Out of Context: Cybertronian Supplement

V1.1 By “**Total_Signature**”

This document can be used as a supplement in any Jump that would not otherwise have **Cybertronians** within its continuity. No Go-Bots either, ya cheeky bugger.

By taking this Supplement you have chosen to be a Cybertronian, a sentient robotic lifeform from the planet Cybertron with the ability to Transform between a primary robot mode and a secondary alt mode and you will enter into that continuity as a Drop-In awakening in a protoform pod which scans a nearby target to become your alt-mode. As a Cybertronian, your alt mode is visibly similar to a local vehicle, unless you choose for it not to be.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn’t have a Jump Document and use this document as a ten year long Jump.

Origin:

Cybertronians were originally enslaved by the Quintessons, but they were actually originally creations of the mechanical light god Primus. The Quintessons split the species up into two lines, one as domestic Laborers and one as Military hardware. Eventually these two lines became the Autobots and Decepticons respectively after overthrowing the Quintesson. Millions of years after they revolted against the Quintessons they became a more organized society with new more advanced bodies provided by a Great Upgrade.

Laborer

You have the touch of kindness and intellect from the Autobot genetic code. This drives you to connect to the people around you and to live in harmony with organics. It also gives you access to the lineage of the Primes.

Military

You have the power and ambition granted by Decepticon genetic code within you. This drives you to seek conquest, battle power, and new technology to achieve your goals. It also allows you to move forward and constantly improve.

Great Upgrade

You are one of the Maximals and Predacons, an upgraded product of your gas guzzling Autobot or Decepticon ancestors. What you lack in size compared to them you make up for in fuel-efficient bodies and more advanced transformation technology. Like your predecessors you can still become a vehicle, but you may find it more appealing to take on an organic alt-mode.

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Cybertronian Body- Free
You are a giant alien robot standing from 8 ft to 25 ft, if you are a Great Upgrade Cybertronian you are instead 6ft to 11ft but require 1/10th of the fuel your larger counterparts need. Regardless, you have much more physical resilience than the average human with no need to breathe, eat, or sleep in the same way humans do. Instead you consume energon which is used as your food, ammo, and fuel. In a pinch or if supplies are low you can also consume other fuels such as gasoline or electricity but they always leave you feeling empty and unhealthy even if they do keep you alive.

Alt-Mode - Free
You can turn into any vehicle, object, or animal. Unless you are a Great Upgrade Cybertronian any animal you become is a mechanical replica of the animal, not very convincing as a disguise but still useful for its brute strength and maneuverability.
Options include vehicles common to the setting you are entering or vehicles from worlds you have previously entered or vehicles which you own in which case you can integrate Perks your vehicles possess (work out how exactly that works with the help of your Benefactor). In future jumps if you choose to import a vehicle, your Cybertronian alt form also counts as a vehicle for that sake allowing you to upgrade it by giving it new perks or give it a new alt mode as long as its new alt mode would still fit the size requierments.
If you become an object it can be any size smaller than you with the smallest you can become being around the size of a human fist. Any vehicles or animals you become are a maximum of 50% smaller or larger than you. Objects can become as small as something that could fit into a human's hand.
Any attacks you make with your alt-mode use your own energy reserves. This means if you were a hand-gun you can still shoot out a blast with the power of a Kamehameha but you can't become an Ultimate Nullifier and destroy the universe unless you were already capable of that power.

Power Type Origin - Free (Cannot be taken with "Not Drop In")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to

set your entry into the Jump Setting as if you were using this Supplement. This will make your new Alt-Form for this jump a Cybertronian and let you take an appropriate new Alt-Mode for that Alt-Form. It won't give you new powers but you can choose to look different or deactivate certain Perks so this form could be a regular sized Cybertronian even if you chose the "Jumper-plex" perk or non-binary bonded if you choose the "Head/Target/Power" perk. If you'd instead like to upgrade that new form with perks that you didn't buy, you can take non-Generic Drawbacks from this jump during future jumps and purchase perks from this supplement using the CP gained that way, optionally taking a new origin as well.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Weapons Systems -100 CP
You can create weapons from your body, they draw from your personal energy and can take the form of any melee or ranged weapon. You have increased your aim and skill with said weapons as well.

Extra Alt-Mode -200 CP
Take the Alt-Mode General Perk again, giving you an additional alt-mode of your choice. Can be taken up to 9 times to be a Deca-Changer. Still has the same stipulations as before.

Enigma of Combination -300/-500 CP
You gain a unique facet of your spark that allows you to connect with others, literally. For an additional 200 CP the Enigma is a literal item integrated into your body, and exposing others to its energy gives them the ability to combine with others who have the same ability, what's more is you can even use it on non-Cybertronian robots or devices to combine yourself with them.

Titan Master -400 CP
You are not a typical Cybertronian, you are a human sized robot known as a Titan Master. Your usual Cybertronin body is now a separate vehicle called a "Transtechtor" which you can pilot by becoming its head. But that's not all it does, whenever you encounter another Transformer-sized robot, whether sentient or drone, you can remove its head and modify it to be compatible as your new Transtechtor taking control of all of its systems. If it is alive you merge with it which still requires you to replace it's head but now it will continue living mentally being connected to you, if you allow it they will have access to your powers including Perks which you can selectively grant them. If you want to undo this connection you can either repair their head and revert them or let them die without you.

Pretender -400 CP
You gain a Pretender shell, a super advanced pseudo-organic carapace you have a psychic link with, an extension of your body. For Autobots this shell is usually a human or other local life form as a way to fit in, but Decepticons may make their shell monstrous to invoke fear in their enemies. The shell can be removed and remotely piloted to double your main power, but if it is hurt you psychically feel the pain. While you are wearing it, the shell has another benefit, insane

levels of regeneration. The shell can repair even fatal injuries and destroyed bodies.

Jumper Prime -600 CP
You are a Prime, one chosen by the Cybertronian god Primus. You have ~~The Touch The Power~~ increased physical and mental abilities that very few non-Primes can match. You are at peak Cybertronian ability and will perform better than those around you. You could shoot someone from upper orbit when you are at sea level, go toe to toe with eldritch gods, or lead even the most insubordinate and depressed of armies in a patriotic charge to victory. Why? You are a Prime, that's why.

Pretender Booster: Prime Master Shell
Your Pretender Shell is turned into a Prime Master shell, allowing you to hide any unique energy signatures you would give off due to your powers. This includes obvious things like Energon and your Spark signatures but also Perks from other jumps or anything else that would identify you as different than your Pretender Shell's disguise.

Jumper-plex -800 CP
Call it what you want, Cityformer, Megamaster, Metrotitan, but you are a giant living Cybertronian City. Your height can range from 600 ft to 2 miles tall and your alternate mode is a small city capable of holding life be it human, cybertronian, or other.

Extra Alt Mode Booster: Colony City
Your function isn't limited to this planet, you now have the option to make one of your alternate modes a city-sized spaceship, any citizens inside find a perfectly habitable environment even in the depths of space. What's more, as a colony ship you have the facilities to produce new Cybertronian protoforms as a "nursery" or "forge" somewhere inside of you, you can even choose common characteristics of theirs such as coloration, common alternate modes, and if they inherent your perks. (though toned down significantly, to around 1/1000th of the potency).

Weapon Systems Booster: War City
Your function is to protect your citizens, and your body reflects that. You have up to 3 non living drones that you can control when in city mode, they are armed to the teeth and can use any of your offensive powers. When in robot mode, they merge with you to grant more power to your weaponry. Don't ask how that sizing works, mass shifting is king.

Laborer Perk Tree:

"Bah-weep-Graaaaagnah wheep ni ni bong"-100 CP (Free for Laborer)
The Universal Greeting, say these words and somehow any sentient being will know you mean them no harm. Works a lot better if you have something to offer them like food. Only works well as an introduction though, so if you are in the middle of fighting someone don't expect to fool

them by saying this.

Need a Tune Up? -200 CP (Discounted for Laborer) For Cybertronians, the difference between people and machines isn't that extreme. You find it trivial to repair your own systems using car parts or other technology, and you can do the same for others. While this works better on robots, you can make an extremely advanced life support system for a human just by taking apart an old jalopy.

Head/Target/Power -400/200 CP (Discounted for Laborer) Laborers are ready to work together, even with those different from them. Thanks to the process of Binary Bonding you have connected with a partner Minicon, now they share a mental and physical connection with you. This partner can either be an organic with a specialized suit of armor or another Cybertronian who's alt-mode connects to you. This perk can manifest in one of the following forms chosen when you take it:

- **Headmaster.** The earliest form of Binary Bonding, imparts twice the brain power allowing for you two to calculate how to deal with problems even in the battlefield. Your partner becomes your robot-mode's head but can be removed leaving a hard-light hologram in their place when removed. The process also gives you access to any special skills your partner has such as martial arts, supernatural powers like eye lasers, or any perks they have.
- **Targetmaster**. Take energy directly from your spark and channel it into your partner's gun form for powerful attacks. Some devious individuals even found out that you can alter a Targetmaster to drain power from other individuals for their attacks, like some kind of vampiric rifle which drains then shoots the energy at its target.
- **Powermaster.** A separate bot who stores energon for you, allowing you to power up and do things other bots can't imagine. The process even unlocks new weapons and powers when your partner is connected to you.

You can take up this Perk for 200 CP instead but if you do then Binary Bonding comes with several flaws: your personality starts to merge with your partner ending when eventually one persona takes over and subsumes the other turning the other into an extension of themselves, Headmasters don't gain a hard-light hologram and can't transform if their headmaster partner isn't present, Powermasters cannot transform without their partners being connected to them, and Targermasters are unable to control where they draw the energy from their shots from so larger shots drain energy from you and all those around you with potentially lethal consequences.

You can take this Perk up to 3 times, getting a new Minicon Partner with a different option of Headmaster, Targetmaster, or Powermaster each time.
If a companion takes this perk, you can allow them to choose you as their Minicon partner instead, though you then cannot take this perk yourself.

Titan Master Booster: Jumper Maximus

You are now the smallest in a series of robots made up of you, your minicon who is now the size of a regular cybertronian that you become the head of which we will call the “Cerebros”, and an even non-living transtector that they become the head of. While not city sized unless you have the Jumperplex perk, the transtector body is the size of a few buildings and when you are not connected it functions as a fortified battle platform for you and your allies. Your powers are doubled in your base robot mode, doubled again when you attach to your Cerebros, and doubled once more when connecting to the transtector.

Matrix of Leadership -600 CP (Discounted for Laborer) This is the Matrix of Leadership, an ancient Autobot artifact holding the wisdom of generations. In future jumps you can choose for it to inherit the memories and wisdom of great leaders from those worlds, but for now it starts off with the memories of the original 13 Primes which you can access through meditation. This version can never reject you and makes it so that all versions of the Matrix of Leadership or similar Cybertronian artifacts recognize you as acceptable wielders. Additionally it gives a boost to your power putting you on par with the likes of Optimus Prime and Megatron.

Jumper Prime Booster: Prime Master Spark

You are the host for the spark of one of the previous Matrix Bearers, they grant you their powers directly, compounding the strength of your own spark. You now have control over their domain as a god.

Prima gives you a massive power boost when you show your paragon-like traits, the more heroic what you are doing the more powerful you become. Saving a cat from a tree makes you as powerful as an Olympian for a few minutes, saving someone’s life makes you as powerful as Captain America for a few hours, saving a planet makes you as powerful as silver age Superman for a year. You gain these bonuses slowly as you work towards the good of the task, helping you do them with more ease.

Vector Prime gives you control over time and the ability to time travel with no consequence at will, even splintering off new timelines without issue. You can also turn off time travel or other time-based abilities such as a time stop at will. Other time traveling entities will recognize you as the highest authority of time and treat you with respect, or fear if they cross you/

Alpha Trion gives you huge historical knowledge, anywhere you travel you will be given a huge book’s worth of information directly in your mind as well as a physical book to share with your companions. The book can be asked for specific information and will turn to reveal information relevant to the question asked. Additionally you know some events that are to come with limited precognition of vague future events, these can also be written in the book.

Solus lets you create great artifacts with unrivaled power. Anything from a blaster that could destroy any material, a storage case that could hold a god's power, or an armor that could turn any being into a fighter capable of fighting on your level. The limit of your ability is your imagination and the time to forge. Additionally, if you get your hands on any

supernatural, superscience, or rare metals you can recreate them in a suitable forge with some time and without any defects. You can also reforge artifacts to suit your needs such as altering a weapon's enchantment to allow others to wield it or enhancing it with new greater powers.

Micronus allows you to link to share your powers with others. Linking takes only a few seconds and from any distance you can share your perks, skills, or abilities with anybody you are linked with from any distance. People you are linked with gain a psychic connection with you so you can see what they need. Additionally, you can share this perk with them allowing them to bring others into the psychic link and share power as needed or share their power with you. Once large enough this becomes a large net of psychic connection and creates its own sub-dimension called the "Linkage" allowing you to Link with others without even being around them or with effort forcing someone to Link and gaining control of their powers with that, though if they are as powerful as you they may be able to remove themselves

Alchemist gives you alchemical and transmutational powers letting you grant strange abilities to elements. Energon is uniquely affected by this with dozens of variants. From booze-like Energex to toxic Tox-En to super speed granting Red Energon, and those are only examples. You can make any effect from energon with time studying it and giving it a few years to mature into its new form. Weaker effects like energon with cosmetic or simple uses such as coloring energon or flavoring it only takes a year or two to study and mature, but more intense effects such as Shockwave's Ores could take hundreds of years to study and thousands to fully mature.

Nexus gives you the ability to combine with any people and objects, taking their traits, memories, or abilities for yourself without consequence or added weaknesses, always being the main personality of any fusions or mergers you have. You could merge with the entire universe given enough time and suffer no issues. You can also selectively unfuse yourself if you want to remove a component from yourself. Once per jump you were to be killed you can instead separate all your components and divide yourself into 5 beings with none of your memories but 1/5th of your perks and skills in each, they will be separated but want to reunite instinctively.

Onyx gives you animalistic powers, you can invoke primal nature in the world around you, changing landscapes into any natural landscapes of your choice through your mere presence. You could summon volcanoes in a city, then turn it into a jungle, then turn it into an arctic waste, but you can't turn it back into a city. Additionally while fighting in natural environments you will find yourself uninhibited, lava rivers will part for you, cold will not affect you, and jungle brush will get in your enemy's way but not yours.

Amalgamous upgrades your t-got to take the form of anything you wish. Will not give you any abilities you did not already have or are not a physical part of what you become, you could become as small as an atom or as large as Jupiter but outside of that your imagination is the limit. Mass is no issue for you, you could be made out of any material, and you can move in ways that astonish mortal minds.

Quintus gives you knowledge to create new life with science. You can create Cybertronian-like species such as the Quintessons, Sharkticons, or Alicons with enough raw materials and tools as easily as others would make a toy car. What's more you can modify existing species to your whims. You could create a designer dragon, a chibi

Transformer, or a human with wings. You can even modify yourself to incorporate new technologies without issue. Understanding genetic code be it CNA or DNA is simple.

Liege Maximo grants you enough charisma to change the minds of and fool gods. You could bring together a team of heroes who all had their qualms with one another, or you could tear apart a brotherhood who had known each other closely for decades. The more powerful the person you are talking to makes them more likely to see what you are telling them to. A princess would kill their husbands if you showed them some evidence of being unfaithful, Kings may kill their courts if you suggest they were treasonous, and Gods may destroy their followers if you even imply their followers are unfaithful.

Megatronus makes you an unparalleled warlord, getting more powerful the more you show domineering traits. While Megatronus isn't evil in every universe, it is very common considering he inspired the greatest Cybertronian villain of all time. Defeating mooks makes you as powerful as an Olympian for a few minutes, conquering a base of your enemy makes you as dangerous as an experienced assassin for a few hours, and killing your arch enemy makes you as powerful as DC's Doomsday for a year. You gain these bonuses slowly as you work towards your goal helping you accomplish your goal with more ease. What makes this different from Prime's similar ability is that it gains an additional boost, you can either choose to protect those you care about or to destroy and kill those that oppose you. The more you devote yourself to one of those extremes the more intense and longer your boost lasts, up to 5 times as powerful and 5 times as long.

The 13th …wait what. That's not a specific person, that's an idea. The idea of the future. This is a spark of great power. There are a number of candidates ranging from Optimus Prime, Hot Rod, Zeta Prime, Sentinel Prime, Optimus Primal, Ultra Magnus, Shockwave, Deathsaurus, Megatron, Shockwave, Arcee, Elita-1, or even a duplicate of your own spark. Any way you choose it will give you the spark of any Transformers character giving you their skills and abilities boosted even more heavily. Also unlike the other Prime's sparks you can get a new one every 10 years or every new jump, when you make a new spark the old spark loses the powers the boost that makes it a Prime and is safely extracted from you and placed in a new body you make for it. They will remain a loyal follower and can be imported as a companion.

These powers will be extremely potent and noticeable so if you want to hide from energy scans get the **Pretender Shell** Perk for the **Prime Master Shell** Booster.

You can take this Perk additional times, paying another 600 CP (undiscounted) every time and taking a different Prime's Spark. If you take all 13 sparks, you gain a red commemorative sticker from Primus resembling his face but with golden trimmings. Megatronus also slips you a sticker of his own face in a similar style to Primus's but purple. The stickers are FIAT backed, you can make as many copies as you need for your companions or to put on your items.

Need a Tune Up? Booster: Matrix of Creation

The Matrix of Leadership is more than a power up, it is a symbol of life. Encoded within its crystals is a divine pattern of light called the Primal Program. Using the Matrix you can activate the Primal Program to impart sparks into the lifeless bodies of machines, creating new Cybertronians. These Cybertronians personalities, appearances, likes, dislikes, and abilities are all randomly selected lower likely based on what it is that you brought to life. You can do this up to 10 times a month, doing it more than that instead drains energy from you directly and risks

killing you.

Enigma of Combination Booster: Super Mode
You can now combine with another single partner, and if you do then you can become the predominant personality with them instead just in your ear. Combining like this actually makes you just as powerful as a 5 person combiner, maybe even more so if you are working well with your partner. You still can take all 5 members of the Combiner Team companion options and can merge with each of them individually as well as into your larger Gestalt mode. After this jump, you can use this as a potent fusion ability with any willing creature which lets you gain traits of theirs while fused.

Military Perk Tree:

Deceptive Concealment -100 CP (Free for Military)
Disguise is a natural element for strategy. While the Military may not have made the first t-cogs they are the ones who mastered its use for surprise attacks. You can take on the appearance of anything similar in size and movement type to your alternate mode, this disguise is so close that even those who are intimately familiar with this type of vehicle would never be able to tell the difference until you make your presence known. If you have an object as your alternate mode instead you can take any appearance of an object between the size of your robot mode or your alternate mode.
Additionally people will never point out how out of place your alternate mode is and will believe it could just be an object there. Why is there a cassette player out in the middle of nowhere? Who cares, cool find! Why does that lamp look like a robot with its arms outstretched? Eh, it must be new. Why is there an unidentified jet at this airbase? I don't know, it must be a drill. As long as you are not outright threatening them or endangering them with your presence, they will pay you no mind.

Living Space Bridge -200 CP (Discounted for Military) A power many some Decepticons seekers have allows them to do the same process as a space bridge but instead with their own body. You can use your internal energy to fuel these teleports either creating a swirling portal for others to follow you through or just teleporting your own body. Teleporting across a planet's surface as a "ground bridge" can also be done and requires less energy but still needs some focus.

Peace Through Tyranny -400 CP (Discounted for Military) Victory leads to victory for you. The more you defeat your enemies, the more your legendary and well earned reputation grows and the more powerful you become. Fighting enemies of equal skill to you doubles your effective power and killing them makes it permanent. Those that are weaker than you have the instinctive desire to bow out of a puny attempt to spare their petty lives.

Titan Master Booster: Infinitus

You have mastered your Titan Master abilities as a parasite. You can remove robot heads like a guillotine and then automatically attach yourself to the body, taking instant and perfect control over their systems with them being unable to give any input even if they were alive. For every enemy you do this to you cumulatively gain their skills, integrated weapons, and abilities, bringing them on to the next body you steal and getting more powerful as you go. Also to improve your disguise, you can take the head appearance of anyone you have attached to in this way.

Anti-Matter Siphon -600 CP (Discounted for Military) Like the great Megatron, you can tap into the energy of a black hole and draw out "anti-matter". While real Anti-Matter would probably just kill you and everyone around, this version instead powers up your attacks and can selectively eat through anything around you. You can destroy those around you by literally tearing them into nothing. What makes this worse for them? They can see it coming as the antimatter pours out of your eyes and any attacks they attempt on you while using it disappear into the black crackling nothingness while you are free to remove them from existence.

Jumper Prime Booster: Herald of the Singularity

Your existence as a prime has drawn the attention of an entity through your black hole, the dark god Unicron. He has decided to unlock the full potential of your black hole based powers allowing you to travel into the past or back to the future, corrupting the sparks/souls of others with special rusting attacks, and reformatting your body to be upgraded to a capacity where you could take the 13 original Primes in a fight (even comes with free re-design to better match a more evil aesthetic). Those are just as starting bonuses he gives out of an agreement with your benefactor. By bargaining with Unicron and consuming enough matter of whatever universe you are in he is willing to grant you additional powers or boosts, he'll want at least a planet consumed before he lets you get anything else, and don't cheap out on him or he will put you in insurmountable amounts of pain. Aside from that, any powers or items you ask of him he can probably give, for the right price.

Living Space Bridge Booster: Living Mess of Portals

When someone attacks you, they will find that you are made up of mostly space bridge to hold all of your anti-matter. When they plunge their attacks into you they'll just disappear inside of you, either destroyed by the black hole you siphon off of or teleported to some random place in the depths of space. With focus you can control this to make their attacks appear somewhere else more convenient, like hitting them instead. This is toggleable, so no worries about wondering where the food you want to eat is going.

Great Upgrade Perk Tree:

Technorganic -100 CP (Free for Great Upgrade)

Not the simplistic ideas of your ancestors combining flesh and metal through primitive practices. Your body acts as both. An elegant merging of flesh with inorganic compounds allows you to function as both a cybertronian and whatever your organic altmode is, perfectly passing as either. You also gain the ability to consume organic foods as a substitute for energon.

My Great Aunt-200 CP (Discounted for Great Upgrade) You have a lineage that you are notable for such as one of the nobel Autobots or infamous Decepticons. Could be anyone from the great leader Optimus Prime to a nobody like Scrapface. This doesn't guarantee you their abilities, but it does give you some respect from those around you even if they didn't actually know your relative. Socially you could name drop your relative and people will take you a lot more seriously and listen to what you have to say concerning them.

One and the Same -400 CP (Discounted for Great Upgrade) Your body sees no difference between metal and flesh, and you can use that in incredible ways. You have the benefits of being organic and robotic as you can repair damage passively by leaving the wound alone and also not worry about aging, you are immune to both organic and technological viruses, and you can integrate both organic and robotic upgrades (i.e. super soldier serum now works on your robotic body; you can have your human hand work like a gun). You can selectively toggle how this works if you'd like to be considered more organic or more robotic in select alt forms.

Titan Master Booster: Godmaster

You can now merge machinery with another thing it doesn't often agree with: magic. Instead of becoming a head for your transtechtor, you now transform into an engine known as an Iacon. This gives you access to the strange "Chōkon Power", a divine source of extra dimensional energy and the same kind found in Primus and Unicron. This is the closest thing to Cybertronian magic there is and allows you to use any magic-based abilities without interfering with technology in any way. Studying Chōkon in specific also gives you access to many new abilities. In its most basic form increases your strength, speed, and intelligence but can be practiced and utilized to give you control over Earth, Fire, Water, and Wind, launched as energy attacks, or used to heal almost instantly. A master of using Chōkon has a connection to the life energy of whatever planet they reside on. When in different alt-forms you gain a pair of golden bracelets you can use to channel this perk to work magic in tandem with technology as well as armor yourself to become your Iacon form while in non-Cybertronian alt-forms.

The Oracle -600 CP (Discounted for Great Upgrade) You have a spark receptive to the super computer Vector Sigma, or more accurately its evolved form: the Oracle. The Oracle is a sentient otherworldly mainframe that has direct access to the Allspark. Among its many powers the Oracle will warn you of any upcoming danger you may face and will prepare you by reformatting your body to be a match for this new threat, it also gives you access to a repository of Cybertronian knowledge letting you recreate Cybertronian technology from across the franchise's history in the worlds you visit such as but not limited to: Space Bridges, Holomatter avatars, Cyberforming, Cyberkeys, CR Chambers, Agonizing Rehabilitation Chambers, Transwarp Drives, Mnemosurgery, Energon Matrices, and the Internet

Jumper Prime Booster: Well That's Just Prime

You have the ability to create Protoforms, turning Earthly metals into robotic mannequins that can then scan a nearby vehicle or animal to make it into their alt-mode. While you can theoretically create infinite protoforms with the raw materials, without a spark they are kinda useless. So now every year you can create one new spark, and I mean fully create it. You can choose any aspects of the spark and how it turns out including personality, appearance, abilities, skills, lineage, or even pre-program an alternate mode for it to take on. The sparks you create cannot be more powerful than you are.

My Great Aunt Booster: Reduce, Reuse, Resurrect

You can resurrect great warriors of the past in new Cybertronian forms. By default this allows you to bring back any of the Autobots or Decepticons from the Great War, but as you go on this applies to anyone who has died in a jump you have been to. You can take their soul and turn it into a spark, then place that spark into any vehicle or protoform where it reformats that into its new body. Powerful, willful, or heroic beings can refuse your attempts to resurrect them but you can still take their souls out of death or whatever afterlife they ended up in and persuade them to join you in whatever way you would like. Once a being has agreed to be resurrected by you once though, you now own their soul and can freely resurrect them at your leisure or do whatever else you'd like with their spark.

Also, try not to damage the sparks too much by over-resurrecting the same person multiple times in one jump, or else they might be too weak to resurrect at all and be permanently killed.

If you take this Booster along with the "Well That's Just Prime" Booster then you can also reprogram the sparks as if you were creating them with that ability, even rewriting their memories to your liking. Useful for redeeming great tyrants after their death.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Empty Energon Cubes- Free

Energon is the lifeblood of your species, and without it you would be unable to function. Problem is that not all worlds have energon, so here is your solution. These clear Empty Energon Cubes are 1.5 ft long on each side and can absorb any "stable" energy, from electricity to oil to esoteric energies like magic or ki with the right setup to transfer it, things like attacks being sent at them or more violently used energy cannot be absorbed and instead shatters the cube. Once absorbed, the energy becomes Energon and is a perfect refreshing drink for any Transformer or a battery for any weapons you want to power with it.

This option gives you as many Energon Cubes as you want, you can produce them from your body in a matter of seconds with a bit of focus. Just be careful, because if a filled Energon Cube is destroyed it lets out all the energy in a destructive explosion.

Used Protoform Pod- Free

The Pod you emerged from. Not too useful now that it's function has been fulfilled. Incapable of any kind of locomotion, but you could use it as a resting place from the elements or try and rewire its systems to use as a repair/modification tool for your Cybertronian form.

Badge - Free

A badge that looks like a face, it won't be noticed by people until you turn into robot mode. It can be placed anywhere on you and when you aren't a Cybertronian it takes the form of a tattoo, jewelry, or other identifier. It is only of your cybertronian faction (Autobot, Decepticon, Maximal, Predacon, Mercenary, Blentrons etc.) or a custom faction symbol. You can share a copy of your Badge with your companions freely which shows their allegiance.

You can pay an additional 50 CP to take a second badge, being able to hide either of them with a touch.

Merchandising -100/200 CP

You have an unlimited supply of any Transformers toy/movie/game/tv show/book that has ever been released. In your warehouse you can summon them at will with boxes optionally. For the 200 CP option you can even make new ones such as Transformers figures that were never released, games that are just ideas fans would like, or comics with altered or extended story lines. You can even make figures of your Cybertronian friends and enemies. Nothing made with this perk is more than mundane though, it's all just made as toys in the style of any years from 1984-to-today.

Energon Crystal -200 CP

Energon crystals are extremely powerful and unstable, but if refined into Energon Cubes they are a perfect clean energy source for you and whatever technology you have on hand. You have a crystal that is the size of a human, it can fill 30 Energon Cubes and you gain a new crystal every month.

Protoforms -300 CP

Similar to your own protoform pod, here are 5 unused protoforms. They don't come with their own sparks but you can implant your own into them to clone yourself, give them a spark from someone else, or program them to become drones totally loyal and customizable though not exceptionally bright. You gain another 5 every month.

Capital Ship -500/800 CP

A ship of your own equivalent to the Ark or the Nemesis. Incredibly large with a crew capacity in the high thousands, this ship was designed to transport troops for large scale battles and be the headquarters for a commander. Has a built-in computer like Teletraan or NAVI-ko which can control the entire ship, repair and reformat you, and will always do as you ask.

For an additional 300 points this is instead a living city on the level of Metroplex or Trypticon and much larger than the ship with a higher capacity for crew or a living ship such as the Ark or Nemesis's titan form with a spark included but making up for its size the ship has many more weapons installed. Either way, when it transforms this new Titan will decimate those that stand in your way.

RIDE IN STYLE! - Free and Mandatory for the Humanformers Drawback (Requires Humanformers Drawback)
Instead of having a cool robot alt-form you now have its alternate mode as an item. You don't get any of the perks from this jump, this item does which you can activate by using it. They run on energon though thanks to your fiat that is infinite so it's more like its systems are filled with the stuff. Still suffers the same limitations for what it can be as an alternate mode. Optionally it could actually be a living Cybertronian with their own spark who is permanently stuck in alternate mode with no way to repair in this jump.

Companions:

Companions bought here do not count towards the companion limit on the main jump, you can import existing companions as well. By spending 200 CP you can give another companion access to this supplement or create a companion using this, they will have 1000 CP but they cannot purchase companions that are any price other than Free and their companions cannot purchase the same perks they do.

Minicon -100 CP (One for with every purchase of Head/Target/Power)
A tiny (3-7ft) tall Cybertronian who relies on you as their Bulk, they have simple weapons and can either have a humanoid robot mode or an animal robot mode, their alt-mode can be anything useful to you. They can be stored inside of your body and ejected at will. If you have the Head/Target/Power Perk you can either create a companion here, import one from your existing companions, or import one from the main jump to become your Minicon but they don't get an alt-mode and instead have it decided by the Head/Target/Power Perk. They have 400 CP to use for this supplement but cannot spend them on companions or to take the Head/Target/Power perk. The only drawback they can take is "Feral".
If you purchase this again you will have 2 minicons, then again for 4, then again for 8, and so on.

Gestalt Special Team -400 CP (Free w/ Enigma of Combination)
Team of 4-5 members with the Enigma of Combination Perk at its 300 CP version, all are treated as one slot for Companions for Importing into future jumps. They have 300 CP to use for this supplement but cannot spend them on companions of any kind.

Drawbacks:

Wait, isn't that a thing? +0 CP
Fun fact! In the original Transformers G1 cartoon and comics, sparks weren't a thing. Nowadays they are a staple of modern Transformers media, the veritable soul of a Transformer. There are a lot of weird things like that. In some universes energon isn't a natural substance for them, other times they were created by the Quintessons instead of Primus, and other times they can scan nearby vehicles on command instead of having to be rebuilt by someone to turn into a new vehicle. With this drawback, you can mix and match which parts are true about Cybertronians

and you, including or excluding any parts from their lore and biology as unquestioned facts that everyone treats as “just a thing you can do”.

Drone +100 CP

You are no longer a drop-in instead you are a human (or other local faction)-made drone which runs on energon able to transform into a vehicle.

You will need to work out your Background with your Jump Chan, additionally you will lose all Free Items from this Supplement aside from Energon Cubes.

Activation Code +100 CP

Whenever you transform into your alt mode or bot mode you must first yell out an Activation Code based on your faction. This Activation Code comes before you transform and immediately identifies what faction you are a part of to everyone around. It can be changed if you choose, but it cannot be removed and needs to include your name and another word.

“Frag!” +100 CP

You can’t say or reference human culture directly, especially not curse words, it’s all some slightly off Cybertronian equivalent. Get used to saying , “Cesium salami”, and “guinea pigatrons” if you ever want to talk to people. Using curse words just makes it worse “Oh Primus”, “Frag!”, and “You Glitch!” for example, so hope that your human companions can parse what you’re saying or get ready to be a bit more creative in your insults.

Feral +100 CP

You are now associated with a certain animal, likely but not necessarily one that you transform into. choose one of the following: Your bot mode is an animal instead of humanoid and loses its human dexterity, you speak either in a growling animalistic way with a few words or like a caveman, you are overcome by your animalistic instincts stereotypical of your animal, or you gain physical features associated with your animal in both your modes. This drawback can be taken up to four times with a new effect each time.

Furman +100 CP

You enjoy very grandiose and over the top sayings, a few specific ones actually, which you unintentionally use every time you try to talk with others. It will be noticeable to those around you if they talk to you often. https://tfwiki.net/wiki/Furmanism

Background Generic +100 CP

You are very plain as far as giant robots are concerned, yeah you might still amaze people when you're the only giant robot around but compared to others you just seem…meh. What this means design wise is one of two things, either you are directly based on an existing transformer but with a new color palette or other small change, or you are designed like a background character without much thought or detail into what you transform into.

Empurata +200 CP

Cybertronians have their own ideas of punishment and this might be one of the worst ones. Your face and hands have been removed. Now you have a screen for a face with one glowing blank eye you see out of and your hands have been replaced with simple non-dexterous claws. You can replace your hands with time though it would be difficult without assistance, and there is no way to repair your face till the end of this jump. Others will see you as horrifying to be around and inhuman, even if they've never seen this before.

Humanformers +200 CP

…I honestly don't get why you would want this *but* it does seem pretty popular in the fandom. Instead of being an awesome giant robot you are now just…a human. You cannot take the Cybertronian Body Perk and you cannot transform into your alt-mode. Instead you get a vehicle that resembles what your alternate mode would have been. Choose how your perks integrate into that vehicle or with you.

(In)Action Master +100/300 CP

You cannot take the Alt-Mode or Extra Alt-Mode perks leaving you as a transformer who cannot Transform. Some would call this being "cogless" as well. For an extra 200 CP you cannot use any transformation abilities for the rest of this jump, including switching alt-forms.

"Are All Dead" +300 CP

Another Cybertronian has found their way into this universe from somewhere else, appearing in this world in prehistoric times if possible before being reactivated in modern times by your arrival. There is one VERY dangerous other Cybertronian in your vicinity. Either the mad scientist Decepticon Shockwave or the tyrant king Autobot Grimlock. Either way they both have all perks from the Laborer and Military perk sections and enough energon to last the entire duration of the jump. They will be opposed to you, regardless of your faction and allegiances. Shockwave will experiment on locals for his own demented goals while Grimlock is content to be worshipped and be treated as the king of wherever he is, taking power through force if he wants to. Both see you as a direct threat to their goals and will not be talked down. Shockwave's alternate mode is a Cybertronian spaceship which is 90% cannon while Grimlock has a t-rex like beast mode. You can take this perk a second time for both of them to appear in the world instead.

The Planet Cybertron +200 CP

Normally you would be the one and only Cybertronian within this continuity, however with this drawback the Planet Cybertron will appear somewhere in space, if you are a Laborer or Military the planet will be embroiled in a bloody Civil War where your enemy faction will send various Cybertronian soldiers to wherever you are to take control of the planet, take all energy sources, and kill you. If you are a Great Upgrade, they will instead send highly trained Cybertronian assassins to kill you.

"Female Autobots?!" +300 CP (Requires *The Planet Cybertron* drawback)

You are now a Female Cybertronian. Sounds sexist for that to be a Drawback, yeah? Well yeah, humans are weird about there being female Cybertronians for some reason. While it could easily be handwaved since there are already Cybertronians that identify as male, for some reason

people came up with horrible reasons why Female Cybertronians exist. You do not get to decide how you came to be, no one does, roll 1d8 pick on one of the weird reasons that justify your existence from one of the following:

1. Being female is a trait of Solus Prime. Only 1/13th of Cybertronians are women, you are treated as a rare minority and will be treated as an object of desire for powerful Cybertronians who want you to design things for them architecture, tools, or weapons. If you disappoint in that department they will be dismissive of you and will treat those as your only function and purpose
2. You're a "domestic" Cybertronian, not made for the battlefield. You won't be allowed to have weapons outside of extreme circumstances and the "real" members of your faction will constantly request you do menial labor for them which a "servility program" inside of your brain will force you to do with a smile on your face and no complaints.
3. You were created to appease a group who thought your faction were "too homosexual" due to being mostly male so you were made to be hit on to make them seem less gay.
4. You were made by another member of your faction as a "special friend" for them and are unable to disobey their orders. They treat you like an object and aren't happy if you spend time around people, whether they be human or cybertronian, that aren't them.
5. You were a male Cybertronian, but someone modified to be a woman. You are more comfortable with this gender than your previous gender, but other Cybertronians are unfamiliar with you and will ask invasive and awkward questions as well as being confused by your existence.
6. You were modified by your own faction to be "more appealing to human males" and aren't able to undo these modifications, what's more you will be getting continuous modification updates automatically which will try to change you to better fit what people around you think is attractive. These updates change your bot-mode, your alt-mode, the way you talk, and even your personality. You cannot stop or undo these updates as your body transforms to "fit in" with it. By the end of the jump expect to not look anything like you did when you came in.
7. You and your lineage were made as a Quintesson sex doll. If you were to ever come across a Quintesson you identify them as your creators and are unable to disobey orders given by Quintessons, much less when they get close to you. Quintessons and other Cybertronians will treat you as your "purpose" and even humans will just see you as a big sex toy. Yes, this includes a tentacle fetish.
8. Choose an option from one of the above.

This reasoning now applies to ALL female Cybertronians within this universe if you import any female Cybertronians, with all other Cybertronians being male.

Get ready for justifying your appearance, existence, and role anywhere you go, both to Cybertronians and to Humans. Everyone will suddenly become very interested in the existence of your gender and why you aren't a "normal" male and ask you constant invasive questions.

Autobots, Roll Out +300 CP (Exclusive to Laborer) You an Autobot commander, the type who defines a generation with a strong moral personality and desire for unity.

Because of this you are no longer able to take perks from the **Military** Perk tree or the **Great Upgrade**.

Decepticons, Forever! +300 CP (Exclusive to Military) You are a Decepticon loyalist, and have an overly extreme devotion to the cause.
Because of this you are no longer able to take perks from the **Laborer** Perk tree or the **Great Upgrade**.

Transtech +300 CP (Exclusive to Great Upgrade) You are a super advanced Cybertronian similar to those found on Axiom Nexus, you see yourself as above your "lowtech" ancestors and run on entirely different systems than them.
Because of this you are no longer able to take perks from the **Laborer** Perk tree or the **Military**.

Part of a Bigger Franchise +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other Cybertronians within this continuity, however with each purchase of this drawback, a new group of Cybertronians will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** only Quintessons and Quintesson slaves will appear.
For **+400 CP** Quintessons, Quintesson slaves, and Decepticons or Autobots will appear. For **+600 CP** Quintessons, Quintesson slaves, Decepticons or Autobots, and the Axiom Nexus Security Administration will appear.
For **+1000 CP** the Quintessons, Quintesson slaves, Decepticons or Autobots, and the Axiom Nexus Security Administration and Prima Prime will appear.

1. The Quintessons believe that all Cybertronians are their property, including you. Their Cybertronian slaves will have access to all the perks on the **Laborer** Perk Tree and will be turned on you as a military attack force. There are three Quintesson Judges who share a Quintesson freighter and have 100 slaves each. They always know your location and will go after you with various plans to add you to their slave ranks.

2. Millions of years ago on this planet, the Autobots and Decepticons crash landed in the Autobot ship the Ark. There they laid for years until being reawoken when you entered the jump. Whichever faction you allied yourself with is the one that didn't wake up, and minutes after awakening they will kill their opposing faction then go after you, the last remaining member of their enemies. Regardless, either faction will have access to all the perks on the **Military** Perk Tree, though Autobots are still Laborers in their core programming and will be more likely to imprison you rather than kill you, they are no less capable. Either way, 2 years into the Jump if allowed the faction in control will be able to repair their ship and leave whatever planet they are on to go and get/make reinforcements.

3. The Axiom Nexus Security Administration is a multiversal group dedicated to maintaining the universal streams of all universes connected to the Transformers Multiverse, including this one now thanks to you using this supplement. They believe that this

presents a grave threat due to your power and could destabilize their multiverse, so they want to get you to either chainfail or stop jumping from now on. The Security Administration will have access to all the perks on the **Great Upgrade** Perk Tree and an unlimited number of members, though they will only ever send up to 10 at a time after you as to not disturb this universe more than they have to.

4. Prima Prime or simply “Prima” is the first Prime, a divine creation of Primus who seeks to destroy evil wherever it crawls out from, and their target is you. Prima will have access to **all the perks** on this Jump Document. Additionally, if Prima is killed or otherwise defeated in one year a new version of Prima is brought from another universe, being up to date on whatever you have done here and will continue the mission of their alternate version.

Generic Drawbacks:

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

How do I keep falling into these situations +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Bounty +100 CP
It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal; sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an

identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shields, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting’s universe and all its continuities.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a deserted island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconveniences +100 CP
Small issues will constantly occur causing minor discomforts for you.

Behind your back +100 CP
People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

What's that Smell +100 CP
No matter where you go, no matter what you do, something will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

As you know +100 CP
Everyone expects you to already know what's going on so don't expect to get any explanations.

Sickly +100 CP
You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

This is a holdup +100 CP
For some reason every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and thanks to this drawback they are going to go out of their way to

prove it! Expect to get mugged a lot.

Magnet for Misfortune +100 CP
You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

What's his name +100 CP
No one seems to remember your name and you have been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

Two of a kind +100 CP
People keep making parallels between you and other people, these comparisons are not flattering.

They heard you +100 CP
You will forget you took this drawback.
Any time you say something mean about someone they will overhear you and probably get upset.

Simple minded +100 CP
You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

Money Money Money +100 CP
You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

No hard feelings +100 CP
There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

Black Cat +100 CP
You are constantly finding Ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

Touch of Madness +100 CP
Things keep happening that make you think you're going crazy and maybe you are.

Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it's just about to be relevant.

What's wrong with his face +100 CP
Your face has been messed up making you grotesquely ugly and near unrecognizable to

everyone who knows you.

Awkward Affection +100 CP
You are really bad at expressing your affection with every attempt you make being extremely awkward and unpleasant for anyone who observes it.

Faulty Wires +100 CP
Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

Unnecessarily Slow +100 CP
Everything that happens here seems to take forever and move at a snail's pace so I hope you're a patient person.

Almost Entirely dark +100 CP
Has the sun gone out or something? Everywhere you go seems so dark that you could mistake midday for early night.

Pixelated Objects +100 CP
This level shows pixelation that would shame a NES, as everything in this level is in blocks!

Elites Everywhere +100 CP
Every Group of opponents that you face will have at least 1 extra Elite member.

Recurring Foe +100 CP
You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.

Language Barrier +100 CP
You do not speak the local language and no one here knows what you're saying until you learn.

Friend List +100 CP
You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

They took my loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

Crop Rotation +100 CP
The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

In Another Castle +100 CP
You will forget this drawback and its past instances every time you start attempting a task or objective. Each time you attempt to complete a task or objective you will find that you have been tricked and will have to repeat the process over again.

Prove your worth +100 CP
Every time you try to do anything it seems that everyone will want you to complete an arbitrary task that somehow proves your worthiness. This won't be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove you worth on something else.

Artificial Flashbacks +100 CP
At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

Accident Prone +100 CP
You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

Scripted Encounters +100 CP
You'll run into whatever threat you're dealing with more often. You will not automatically become a priority target, but sheer proximity is likely to put you at risk.

The Glitch +100 CP
Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Culture Shock +100 CP
This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different than your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Hideous Haircut +100 CP
You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Where did I go wrong +100 CP

You can’t tell the difference between confidence and arrogance.

Antagonistic Timing +100 CP
Your enemies keep showing up at inappropriate times.

This is a really good book +100 CP
Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

Shy +100 CP
You find it incredibly difficult to talk with people you want to be friends with.

The Pollen +100 CP
You have hay fever and it’s really really bad. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Silent Night +100 CP
Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

Orphan +100 CP
Your in-universe parents are dead and you are an orphan.

I Spy +100 CP
Your enemies can easily spy on you without being detected.

Easily deceived +100 CP
You are too trusting and are willing to believe almost anything you are told and become confused when you are told conflicting things.

Didn’t read the instructions +100 CP
You don’t know how anything works and will never have anything explained.
This means that using any type of equipment will require trial and error.

At least buy me dinner first +100 CP
Dangerous entities keep becoming romantically interested in you.

I must nap +100 CP
You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

Never mind my head trauma +100 CP
People don't care when you are injured.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll simply double down, and if you try to help them beat you to get them to leave you alone you'll come out on top purely by accident, which will again spur them to double down.

Perfection +200 CP
You are now a perfectionist and will refuse to accept anything less than perfection.

Mirror Match +200 CP
It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.
Lemming Friends +200 CP
All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

Bigger Boss +200 CP
Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

Too soon +200 CP
Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Your a Joke +200 CP
It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

Read people like a brick +200 CP

You can’t read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

Instruction Tape +200 CP
Whenever you do something for the first time you will be forced to watch a long boring tape that doesn’t actually explain anything.

True to myself +200 CP
Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

An Accident +200 CP
You keep accidentally falling into compromising positions.

Stealthless +200
You are very bad at sneaking.
Discount Budget +200 CP
Anything you get your hands on is always the cheapest alternative option.

Looking for Help +200 CP
You have difficulty finding allies and will often find yourself alone without anyone to trust.

Betrayal +200 CP
You keep trusting people that you shouldn't and keep being betrayed.

Poor Underestimation +200 CP
You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

What the heart wants +200 CP
You have a massive crush on one of the main characters as appropriate for you, you will discover which one when the jump starts.

Pig +200 CP
You are always hungry with no amount of food truly satisfying your appetite.

Fighting myself +200 CP
At least once per week you will have to fight a fake copy of yourself.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Split-Personality +300 CP
It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

I've come to duel you! +300 CP
It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals or something stranger.
Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

You're a right git +300 CP
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

I saw you barely over a year ago +300 CP
Your sense of time is terrible, you can't tell if a week has gone by or eight years.

You get one more +300 CP
If you do something annoying more than twice you will get punished. How, why by who? Well that will be situational.

Today's Kind of a bad day +300 CP
During this Jump you will have one really bad day as someone really strong will show up, beat

you up and kidnap someone you care about and no matter what you do you will definitely die at least once so let's hope you have a 1-UP.

The Ghosts of Murder's past +300 CP
Anyone you kill in this Jump will haunt you in a very annoying way possible.

Outside Problems +300 CP
You keep getting stuck in situations outside of the regular continuity such as monsters, demons and extra planetary problems.

Crippled Limbs +300 CP
This can be taken up to four times with each time affecting a different limb for the duration of this Jump.
You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.
You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one tenth.

Prepare for evasive actions +300 CP
Any time you are in a form of transportation it will be attacked.

Everything Is Fine Now +300 CP
There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

I'm going to take a walk +300 CP
You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

Lost or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Empty Handed +400 CP
For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Alone +400 CP
For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Powerless +400 CP
For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

I am bound by my word +400 CP
You are bound by any promises you willingly make.

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

Here comes the bad part +400
Whenever you get new information there will always be a bad part of it.

Where am I why am I here +400 CP
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

That wasn't so difficult +400 CP
You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.

Deathbound +500 CP
For the duration of this Jump you will die at least once a year.

False Friends +500 CP
At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game +500 CP/+1000 CP
It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.
For **+500 CP** this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.
For **+1000 CP** the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time sensitive subplots; you will not gain a lives system or any of the in-game power ups however there may be collectibles that do nothing. You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Us humans are full of surprises +600 CP
It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

So Weak +600 CP
At some point during this Jump you and all your allies will be defeated, there is no way around this, you will lose and you will all be captured.

Auto-Punishment +600 CP
Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a “normal” human rate in spite of any healing abilities you might have.

Boss Rush +600/1000 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all. For **+1000 CP** all the opponents will have their raw power to reach yours but they won’t gain any extra training or proficiency.

AU Continuity +1000 CP
You are not in the canonical story but an alternative universe randomly created from all the

FanFictions and Fan Theories.

Random Setting +1000 CP

By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Notes:

Big thanks to u/the1ian for helping me look over this and suggesting some perks

If you get the **"Colony City"** Booster your offspring count as Followers, unless you let them inherit one of your Perks, then they count as your children and are given the full benefits Companions have.

For the "**Prime Master Spark**" Booster you only have access to the Prime's sparks, not their wisdom or memories, though you can choose to remove their sparks the only other vessel that can hold them is the body of another Prime chosen by the Matrix, otherwise their spark will reject any other option presented and would destroy whatever vessel they were placed into as well as themselves. Some examples of hosts would be other universe versions of Optimus Prime, clones of yourself or Optimus, or other universe versions of the original 13 Primes.
Also the sticker you get from Primus for purchasing "**Prime Master Spark**" is an Autobot version of the Megatronus sticker from Transformers ONE. The sticker Megatronus gives you is the sticker from the movie.