with, or the types of ammo a cannon can fire. As a downgrade, this could make a system even more specialized, or reduce a cannon's range of motion.

AOE - // +||- 100sp Per //

This affects the ship/feature's area of effect. Perhaps it expands the area covered by the effects of the upgrade or expands the blast radius of a weapon. As a downgrade, it is only able to influence a very small area at a given time or has little to no ability to cause widespread damage.

Range - // +||- 100sp Per //

This affects the ship/feature's active range it can influence over a limited time period. As an upgrade, it could allow for aiming over greater distances, or simply enhance the speed. As a downgrade, this could render it abnormally slow, or significantly reduce its range of influence, to its detriment.

Reliability - // +||- 100sp Per //

This affects the ship/feature's cost to use and maintain. As an upgrade, this can greatly enhance fuel/ammo efficiency, or maybe even repair itself automatically. As a drawback, this greatly reduces efficiency, or renders it prone to breaking down and requiring extensive repairs.

Control - // +||- 100sp Per //

This affects the ship/feature's precision and level of control. As an upgrade, this could allow equipment to handle far more precise tasks, or let you enforce more direct control of its functions. As a downgrade, this makes the feature far more unwieldy, and opaque in its actual mechanisms.

Experimental - // +||- 200sp Per //

This affects how unconventional the ship/feature's mechanisms are. As an upgrade, this could improve it in a multitude of ways, like a warp drive that briefly warps you out of spacetime, or cannons that draw from antimatter. As a downgrade, your technology is several centuries out of date. In both cases, the odds, consequences, and repair cost of random malfunctions rise exponentially.

Faulty - // +50sp || +100sp Per //

It seems some major aspect of your ship/feature is fundamentally defective. For 50sp, this is a relatively minor issue: your gun jams a lot, inner doors don't always close. For 100sp, this is something more extensive, like cannons that randomly blow up, or an engine prone to overheating.

Grounded - // +200sp //

You won't be flying anywhere. Whether through a malfunction or damage, your vessel is completely non-functional as a vehicle. It will still serve you as a base of operations.

Chassis [Specifications]

Conversion - // cp:bp, Incompatible with Organic //

Using this option, you may convert cyber-points into bot-points at a rate of 1:1, but not the reverse.

Size-Class - // Varies //

This determines the overall mass of your body. If your size is significantly larger or smaller than your altform, said altmode will be scaled up or down to match, even if it doesn't make much sense. Omnicons and Terrorcons must pay an extra 100bp to be any class other than [Energon].

Class [Mini-Con] - 0bp, Mandatory & exclusive Minicon - You are scaled such that your robot mode is about the size of a human. The most convincing disguises for you would be bikes or scooters.

Class [Energon] - +50bp - On the smaller side, but just big enough to pass as a real vehicle. Motorcycles or large animals would be a good fit. Almost all Omnicons and Terrorcons are this size.

Class [Combat] - 0bp - Average size for a Transformer. The most appropriate alternate modes for you would be average-sized cars, large motorcycles, or small tanks.

Class [Mega] - 100bp - You're on the larger size of Transformers, but not exceptionally so. Large jets, trucks, or construction equipment would fit your build the best.

Class [Command] - 200bp, 50% Veteran - You're a giant by the standards of most Transformers. Think tanks, spaceships, or aircraft carriers. You're either quite high on the pecking order, or just a no-name grunt expected to put your oversized frame to good use cracking skulls.

Class [Leader] - 300bp, 50% Veteran - You were designed to stand above other bots, and you have the raw power to match your stature. You could be a large tractor trailer, a spaceship, etc.

Class [Supreme] - 400bp, Free Omega - You are absolutely gigantic. More than twice the height of even Command-class transformers. There's no particular trick to this. You are simply that big.

Chassis [Alternate Mode]

Vehicle Import - // 0bp || 50bp || 100bp //

In case you already have a vehicle you're quite fond of, as long as it doesn't clash with your other purchases. For 0bp, this can be any mundane vehicle, for 50bp this can be anything that exists or has a close modern Earth equivalent, for 100bp, anything you own is free game.

Environment - // Varies //

This determines the type of environment your altmode is equipped to traverse. You may choose more than one, which will manifest as simply being an extremely versatile altmode, or perhaps a modified version of your regular mode, like a car with wings, or a jet with a functioning boat hull. Aside from Environment [Space] every environment chosen after the first costs an extra 50bp (undiscounted).

Environment [Other] - 0bp - This is if you wish to travel in an extremely unconventional environment. Perhaps you're a drill that burrows through the soil like water, or a satellite meant to exist in zero-G without necessarily having the ability to travel the stars under your own power.

Environment [Sea] - 0bp - You were primarily designed as a sea-faring vessel. There's no bot who can best you on the open seas, but this does limit your usefulness in any battles that don't take place on the water, especially if this is the only environment you're equipped for.

Environment [Land] - 0bp - The most common option, especially for Autobots. You are a vehicle designed primarily to travel on land. This isn't much help in battles in the sky or on the water, but you'll do just fine in any battle that takes place on solid ground.

Environment [Sky] - 200bp, 50% Decepticon || Harvesters || Maximus - An extremely rare trait amongst Autobots. You are equipped to soar through the sky, both in robot and vehicle mode. You're hardly invincible, but you'll easily fly circles around grounded opponents, unless they're a good shot.

Environment [Space] - 100bp, Requires Environment [Sky] or [Sea] - All the perks of an airborne bot taken to 11. You can soar through not only the sky, but even break through the atmosphere and travel the stars. You could reach Mars from Earth in a couple days but aren't as fast outside of a vacuum.

Terrorize – // Varies //

Your altform is a bit on the unusual side. Your altform is designed to vaguely resemble the form of some Earth animal, living or extinct, though not enough to actually pass as the real thing.

Mechanical - Free, Mandatory Terrorcon - While it's clear where your form draws inspiration from, there is no mistaking you for anything even vaguely organic. More combat potential than most conventional cars and jets, but comparatively lacking in terms of mobility.

Beastly - 150bp || Free Horseman - You were modified by esoteric technology to make you fully biomechanical, granting greater strength and potential, at the cost of being more difficult to repair. You can configure your form to take on more vehicle-like traits, such as thrusters or tank treads.

Brute Mode – // 100bp || 50% Class[Command] //

You've traded the utility of powerlinking in return for pure firepower. You have a large weapons system that you can either man like a weapons platform, or combine with in vehicle or robot mode to upgrade your own might. You receive 200bp to customize your weapon platform.

Hyper Mode – // 150bp || Free Decepticon //

Hyper Modes can manifest in a variety of ways. Some gain tertiary vehicles modes distinct from their main altform, like a jet or tank. While others simply unveil massive cannons or new forms of mobility. Whatever the case, in addition to structural changes, dawning a hyper mode significantly increases one's physical might and firepower. You receive 200bp to customize your Hyper Mode.

Divide & Conquer – // 150bp || Free Omega //

Arguably the reverse of powerlinking. In addition to your main forms, you may divide your body into 2-3 smaller alternate modes. They are all controlled by your own mind, even over great distances, but you are unable to assume your full robot or vehicle mode while these are separate.

Warranty – // 200bp || 400bp || 50% Bulk //

At some point in this jump, your body will require a complete overhaul. Using however much bp you spent the first time; you may go through the Chassis builder again. For 200bp more, you may hold onto this as a one-time 1-up. As long as you're in this body when you sustain a fatal injury, you will be able to come back to this document and build your new body right then, even if you aren't currently in a Transformers jump. In both cases, you get to keep both bodies as altmodes starting the next jump.

Chassis [Features: Basic]

Transformation - // 0bp //

The titular ability of all Cybertronians. You have the ability to change from your regular bipedal mode to a vehicle mode. This could be for disguise, mobility, or just an excuse to bolt more guns to yourself.

Reformat - // 0bp //

Cybertronians have a complex mechanism built into themselves to modify their own alternate modes to match their environment. You can even modify the schematics if stealth isn't your top priority. This won't alter your total mass, nor will it give you weapons or abilities beyond what your systems are capable of. A bot without flight would be grounded if they tried to scan a jet, and one the size of a house wouldn't be able to compress all that mass into a regular-sized motorcycle. Still, as long as a machine or vehicle is roughly compatible with your build and capabilities, changing your altmode to suit your environment is as easy as a quick scan, either through your own optics or external sensors.

Spark Crystal - // 0bp //

Those who dawned new bodies before or during the conflict over Earth's Energon received peculiar ports somewhere on their body, marked with their insignia. These ports can receive Energon Stars produced by Omnicons or Terrorcons. These stars shield one from most energy-based attacks or radiation, rapidly heal damage, up to and including dismemberment, and even be used to create hard-Energon weapons. However, each Energon star contains a finite amount of power.

Translation - // 0bp || 150bp //

Who can say whether this is some kind of in-built translation function, or if English is just strangely common throughout the universe. You have no issues communicating with other species so long as they communicate with conventional spoken words. This includes both spoken and written language, and even accounts for colloquial slang. This is free for this jump, but costs 150bp to keep.

Database – // 0bp //

Despite their human-like mannerisms, Cybertronians are ultimately machines. While you're in your Cybertronian body, you can organize the data in your brain like files on a computer, even able to directly copy new data in and out of other bots or computers.

Tolerance – // 0bp || 100bp //

Environmental extremes that would spell instant death for their organic counterparts, are often minor annoyances at worst for Cybertronians. Whether it be the ocean depths, the vacuum of space, arctic temperatures, ragged cliffs, etc. For 100bp, you are specialized for one particular environment, where you function twice as effectively for twice as long as almost any other bot.

Training – // 0bp || 100bp || 200bp Per //

The unfortunate reality is that Cybertronians have known only war for eons. As such, you have undergone training in some particular skill relevant to war. This could be something more direct like hand-to-hand combat, swordsmanship, marksmanship, strategy, etc. or support skills like stealth, first-aid, tracking, ship piloting, etc. Your first basic training is free, every skill after that costs 100bp. Alternatively, you may pay 200bp for training under a true master. You wouldn't be a living legend by any means, but you'd be able to make a name for yourself in any battle using just that expertise.

Remold – // 0bp || 150bp || 300bp //

There are more bots out there than just those that wound up on Earth. You may insert yourself into the world as any character that appears in any Energon toy line or media, as long as your purchases roughly match their abilities. For background characters, or those who didn't even appear in the show, this costs nothing. For characters who take up major screen time, but don't have a large personal role in the plot, this costs 150bp, for characters who are major driving forces in or whose absence would fundamentally alter the story (Optimus, Megatron, Starscream, Ironhide, Hotshot, etc.) this costs 300bp. Of course, you also have the option to ignore this and enter as a wholly new character.

Chassis [Features: Harvesters]

- Exclusive Harvesters -

Star Forge - // 0bp //

Even if you can touch the stuff, raw Energon still needs to be processed to be of any use. This often takes the form of Energon Stars and Hard-Energon weapons. Energon Stars grant a Transformer enhanced strength, regeneration, a personal forcefield, and enough can even bring a bot back from the brink of death. You can store several Energon Stars in your body and launch them from a distance. Hard-Energon weapons are exactly what they sound like. Weapons made of solidified Energon that deal devastating damage, especially to machines not protected by an energy shield.

Evolved - // 0bp || 100bp //

The most notable attribute of Omnicons and Terrorcons is their inherent ability to touch raw Energon, while most other bots would be overloaded on contact. You can stroll through an area flooded with deadly Energon gas without the slightest discomfort. However, unless you pay an extra 100bp, you still won't be able to handle anything abnormally potent like Super Energon.

Ravenous - // 200bp || Free Terrorcon //

A trait that gives Terrorcons an edge over Omnicons. You have the ability to sense Energon within several miles of you, though nowhere near the range and precision of the human Kicker's sixth sense. What's more, you can refine raw Energon within your body by consuming it. Though this is more convenient, these lack many of the bells and whistles of Omnicon-produced Energon Stars.

Industrious - // 200bp || Free Omnicon //

The extra time it takes an Omnicon to refine Energon is more than made up for with their level of control over the substance. This allows you to find a wider array of applications for Energon, such as planting Hard-Energon weapons directly into the Stars for Bulks to use, or specially calibrating your Energon Stars to render the wielder immune to Energon attacks of the same frequency.

Solar Flair - // 200bp //

There's some quirk to your construction that could completely change the course of this war. You have some means to convert a more conventional form of fuel directly into refined Energon. This could be solar, nuclear, fossil, thermal, etc. However, the conversion process is quite slow.

Chassis [Features: Powerlinx]

- Incompatible with Brute Mode or Hyper Mode -

Powerlinx Style - // 50bp || 100bp || 200bp || 1:1 //

"Powerlink" (or the slang form "Powerlinx") is an umbrella term for any fusion between two bots to combine their power. This was originally more common between Bulks and Minicons, but with the Autobots' discovery of the Spark of Combination, linking between Bulks is now far more prevalent.

Powerlinx [Parasitism] - 50bp, Requires Partner - If you have a Bulk or Minicon partner, your bodies have been specially formatted to work together. This manifests as special formations only possible between the two of you, like being able to integrate into the other's vehicle or robot modes, or having abilities only the two of you can unlock, and generally having better powerlinking synergy. You also have similar aesthetics. This comes with 200bp to buy abilities only available when powerlinked.

Powerlinx [Commensalism] - 200bp, 50% Class [Command] - This is identical to [Parasitism], with the key difference that your partner is 1-4 non-sapient drones with 200bp to share. They can be remotely controlled, follow simple orders, or combine to enhance your abilities.

Powerlinx [Omega] - 100bp, Free Omega - Akin to [Commensalism], however all your purchases in the Chassis section will go to your drone, while you just compose a small part of the chassis like the head or chest. Luckily there's no drawback to staying perpetually fused with your drone.

Powerlinx [Maximus] - 300bp, Free Maximus - Akin to the ancient Constructicon, Bruticus, and Superion Maximus. You have 4 drones that function identically to the [Commensalism] option, but each drone has its own individual robot mode with hard-Energon weapons. They can combine with you, as interchangeable limbs. Each drone has 200bp to spend, and do not count as companions.

Powerlinx [Mutualism] - 300bp, 50% Minicon || Free Autobot - With the Autobots' new Spark of Combination, this type of powerlinking has become far more common, and a symbol of achievement among Autobot ranks. With this, you are able to fuse with 1-2 other bots of roughly the same size (who have similar capabilities). Rather than one leeching off the powers of the other, this combines and even multiplies your power. Distinct abilities will be shared, while common abilities multiply each other's potency. With this, even a trio of Minicons could fend off a Bulk on their own.

Chassis [Equipment: Tools]

Tool Import - // 50bp || 100bp Per //

Is there a particular tool you're fond of, but can't find here? With each purchase, you may choose a tool in your possession to integrate into your body. This can't be a weapon or be capable of sweeping effects over your body or environment. For 50bp, this can be any mundane tool, like a crowbar or a chainsaw, for 100bp, this expands to advanced technology like laser scalpels or a jetpack.

Communicator - // 50bp //

A mechanism built into your audio sensors that allows you to receive and transmit audio, either with others possessing the same upgrade, or with computer consoles, from continents away. Though this isn't immune to disruption, especially when underground or near electromagnetic phenomena.

Camera - // 50bp //

A mechanism built into your optics that allows you to receive and transmit video, either with others possessing the same upgrade, or with computer consoles, from continents away. Though this isn't immune to disruption, especially when underground or near electromagnetic phenomena.

Intra-Tools - // 50bp //

A simple, but versatile upgrade. From your limbs, you can reveal the Transformer equivalent of what humans would call a "Swiss army knife". An assortment of hand tools designed to interact with Cybertronian technology. However, they're hardly efficient, nor will they help with digital elements.

Interface - // 50bp //

If you find keyboard-based interfaces to be too limiting. You can pull a cord out of your body that can be plugged into any kind of digital system, even those of an alien nature. This allows you to directly interface with the device. This won't instantly break through firewalls, but it'll save you time typing.

Locator - // 50bp //

From somewhere on your body, you can produce tiny tracking chips, no larger than an Earth mouse. These aren't particularly durable but can hold on long enough to stay on the exterior of a plane in flight. You naturally have the device to track this chip, but its range is only a few kilometers.

Laser Welder - // 50bp //

A simple tool used by engineers and medics alike. It more closely resembles a buzzsaw made of pure plasma than it does an Earth welder, but it does seem to serve the same purpose of cutting and welding metal. The key difference is that it's designed to work with the exceptionally durable metal composing Transformer bodies, so it'd make short work of any Earth metals.

Storage - // 50bp //

It seems a sizable portion of empty space was left in your chassis, which you've since modified to serve as storage. It's not infinite, but an astounding amount of your total mass can be used to safely store even delicate items without worry. With a purchase of Experimental, this could be expanded to an entire subspace dimension within your body, specifically for storage.

Magno-Clamp - // 100bp //

A modification common for bots who work on spaceships. There are powerful magnets on your feet that let you walk on metal surfaces, even against the pull of gravity. There's a limit to the strength of these magnets, as a substantial enough impact or force will knock you off. As long as you're just calmly walking, especially in a zero-G environment, you should be fine.

Glider - // 100bp //

From your body, you can unfold a large pair of wings. Without other purchases, this can't provide its own propulsion, but it's sturdy enough to let even a multi-ton robot glide through the sky with a decent running start, for a time. This also doesn't come with landing gear. You'll have to keep your wits about you if you don't want a fresh coat of soil on your face each time you land.

Special Sensors - // 100bp //

This is a system that augments one of your senses in some way. Perhaps your optics have a setting for sensing Energon or heat signatures, or olfactory sensors that can identify the exact chemical composition of the surrounding air, etc. It'll take further upgrades for anything more long-range, like sonar or the like. By default, you're limited to gathering information on your immediate surroundings.

Manipulator - // 100bp //

A special limb or tool in addition to your limbs that's designed for manipulating your environment from a distance. This could be a crane arm, a powerful catapult, a tentacle, or just an extra hand if two weren't enough. With the proper upgrades/downgrades, this could be as simple as a hook on a winch, or as advanced as a UFO-esque tractor beam.

Breacher - // 100bp //

A special addition to your body, specially designed for demolition or burrowing. This could be a drill, an excavator, a plow, pile driver, etc. Even without upgrades, this is abnormally destructive, capable of acting as a powerful, but clumsy, improvised weapon in a punch. With just one Output upgrade, this would be strong enough to quickly dig through 10 feet of titanium without even dulling.

Turbine - // 150bp || 0bp *w*. Environment[Sky] //

You've been equipped with powerful turbines. If you aren't already flight-capable, this won't suddenly change that, but it can give you great speed underwater. If that fails, you can unleash a gale of wind strong enough to knock most bots on their bumpers. Taking this with Glider can allow for limited flight. This is extremely draining, but it'll let you hold your own against bots with proper flight modes.

Solar - // 150bp //

For those who aren't confident in their own energy reserves, or just want to conserve their Energon. You are equipped with decently large solar panels. This allows you to slowly gather energy just from absorbed sunlight. That's not all, they're sturdy enough to act as shields, and they can absorb a portion of energy attacks aimed at them, further contributing to your own reserves.

Energon Bands - // 200bp //

A sadistic tool devised by Megatron. These large bands can be used to trap even exceptionally strong Transformers. What's more, they were designed to only grow tighter the more one struggles, making it impossible for most Transformers to break with brute strength. However, they have a crippling design flaw. A sufficient amount of damage or energy from an external party will short-circuit them, allowing for easy escape. Still quite terrifying if used against opponents with no outside help.

Chassis [Equipment: Arms]

Arm Import - // 100bp || 200bp Per //

For a price, you can import a weapon you already possess, integrating it into your body. For 100bp, this can be any relatively simple weapon. "Simple" in the sense that its effects are within the bounds of causing pain or damage to the specific target hit or shot with it, so that includes laser guns or tasers. For 200bp, you're free to import anything you please, as long as it qualifies as a weapon.

Blaster - // 100bp || First purchase 0bp //

The basic armament for Cybertronian soldiers. Whether as a handheld pistol or built into your body, this blaster allows for low-power laser blasts. Neither its destructive power, range, or rate of fire are that impressive, but it's reliable and precise, or you could just fire blindly if that's more appealing.

Melee - // 50bp //

You can produce a melee weapon from some part of your body. This could either be a pair of regular, but high-quality weapons, or a single weapon infused with Energon that can cut through steel like tinfoil. What you lack in range, you make up for in sheer destructive power.

Sonic - // 100bp //

You've had a sonic weapon of some kind infused into you. With this, you can create shockwaves that can damage or disorientate organic and inorganic targets alike over a decent area in front of you. Not as powerful as laser fire, but the area of effect is nothing to sneeze at.

Elemental - // 100bp //

From either your body or one of your weapons, you can produce some kind of elemental force or substance. This could be an electrical current, flames, ice, acid, etc. Most Transformers are quite resistant to environmental extremes, but creativity goes a long way. After all, having liquid nitrogen flooding your body through your joints isn't exactly a pleasant experience, even if they survive.

Stun - // 100bp //

One of your weapons or attacks has been infused with a special frequency that can cause electronics to briefly lock up. This is energy intensive, and reduces the attack's destructive power, but that moment of immobility could determine the outcome of a battle. With Output, this can go as far as forcing Transformers into their vehicle mode or acting as a general purpose EMP with Versatility.

Projection - // 100bp //

A very peculiar attack. From your body, you can produce a projectile of pure energy. It's slow-moving, but the dense energy packs a punch, and you can even control its movements until impact. It can even disrupt other energy attacks. Still, the slow speed, combined with substantial energy consumption, makes it very circumstantial. Best used as an ace-in-the-hole, or with the power of a Minicon.

Grenades - // 100bp //

You are armed with a powerful grenade launcher. This seems to use Energon to produce its own ammo. These pack a punch, more than any blaster shot, but they suffer in terms of range and control. Firing these in a cramped space is unwise. With a purchase of Control these grenades can instead be mines that can attach to the ground, walls, or even other enemies, and trigger at the slightest impact.

Missiles - // 150bp //

You are able to launch 1-2 guided missiles from your body. You won't have to worry about running out for good, but these aren't exactly quick to reload. You can choose to fire specialty warheads from one of your other Arms purchases, whether you want concussion missiles, EMP, incendiary, etc. or with a purchase of Versatility, you have a wide assortment of different warheads.

Ribbon Beam - // 200bp //

Quite the scary weapon to have aimed at you. This is a special laser beam that fires a "ribbon" that locks onto a target and assaults them with a continuous stream of Energon until they either get out of range or are rendered inactive. With a purchase of Range, this gets even more scary, allowing it to chain the ribbon to immobilize enemies within a close proximity of the beam's target.

Energy Constructs - // 300bp //

A mysterious power that calls physics into question. You are able to produce substantial amounts of enigmatic energy similar to Energon. This energy can be fired as blasts or shaped into melee weapons. This immense destructive power comes at a price. This power is extremely energy draining. Using it as your primary offense is unwise with the assistance of a Minicon or similar power source.

Hard-Energon Weapon - // 0bp, Exclusive Harvester, Maximus //

You can manifest a single permanent Hard-Energon weapon. In the case of Maximus bodies, each of your drones receives such a weapon. These can be regenerated with Energon, and are effective against mechanical enemies, but nowhere near as destructive as the Energy Constructs above.

Chassis [Equipment: Mods]

Mod Import - // 100bp || 200bp //

Maybe there's some device or machine that doesn't quite fall under the categories of "tool" or "arm". You may import them here. For 100bp, you may import any other machines or mechanisms into your body, so long as the effects are limited to your own body, like a cloaking device or shield. For 200bp, anything is free game, even if the effects extend far outside of your body.

Two-Faced - // 100bp , Requires Insignia //

Kind of hard to hide your allegiance with it stamped across your chest. This works in tandem with the Insignia perk, allowing you to choose another insignia to temporarily replace your actual badge, complete with the change to your aura. However, this faux insignia is ineffective on those who know your true nature and cannot be shared with others. You must pay full price for all additional insignias.

Fullspeed - // 100bp //

For a bit of extra Energon, you can instantly propel yourself forward with a short-lived burst of speed. Can be used in robot or vehicle mode, but the mechanism needs a few seconds to recharge after use. Be careful that you don't dash into a battle you'd be better off dashing out of. You can alternatively opt for a vertical variation of this mod, resulting in a boost to jump height.

Night Attack - // 100bp //

Not to be confused with any kind of invisibility. Your engine and chassis have been modified to reduce (though not fully erase) your sound and visibility to non-light-based sensors like thermal. This won't fool a bot who's staring right at you, but as an extra precaution, you can choose a specific paint job to better camouflage you in one particular environment, like green for jungles, dark blue for nights, etc.

Pressure Point - // 100bp //

Sometimes the best solutions are also the simplest. You can reroute some of your energy reserves to boost the destructive power of your hand-to-hand combat. It's similar to the mechanism of infusing a blade with Energon, but with your fist. You can choose to spread the power through your whole body for an extended period or pump it all into one attack that can send most Bulks flying. Fairly draining.

Range Finder - // 150bp //

Modifications have been made to your optics, shock absorbers, and just about every joint in your body to optimize you for sniping. A target you could hit from meters away, you could now manage from miles away. This naturally enhances your eyesight over distances. This level of accuracy can be held back by your equipment, and tunnel vision is a real risk.

Deflector - // 150bp //

You have a personal force field emitter that covers you in a 360° bubble that nullifies a certain amount of damage before needing to recharge. Keeping the shield up costs a negligible amount of energy when not under fire. You may choose one of two types, a ballistic shield that blocks physical attacks like missiles and bullets, or an Energon shield that blocks energy attacks like lasers or EMPs.

Safeguard - // 150bp //

Simple but sweet. Your armor has been custom treated and fitted with a special shock-absorbing mechanism. This will absorb a small portion of all damage you take, and generally make you more durable. The protection isn't as dramatic as a forcefield, but the effects are completely passive, so you don't have to worry about running out of power just by keeping this on.

Discord - // 150bp //

When enabled, you project an area of effect that scrambled technological devices within. This is less effective the more advanced the technology is. For most Transformers, it's more of a strong sense of discomfort and disorientation. With the right upgrades, you could up the output to make enemy bots fight each other, or control, to only target technology above or below a certain level of complexity.

Shock Punch - // 150bp //

At a substantial energy cost, you can release an omnidirectional wave of pure Energon. This can either be a short-lived push, or a sustained torrent of destruction that will tear to shreds any bot foolish enough to enter it. As you'd imagine, this is extremely Energon-intensive, so it is best to save this for emergencies, or instances where energy is of no concern.

Teleportation - // 200bp //

Seems someone was crazy enough to install space-warping technology into your body. You are capable of short-range teleportation. You can teleport several times in short succession, to the point of spawning after-images, but the unupgraded range of this is extremely short, a mile tops, and anything more than a few meters will empty out your fuel cells in minutes.

Comeback - // 200bp //

Over time, your body will slowly recover from any non-life-threatening damage. If you buy this with an Output upgrade, this is a reactivator, that can instantly bring you back to peak condition once it's been detected that you're on the verge of deactivation. However, you have to charge this ahead of time, so once you've used it, it will be inoperable until you can return to base to recharge it.

Covert - // 200bp //

You are able to bend light around you to render yourself completely invisible to visual detection. Oddly, others have a tendency to lose their grip on you if you turn this on while in physical contact with them. You can also extend this cloak to those around or in contact with you, but this adds to the energy drain. This is best if only used in short bursts, due to the Energon consumption.

Dimensional Link - // 200bp || 300bp //

You found your own energy reserves lacking, so you've modified either one of your weapons or your own fuel cells with an interdimensional link to a celestial body. Your energy reserves dwarf most other bots ten-fold. For an added 100bp, it seems this "celestial body" was actually a powerful cosmic entity of primordial chaos or order. As long as they aren't directly weakened, the power they can provide you is functionally infinite. However, they demand your total loyalty, and will gladly rescind this power, or punish you telepathically, if you disappoint or betray them.

Alternate - // 400bp //

Taking transforming to a new extreme, you can freely sculpt your body like clay. Through just your will, you can mimic other beings, stretch and grow your body, or piece yourself together from near total destruction. The energy required by this modification is exorbitant. If you don't have an external power source like a Minicon, any one of the previously mentioned feats will leave you exhausted. With experimental, you may even be capable of absurd forms, like a hologram or a swarm of nanites.

Horseman - // 500bp //

During the initial battle against Unicron, where Autobots and Decepticons joined forces for the first time ever, there were four Transformers that disappeared without a trace in the chaos. Airazor, Cheetor, Terrorsaur, and Rhinox. All bots with biomechanical bodies. However, in a twist of fate, you've taken the place of one of the four. You will later be unleashed on Cybertron as one of Unicron's four horsemen, though for some odd reason Unicron's mind control just didn't take to you.

In spite of this, you've been granted the same great abilities of the other horseman. Your power is enough to lay waste to a major Cybertron city on your own. Whether due to your armor or some metaphysical shield, you're all but completely immune to attacks not backed by powerlinking or sufficiently dense Energon. Even a semi-truck ramming into you would bounce back before you moved an inch. You may also summon a biomechanical steed that can run through air and the vacuum of space as easily as ground, and fire devastating beams of energy. On top of all that, each horseman is granted a unique ability to further the spread of chaos.

War - The title held by the former Autobot Rhinox. From your hands, you can unleash beams of energy that let you telekinetically lift and throw objects with immense force and weight.

Death - The title held by the former Autobot Airazor. You may enhance your melee or bladed attacks. Just one swing can effortlessly cleave through Autobot torsos.

Famine - The title held by the former Decepticon Terrorsaur. Via proximity, you can drain the energy straight out of robots or machines, making them waste away while empowering yourself.

Pestilence - The title held by the former Autobot Cheetor. From your body, you can launch an endless downpour of spikes. These spikes can be launched with precision and explode on impact.

Chassis [Upgrades & Downgrades]

- Effects can be applied to individual equipment or dispersed across entire body-

- Each Upgrade/Downgrade can only be applied a max of 2 times per feature/body -

- See Notes for more details on how Upgrades/Downgrades work -

Usability - // +||- 50bp //

This affects the feature's ease of use and safety. As an upgrade, it could automate certain features, or reduce the unintended damage or side effects of its use. As a downgrade, it makes interfaces deliberately obtuse, or poses an immense risk of causing unintended damage.

Output - // +||- 100bp Per //

This affects the feature's raw output and durability. As an upgrade, your armor could be twice as sturdy as normal, or do the same to your cannons' destructive power. As a drawback, the upgraded feature is extra flimsy, or has far less power or potency than is normal.

Versatility - // +||- 100bp Per //

This affects the feature's use cases and flexibility. As an upgrade, this could expand a multi-tool to have more specialized applications or provide additional ammo or configurations to weapons. As a downgrade, this could make a feature more circumstantial, or reduce a cannon's range of motion.

AOE - // +||- 100bp Per //

This affects the feature's area of effect. Perhaps it expands the area covered by the effects of the upgrade or expands the blast radius of a weapon. As a downgrade, it is only able to influence a very small area at a given time or has little to no ability to cause widespread damage.

Range - // +||- 100bp Per //

This affects the feature's active range it can influence over a limited time period. As an upgrade, it could allow for aiming over greater distances, or simply enhance movement speed. As a downgrade, this could render it abnormally slow, or significantly reduce its range of influence, to its detriment.

Reliability - // +||- 100bp Per //

This affects the feature's cost to use and maintain. As an upgrade, this can greatly enhance fuel/ammo efficiency, or maybe even repair itself automatically. As a drawback, this greatly reduces efficiency, or renders it prone to breaking down and requiring extensive repairs.

Control - // +||- 100bp Per //

This affects the feature's precision and level of control. As an upgrade, this could allow equipment to handle far more precise tasks, or let you enforce more direct control of its functions. As a downgrade, this makes the feature far more unwieldy, and opaque in its actual mechanisms.

Experimental - // +||- 200bp Per //

This affects how unconventional the feature's mechanisms are. As an upgrade, this could improve it in a multitude of ways, like invisibility that comes with brief intangibility, or shapeshifting that can turn you into a hologram. As a downgrade, your technology is several centuries out of date. Whether as an upgrade or a downgrade, the odds, consequences, and repair cost of random malfunctions rise exponentially. If something goes wrong, it will go horribly wrong.

Faulty - // +50bp || +100bp Per //

It seems some part of your body or equipment is faulty. For 50bp this is something minor: a gun prone to jamming, joints that scrape against each other, etc. For 100bp, this is a manufacturing error that either poses a major risk, or affects a substantial portion of your body, like a gun with a chance of exploding, or a bug in your systems that causes all your joints to lock up when you're knocked down.

Impaired - // +100bp Per //

Your body was designed with form over function in mind. Whether for aesthetics or just to fit more guns on your body, sacrifices were made in your construction that leave you severely impaired for basic day-to-day operations. Maybe you don't have any usable hands, or your feet are just wheels with no stabilization, or you lack any means of verbal communication, etc.

Closing [Fate of the Universe]

- Requires Middle Child Drawback -

- You may only receive one reward from one scenario -

Path of Order

Your goal is as simple as it is impossible, finally destroy Unicron once and for all. Putting aside the physical challenge of eradicating something so powerful, not to mention all the enemies you'd make in that pursuit, it's not enough to destroy the body. Unicron's spark is like a virus. Even with its body destroyed, it can possess other Transformers who interact with it, and if truly desperate, can survive as a disembodied spark and create a new body from raw negative Energy. You must eradicate Unicron beyond any potential of recovery. The loss of so much evil will create a great imbalance in the Universe, but that is a problem for future Transformers to handle.

Reward 1 – Ember of Primus

As payment for your legendary feat, Primus has fractured a piece of his own spark to accompany you. In future Jumps this Ember will attach itself to a distant Energon-rich planet. You have the means to contact it from galactic distances in order to draw from their wisdom. If that isn't enough, you can ask them to send you a planetary quantity of Energon in an instant from anywhere in the Universe. This much Energon can produce miracles, like briefly growing a robot to the size of a planet. However, this can only be done twice per jump, and each time will render the Ember dormant for up to a year.

Reward 2 – Conduit of Order

If the above reward doesn't appeal to you, there is another option. You may instead obtain the perk Conduit for no cost, or if you already bought the perk, then this will upgrade it. Rather than simply sensing Energon, you awaken to your true potential, and freely control and redistribute it with your will, and even manifest limited Telekinesis. I shouldn't need to tell you how much of a game-changer it is to be able to rip the Energon out of an enemy and into an ally. Do note that this ability takes significant concentration to use, so it doesn't preclude you from being knocked unconscious.

Path of Chaos

Only a fool would seek to destroy a weapon as great as the Chaos-Bringer. Your goal is simple, tame Unicron. Not only must you seize control over the whole body from whoever currently controls it, but you must bring Unicron back to full power, not be destroyed by it, and ensure that there is no chance for Unicron's original will to disobey you. You must either fully consume Unicron's spark without being taken over, or somehow break the will of the most powerful and ancient evil in the Universe. Not to mention, I'm sure neither the Autobots, Decepticons, or the likes of Alpha Q will be particularly pleased by your ambitions, but what power is more deserved than one earned by Conquest?

Reward 1 - Fragment of Unicron

For your display of power, you have been bestowed a mighty space-faring vessel, sculpted from Unicron's remains. You have godlike power within, but without Unicron's dark power, you can only draw on so much Energon at a time. You can sense any part of the ship or reshape it according to your will at negligible cost, but should you be able to provide suitable fuel, you can perform feats like creating planet-smashing commits to reign down on your enemies or being able to freely restore and deconstruct your body into particles while maintaining your consciousness and power.

Reward 2 - Chaos Brand

I suppose a mere ship is too small-scale for you. By passing on the above reward, you may receive the perk Cursed Brand for no cost. If you already bought that perk, it is upgraded to a greater level. No longer limited to the spark, you can physically reformat weapons and machines, including intelligent machines like Transformers. This takes time and Energon, but always results in a significant increase in power, and lets you reconstruct their form to your liking. This is a good way to reward a soldier in desperate need of repairs, especially since it reinforces the potency of the first level of Cursed Brand.

Path of the Unknown

The Autobots and Decepticons were both far too short-sighted. Only Alpha Q was able to discover that destruction and creation were two sides of the same coin, and that goes double for Unicron. Your task is an appropriately ambiguous one. You must transform Unicron into a force of creation or nourishment for the Universe. How exactly this is accomplished falls to you (see notes), but whatever solution you decide on must either prevent Unicron's evil will from returning, or if that is impossible, somehow convince/force them to maintain their new role as creator.

Reward 1 – Memory of Quintesson

Alpha Q's plans hinged on their discovery of a way to restore anything that Unicron has consumed, and you seem to have obtained the same technique. With a substantial quantity of Energon and time alone with an entity's body, you are able to recreate absolutely anything they've personally destroyed. The physical matter is reconstituted from Energon and the entity's flesh. As for living beings, their "soul" can only be restored if they died by somehow being consumed or absorbed by the entity. Otherwise, they'll be nothing more than an imitation, as the original's soul was already long gone.

Reward 2 – Energon [Unknown]

Perhaps you'd rather gain Energon than spend it. By taking this, you receive an Energon [Outpost] for no cost. If you've already made an Energon purchase, it is upgraded to the next tier: Outpost -> Colony -> Super. If you paid full price for Super Energon, it is congealed into an Energon Sun. In future jumps, you may deploy this in a galaxy of your choosing. The surrounding planets will become rich in Energon and life, akin to the Energon [Colony] purchase. You're still free to enter the Sun to bask in the Super Energon, but doing so will reduce the Energon it can shower on the planets.

Closing [Drawbacks]

- No Drawback cap -

- Companions may take Drawbacks -

Middle Child – // +0cp, Requires having jumped Part 1 //

Seems this isn't your first rodeo. Your actions during the battle for the Minicons had a lasting impact on this world. The consequences of your actions will carry forth into this jump, with the caveat that in your time away, fate sought to undo any changes that would make the current plot impossible. You are free to decide whether you are the same bot from those times or a completely new character.

End of a Dream – // +0cp //

The world of the Transformers is one of countless parallel and sometimes intersecting Universes. Perhaps one where Omnicons are evolved Minicons and the Quintessons hold far more malicious goals, or where one bot's upgraded form is a completely new character, etc. You may choose how many elements of other continuities (cartoon, comic, toy bios) impact the jump you find yourself in.

I'll Buy you a Knish – // +50cp //

Why would you put yourself through this? It's not nearly as bad as the equivalent Drawback in Part 1, but the way everyone seems to talk is always a bit… off. Awkward delivery, corny jokes aplenty, and a tendency for people to be oddly insistent that they aren't taking part in any non-child friendly activities, like adults shouting to nobody how much they like drinking grape juice out of a wine glass.

Five Head – // +50cp, Requires Judge, Jury, & Executioner //

Your head-mates aren't as cohesive as you might like. They can't help but argue over trivialities, and all their personalities are a bit more extreme. Caution becomes cowardice, aggression becomes anger and a need to constantly yell. You can take back the wheel at any time, and they aren't uncooperative by any means, but their indecisiveness and constant bickering brings their usefulness into question.

The Worst of Humanity - // +100cp //

The existence of giant robots is far from the most unbelievable part of a human-Autobot alliance. Whether it's humans, Autobots, Decepticons, or even sub-factions like Minicons or Omnicons, everyone is a lot less trusting and sympathetic to other groups. Humans will constantly suspect Bulks of either faction, Autobots will openly discriminate against former Decepticons, etc.

Unfinished - // +100cp //

When you were brought into this world, it seems something was left behind, a piece of your soul. This doesn't disable you in any notable way, but you're plagued by an ambiguous yet ever-present feeling of being empty or incomplete. It's a constant nagging in the back of your head, and you'll need to be constantly alert that you don't take desperate or short-sighted actions in order to fill this void.

You can Pick your Friends - // +100cp //

Seems you have a relative who's a bit of a celebrity, in the worst way possible. Whether your brother is a violent maniac, a raving lunatic of a cousin, an infamous traitor of an uncle, etc. Against all odds, you still hold something adjacent to love for them, but no matter how you try and prove yourself, people will never be able to separate their opinion of you from that of your rotten relative.

Return our Jumper - // +100cp //

No matter how many times you recount, there are a few days from your time in this jump that are just... missing. Whatever happened included major plot and character developments. The world moves on like those events happened, but everyone will act like they never happened or provide conflicting accounts, while others completely change their motives or dynamics with no explanation.

Downgraded - // +200cp, Incompatible with Organic //

There are so many bots involved in this war, and only so much top-tier hardware to go around. You'll be starting this jump in a below-average body, especially when compared to Optimus and his team. This even nullifies out-of-jump enhancements. At an unspecified point halfway through the jump, you will experience life-threatening damage and be rebuilt into your actual body with your full power.

Worst Dad Ever - // +200cp //

Whoever played the role of your guardian was an irresponsible maniac. Their antics put you in danger countless times, resulting in a laundry list of phobias: Agoraphobia, claustrophobia, technophobia, scotophobia, entomophobia, and borderline attachment disorder. You can come to terms with these over time, but you shouldn't get your hopes up of your guardian facing any consequences.

I Thought you Were Going to Help - // +200cp //

You are destined to fight alone, as attempting to rely on the power of others almost always backfires. Your hired muscle turns on you, your living weapon hijacked, even truly altruistic parties will find themselves always just one step too slow to help you. If you want to get anything done, you need to either do it yourself, or at least make sure you aren't relying too much on the power of others.

Lost Your Marbles! - // +200cp //

Your enemies always seem motivated to the point of suicidal insanity when it comes to opposing you, especially if they have a grudge. Killed a bot's friend? They'll put their body through any harm to take you down with them. Butt heads with a so-called "ally"? They'll trap both of you underneath a falling tower just to spite you. What's more, those you've wronged have a tendency to survive each time.

Download More RAM - // +300cp //

Hope there isn't a virus going around. Everyone else in this world seems to have a tough time keeping track of what they do and don't know. People are randomly forgetting and remembering intel, abilities, or even their own motivations on a day-by-day basis. Other times they'll casually exclaim inconsequential information they have no way or reason to ever know, only to forget it the next day.

Fattimus - // +300cp //

Seems the engineers cut some corners on your body, but I suppose it could be worse. You have a basic range of motion, but not much else. That said, your proportions are the real issue. Too long legs, a noticeable gut, unwieldy weapons, etc. You're likely to find yourself having difficulty maintaining balance or accurately, as you weren't calibrated to handle such unconventional parameters.

Shelf Warmer - // +300cp //

Alpha Q is a tragic figure, the last of his kind, or so you thought. Turns out that there are hundreds of this tentacled weirdo running around. Not only does this make them more dangerous, but their mutual insanity has a way of compounding on one another, making them far more unpredictable, dangerous, not to mention making the prospect of an alliance a much tougher sell.

Running Dry - // +300cp //

Turns out basing all your technology around one of the most valuable energy sources in the Universe has its drawbacks. Even more than before, there's just never enough Energon to go around. Mines contain half as much Energon as you'd hope, while Energon stars and technology eat through the stuff twice as fast. Oddly, this only seems to affect whatever faction you're currently part of.

Infected Spark - // +400cp || +200cp *w*. Downgraded //

In an odd twist of fate, your very soul had been branded, gradually corrupting you with the worst traits of your opposing faction. An Autobot will become a mindlessly violent Decepticon, a Terrorcon will become a cowardly Omnicon, etc. You can slow the corruption through exceptional willpower and meditation, but the only way to be completely free is to survive otherwise lethal damage.

Jackpot - // +400cp //

It seems the dormant spark within you has a very similar energy signature to Energon, and a lot of it. Every faction will discover this pretty much immediately, and they all know that by killing you, they can harvest an infinite amount of Energon from your remains. Neither the Decepticons or Alpha Q will be able to ignore you , and even the Human-Autobot alliance may start to question letting you live.

Energon Allergy - // +400cp, Incompatible Harvester //

This is an unfortunate condition to have in these times. You seem to have a severe allergy to even small amounts of Energon. While most bots short-circuit on contact with raw Energon, you can't even get close to the stuff. This means you can't receive Energon Stars, and by extension can't immunize yourself to Energon grids or gas. Naturally hard-Energon weapons are far more effective on you.

Captured Piece - // +400cp, Requires at least 1 companion //

Somehow, it seems that one of your closest and most powerful companions has been brainwashed by the enemy, even if you didn't import them. It is impossible to break the brainwashing prior to its removal at the end of the jump, but you don't know this. Even if you held negligible affection for them prior, this ensures you hold an irresistible psychological aversion to harming or abandoning them.

Closing [Ending Options]

Retreat - Go Home

Finally had enough? Maybe all these galaxy-spanning threats have made you a bit homesick. Or maybe you're so proud of your accomplishments here that you'd rather quit while you're ahead. It doesn't really matter. You'll be shipped back home with all your skills and abilities, ending your Chain.

Stand Down - Stay Here

Unsatisfied with your performance, or just seeking to sit back and savor the fruits of your labor? You will spend the remainder of your days in this world with all the tools and abilities you've accumulated. This means the end of your chain, but there's anyone in this universe who's earned a rest, it's you.

Roll Out - Move On

Not one to rest on your laurels, are you? Once again, you'll be moving onto a new world. Maybe one day you'll be able to come back and recount your allies on all the wonders you've experienced, but until then, it's time to pack up your things, find a new world to explore, and get back to business.

Closing [Notes]

- Jump by Gene -

Any purchases that mention Energon will function with any similar esoteric elements or energies post-jump, baring those that explicitly provide Energon.

The Energon comic was left unfinished when Dreamwave Productions closed its doors, but in 2010, Simon Furman posted a text summary on his blog for the plans they had for the missing chapters.

Raw Energon only seems to negatively impact living machines, like how the Omnicons don't have to worry about their equipment short-circuiting when they mine Energon. My best guess is that because Energon is equivalent to a planet's vitality, it can only affect machines with enough intelligence to qualify as "alive". Post jump Raw Energon and Energon grids will function the same way.

Notes on Path of the Unknown. The win conditions are meant to be ambiguous, but the canon example is turning Unicron's remains into an Energon sun to nourish the surrounding galaxy. However, just letting cannon events play out isn't enough, as we find out in Cybertron that this backfired. In addition to creating the Unicron Singularity, in the Cybertron Comic Unicron's consciousness is still around and builds a new body. Whether you lend a hand to make the cannon solution stick harder, or come up with something else entirely, you just have to make sure Unicron either can't come back or is somehow convinced/forced to maintain his new role as a creator.

Return our Jumper is based on the episode Return our Scorponok, which includes many major story developments. However, for unknown reasons, the episode was never translated, and they had to retcon future episodes to eliminate all references to it. You can check the notes of his wiki page for more details. It's honestly bizarre how much story was lost because of that one episode:
https://tfwiki.net/wiki/Scorponok_(Energon)
Each time you or your companions take the drawback will result in another "missing episode" at another random point in the jump, that only those who took the drawback can notice.

You can theoretically hold back Infected Spark the whole jump through willpower alone, but even for someone like Inferno, who lacks anything even resembling doubt in the Autobot cause, he could barely stand up without the Decepticon brand taking over. After it took full control, he was basically a mindless zombie, only able to take control for a brief second. If Minicons take the drawback, it instead turns them into mindless drones, akin to those brainwashed by Megatron in Armada.

On Iterative improvement, I realize I was a bit vague in the extent of the boost. How much it improves will vary on a case-by-case basis, sometimes a lot, sometimes it's barely noticeable. The point is that these improvements will add up after you've made it enough times, and since the rate at which you can produce them increases as well, this will eventually snowball.

Regarding A Worthy Sacrifice. This is based on the end of Energon, where Optimus is essentially killed after fighting Galvatron while Unicron empowers and attempts to possess both of them. Suddenly the Autobots realize they can all sacrifice their sparks of combination (this kind of metaphysical orb thing that lets them powerlink with each other) in order to revive him. Then Optimus grows to planet size to finish his fight with Galvatron. Powers have to be sacrificed willingly, so you can't force one of your companions to give up a power to save someone they don't care about.

Combiners have a lot of traits in common with Omnicons. The size of each component, they wield hard-Energon weapons, they even hang around Energon all day. However, there's no indication that they're outright immune to raw Energon like Omnicons, so I'm going to assume they aren't until proven otherwise. I can't recall whether they were affected by the deadly Energon gas.

Regarding purchased ships, I leave it up to you how your chain accommodates them. Whether they show up in each jump like properties, if they come with warehouse addons to hold them, etc. The Location option just lets you pick a specific location in your current solar system to be able to teleport to from the very start of your jump.

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