
THE TRANSFORMERS
EVOLUTIONS #1
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INTRODUCTION

Gain 1000 Steam Points

Stop me if you've heard this one before:

Two factions of intelligent machines come down from the stars.

One side calls themselves the Autobots. They fight for peace, scientific advancement, and the freedom of all living beings.

The other side calls themselves Decepticons. They believe in conquest, industrialization, and victory by any means necessary.

Their never-ending war ends up dragging them to a humble little marble that would later be known as Earth. The intensity of their battle leads both sides to remain deactivated until the time comes for the war to start right back up like nothing happened.

Here's where things start to get mixed up.

Their nap is disturbed over two centuries earlier than expected. Smack-dab in the middle of the Industrial Revolution.

Both sides wake up and quickly befriend a number of human allies such as John Henry, Nikola Tesla, Mark Twain, etc.

The Decepticons quickly get up to their old tricks while the Autobots try to stop them. With the leaders of both factions still out of commission, the basic rank-and-file are left to pick up the slack.

Things will get even more troublesome in about two more decades, where an eldritch Infestation begins to plague this world, calling forth an ancient god that could spell doom to man and machine alike.

You'll be here for a decade minimum.

ORIGINS

Choose apparent age & gender freely (if applicable).

Man

- *Gives 200 Steam Points.*

A flesh-and-blood human being. You may not have any fancy wheels or big guns, but this is your world. May God show mercy on any alien fool who thinks they can take it from you without a fight.

Machine

- *Free of Charge.*

A Transformer, or "Cybertronian" as they call themselves. A giant metal man with the ability to disguise themselves as any similarly sized vehicle or machine. Strong enough to tear a human in two without even trying and tough enough to shrug off anything weaker than a jackhammer. You can upgrade your body further in the **Workshop** section of this Jump.

Monstrosity

- *Costs 1000 Steam Points, Exclusive to Infestation Faction.*

You're no machine, but you certainly aren't human. For lack of a better word, you're a god. Not some bearded man in the clouds, you're something ancient, something alien, something corrupt. A few years from now, a writer named H.P. Lovecraft will call creatures like you "Elder Gods".

You resemble a giant aquatic monster. Weak-willed men will die of fright upon seeing your horrible visage. You can reach out to the dreams of psychically sensitive individuals, driving them mad with forbidden knowledge. You can spawn monstrous minions to serve you, or even parasites that can possess flesh or machine alike.

And that's only accounting for the superficial traits and abilities of your kind that a mortal can easily comprehend.

You cannot die as mortals understand the concept, no matter how thoroughly you are mutilated. However, depending on the damage you sustain, revival can take years, if not centuries.

FACTIONS

Any faction can be taken as Drop-In.

Innovation / Autobot

- *Free of Charge.*

You believe in scientific advancement and industrial progress, but more so in regard to how it can help all of humanity and not just you personally. Perhaps you're an inventor, an artist, an officer, a laborer, or just someone with a deep respect for anyone willing to work for their meal.

Industry / Decepticon

- *Free of Charge.*

Industry isn't always pretty. Nothing would ever get done if you're always fretting over things like the environment or your employee's wellbeing. You could be a soldier, a businessman, a bandit, or anyone who recognizes that profit and progress are one in the same.

Infestation / The Elder God

- *Free of Charge. Requires Extension & Connection Drawbacks.*

You care not for matters of liberty or finance. You are a servant of Eldritch forces, whether you are one such grotesque entity yourself or simply one of their reanimated thralls. The unenlightened may cower in fear of your gifts, but in time they will see as you do, it is inevitable.

This faction can only be chosen as long as you take **Connection** to ensure the events of Infestation 2 are canon, and **Extension** to ensure you'll be around long enough to experience them.

INSIGNIA

Free for all.

For no cost, you receive an aura that embodies the ideals of your respective faction, even if you aren't visibly wearing the insignia. For an extra 50 SP, you can extend this aura to anything you place this insignia on, even to those who have never heard of "Autobots" or "Decepticons". Attempting to use the aura of a conflicting faction from a different Transformer Jump will override the effects of this.

Autobot

- *Free of Charge or 50 Steam Points. Exclusive to Innovation Faction.*

The Autobots believe in the ability of technology to help people. This aura compels others to recognize their own gifts and to see the potential in themselves to create a brighter future. It also makes them more likely to believe that you really do have their best interests at heart.

Decepticon

- *Free of Charge or 50 Steam Points. Exclusive to Industry Faction.*

The Decepticon's believe in nothing more than progress for its own sake. This aura compels others to be more selfish, to think only about how you can help them achieve their goals no matter who else has to suffer. This also tends to make people more short-sighted in their blind greed.

The Elder God

- *Free of Charge or 50 Steam Points. Exclusive to Infestation Faction.*

You care little for the concerns of mortals. Weak-willed beings exposed to this aura gradually find their emotions becoming more unstable, more twisted. Indifference becomes horror, horror becomes despair, despair becomes madness, and madness becomes worship. In short, it compels the emotions of the weak-willed to become more extreme and unstable.

While the Elder God has no insignia, you can pay to receive an eldritch rune with much the same effect of spreading the influence of this aura.

INNOVATION PERKS

Discounted to Innovation Faction.

Planting Seeds

- *Costs 100 Steam Points or Free of Charge for Innovation Faction.*

You intuitively realize when someone is really ready for the wisdom you wish to bestow on them. Whether it's a new technology or the secret of a grand conspiracy. You can sense who can really handle this information, and who will break down in denial or use this knowledge for evil.

Oil and Sweat

- *Costs 100 Steam Points or Free of Charge for Innovation Faction.*

Anyone willing to work for their pay is worthy of respect. You have a natural affinity with those who pride themselves as being hard workers. Whether you're an eldritch monstrosity of a giant robot, as long as you value labor as much as the other person, you'll be friends in no time.

Who's Who

- *Costs 200 Steam Points or 100 for Innovation Faction.*

What an odd coincidence that almost every human the Autobots interact with go on to become legendary figures in American history. Or maybe not. Those who ally with you find themselves overflowing with the passion to pursue their dreams. Even once you part ways, this will stick with them and inspire them to become household names in their respective fields.

Living Legend

- *Costs 200 Steam Points or 100 for Innovation Faction.*

Much like John Henry, you have physical strength that others would call superhuman. If it takes most people five hammer strikes to drive a railroad spike, you can do so in one. This is relative to your current species. Even if you were a species that is naturally much stronger than an average human, your strength would be freakish even by their standards.

Gambling With Fate

- *Costs 400 Steam Points or 200 for Innovation Faction.*

When the stakes are at their highest, fate has a way of tweaking fortune in your favor and making last-resort gambles almost five times more likely to pay off. You succeed in resuscitating a legendary hero moments before you freeze to death, the terrorist's gun jams as they try to kill their hostage, your struggling engine starts just in time to escape the killer, etc.

Pioneer

- *Costs 400 Steam Points or 200 for Innovation Faction.*

You have the potential to go down in history as one of history's greatest minds alongside Thomas Edison or Nikola Tesla. Not only are you a genius inventor, you have a knack for grasping the principles behind completely alien technology or combining drastically different forms of technology, like retrofitting an alien robot to run on coal.

God Killer

- *Costs 600 Steam Points or 300 for Innovation Faction.*

Prime is so much more than just an Autobot. Mere hours after waking from his millennia-long name, he strolled into the ocean and managed to fight off an elder god single-handedly. Like him, you are similarly effective against eldritch foes. Creatures that cause others to die of fright just from seeing them, you can stare straight in the eyes without the slightest discomfort. You find your physical attacks to be bizarrely effective against such entities. While this alone won't let you kill them, the injuries you inflict on them can take years, if not centuries to fully recover.

INDUSTRY PERKS

Discounted to Industry Faction.

Dropping Bombs

- *Costs 100 Steam Points or Free of Charge for Industry Faction.*

Knowledge is a drug without equal. Should you possess information that another party would find valuable, like advanced technology or corporate secrets, you know how to leverage this to play into your hand. Before long they'll be completely blinded by their greed for this knowledge.

Decepti-Con-Man

- *Costs 100 Steam Points or Free of Charge for Industry Faction.*

You are a master of deception and backing out of deals when it suits you. Fittingly enough, you have a knack for forming connections with the exceptionally greedy or morally bankrupt. Though, make no mistake, they're probably looking for every opportunity to backstab you too.

Trailblazer

- *Costs 200 Steam Points or 100 for Industry Faction.*

A wise man once said, "Luck is what happens when preparation meets opportunity" and you are a very lucky man. You always know an opportunity when you see it, even if nobody else can. What products people want before they ask for it, what investments will pay out billions in the long run, what rails to build for future business endeavors, etc.

Under Wraps

- *Costs 200 Steam Points or 100 for Industry Faction.*

A man's greatest weapon is their connections. You are a natural at forming massive information networks to keep you informed of anything in the country you could hope to know. This also gives you an eye for others trying to keep their influence hidden, and how to track them down with even the vaguest trail of breadcrumbs to work with.

Bridging the Gaps

- *Costs 400 Steam Points or 200 for Industry Faction.*

You have an odd ability to transform incomplete blueprints and theories into working products. From flying machines to power generators. The solutions to every little defect and logistic issue that the designers can't resolve practically scream out at you. Only works if these plans are at least 80% of the way to completion before you get your hands on them.

March of Progress

- *Costs 400 Steam Points or 200 for Industry Faction.*

You have the ability to train your laborers to work with obscene speed and efficiency. This is limited by their personal strength and numbers, but a dozen of your workers can do the work of three dozen of anyone else's. If your workers were as strong and tireless as the Decepticons, they could build a railway from Death Valley to New York in just a few days.

Mock Test

- *Costs 600 Steam Points or 300 for Industry Faction.*

You have the ability to rewrite an unconscious being's memories to implant the identity of a specific individual onto them. They will wholeheartedly believe themselves to be this person, and any evidence to the contrary will likely result in an existential crisis. This is the same method the amoral Shockwave used to change the Maximal aboard the Axalon into facsimiles of famous Autobots and Decepticons to serve as his own personal test-run for the Great War. This is designed for mechanical beings, but with experimentation, this can be tweaked to function on organics as well.

INFESTATION PERKS

Discounted to Infestation Faction.

Seas of Infinity

- *Free of Charge. Exclusive to Infestation Faction.*

You may have once been just man or machine, but now there is something more to you. From your body sprouts several large organic tentacles that you can wield with immense precision and raw strength. If cut or severed they will regenerate over the course of a day.

Island of Ignorance

- *Costs 100 Steam Points or Free of Charge for Infestation Faction.*

Much like Lovecraft himself, you are psychically sensitive to Eldritch forces. You will often experience nightmares of unspeakable monstrosities. While this can act as a subtle warning to the past, present, and future actions of such entities, it provides no protection for your sanity. Can be toggled.

Among the Herd

- *Costs 200 Steam Points or 100 for Infestation Faction.*

The more one worships you (or someone you consider your master), the more their flesh distorts in a particular fashion. Perhaps their skin turns grey and their eyes orange, or they acquire various aquatic traits, or an extra eye, etc. This provides no special abilities, but allows fellow followers to immediately recognize one another, and share an unbreakable bond.

Without Knowledge, Luster, or Name

- *Costs 200 Steam Points or 100 for Infestation Faction.*
- *Free of Cost to Monstrosities and Incompatible Machines.*

You resemble a hybrid between a human and a fish. You can breathe underwater, survive substantially more injury than any human, swim with more grace than any natural-born sea creature, and are immortal unless killed. Post-Jump this can be treated as an altform, and you can choose to pass down these traits to your offspring.

A New Dark Age

- *Costs 400 Steam Points or 200 for Infestation Faction.*

Your memetic presence spreads faster than any virus could hope to. Your cults take root in weeks and artistic representations of you inevitably become cultural phenomena. You can even utilize a subtle psychic power that causes knowledge of you to stubbornly resist any efforts to censor it, and even appear in the dreams of psychically sensitive individuals.

That Which Can Eternal Lie

- *Costs 400 Steam Points or 200 for Infestation Faction.*
- *Free of Cost to Monstrosities.*

Barring forces that dwarf you in power or those that defy the very laws of reality, the concept of "death" just doesn't seem to apply to you. No matter how thorough your destruction, you can slowly recover from any damage. However, you can be "killed" plunging you into a comatose state while your body revives itself. This can take years, if not centuries, and if a Jump ends with you in this state, your Chain will conclude as if you had died.

Strange Aeons

- *Costs 600 Steam Points or 300 for Infestation Faction.*

It would appear that you have mastered the art of Eldritch Magick. Most of these rituals involve corrupting others in body or mind, drawing energy from ancient gods, or conjuring monstrosities to do your bidding. Almost all these rituals involve human sacrifices or similar transgressions. Even if you perform the ritual perfectly, you are toying with forces beyond human comprehension, and the risks of your efforts backfiring miserably are ever-present. However, with enough preparations, you can evoke apocalyptic effects, or even rupture the boundary between universes.

WORKSHOP

Exclusive to Machine Origin.

Standard Features

- *Free of Charge or 50 Steam Points Per.*

If their sheer size and metal composition wasn't a dead giveaway, these "Transformers" are stronger and tougher than any human could hope to be. Able to throw around trees and boulders with ease.

All your kind have a variety of built-in guns and gadgets, but your most notable ability and namesake is your ability to disguise themselves as just about any machine or vehicle similar in size to themselves. Anything from locomotives to crossing lights to the cannons on a battleship. They can do this by "scanning" an example of what they want to turn into, which instantly restructures their body to make that their "altmode". They can even imitate large living beings in this way. However, the disguise is much less convincing, being visibly mechanical.

You may choose any one machine or vehicle that would have existed during the Industrial Revolution to serve as your default altmode. You can technically change this at any time, but selecting it as your default, you will be able to revert your body to this configuration in future jumps, even if you've long since scanned something new.

Alternatively, you can hold onto your altmode as a prehistoric beast from before the Autobots and Decepticons entered hibernation as your default altmode. Though if you refuse to choose a modern form your respective faction may make a fuss over all the attention you draw to yourself.

You may import a mechanical altform/vehicle/machine you possess as your default robot/altmode for no costs, unless the capabilities of what you're importing are far beyond what a Transformer in this world would otherwise possess. In that case you would need to pay 50 SP each. In either case, anything you import will have the aesthetics modified to better fit the technology of this time period.

Drone

- *Costs 150 Steam Points.*

You have a symbiotic bond with a small Transformer almost a fraction of your size that will loyally do your bidding. They can store themselves in your body while not in use, and while their power pales in comparison to yourself, they are handy for jobs that require a more delicate touch.

Triple-Changer

- *Costs 200 Steam Points.*

As the name implies, this upgrade allows you to pick two alternate modes that you can freely switch between without needing to re-scan. Taking this also allows you to pick a second default altmode.

Flight

- *Costs 200 Steam Points.*

Instead of scanning a vehicle that currently exists, you modeled your altmode off of a blueprint for a theoretical flying machine. Without taking this, you will be unable to take the form of any flight-capable vehicle.

Titanic

- *Costs 200 Steam Points.*

Much like Shockwave, you are absolutely colossal. Most other Transformers barely reach past your knees. Naturally, you possess the raw strength and durability to match your frame. There are very few land vessels in this age that are large enough to serve as your alternate mode.

Mass-Shifting

- *Costs 200 Steam Points Per.*

A special technology that certain Transformers possess that allows them to shift into alternate modes far larger or smaller than should be possible, somehow altering their actual mass and weight in the process. With this a regular-sized Transformer can shrink into a pistol that any human could wield, or a train large enough to transport dozens of other Transformers. You can also decide the extent of the shift. You must decide upon purchase whether this shifts you up or down and must be purchased twice for both.

TOOLS & MANPOWER

One discount per tier.

Next Stop

- *Costs 50 Steam Points per or Free of Charge with discount.*

With one purchase, you can import an old ally or create a new one. They gain 600 SP to spend and can gain more from Drawbacks. Each additional purchase doubles the number of companions you can import/create.

All Aboard

- *Costs 50 Steam Points per or Free of Charge with discount.*

With one purchase, you receive a slot that can be used to recruit a native of this world as a companion, with their informed consent. Each additional purchase doubles the number of slots you receive.

Lucky Hammer

- *Costs 50 Steam Points or Free of Charge with discount.*

Well, not just a hammer. This also includes a shovel, an axe, and a variety of other unpowered 19th century tools. They can all be considered quite "lucky" in the sense they won't break even if swung with inhuman strength for years without any semblance of maintenance.

Nature's Cradle

- *Costs 50 Steam Points or Free of Charge with discount.*

An odd small patch of land hidden somewhere in every world you visit. You always intuitively know its location. Anyone who enters this secluded area can willingly enter a state of suspended animation where they will neither age nor starve for years or centuries if need be.

Blueprints

- *Costs 100 Steam Points or 50 with discount.*

A collection of unfinished blueprints from some of the greatest minds of this age. From prototype flying machines or submarines to more hypothetical marvels from the desk of Nikola Tesla. Antiquated by Transformer standards but human brilliance can catch even them off-guard at times.

Submersible

- *Costs 100 Steam Points or 50 with discount.*

Cutting-edge technology in this age. Your own tiny submersible vehicle, allowing a single humanoid to dive as far as three fathoms. Luckily, this vessel has had all the defects of Mr. Muldoon's initial prototypes all ironed out. It's perfectly seaworthy, as long as nothing pierces it.

Weather Balloon

- *Costs 200 Steam Points or 100 with discount.*

When suspended high into the sky, this large balloon can draw power directly from the ionosphere. A massive injection of electricity is needed to jump-start the conversion process, but once active it will continuously output millions of watts for as long as the balloon stays afloat.

Flying Machine

- *Costs 200 Steam Points Per or 100 with discount.*

Not content with modern human vehicles, many Decepticons chose to scan unfinished blueprints to experimental flying machines. From bat-like biplanes to enormous zeppelins. You may receive one of these vehicles, translated from theoretical prototype to a fully-functioning vehicle.

Astrotrain

- *Costs 200 Steam Points Per or 100 with discount.*

An enormous steam engine of Decepticon design. It wields speed and durability few Cybertronians can match, let alone any locomotive humans could build. If taken alongside **Tin Soldiers**, your troops can combine to become the different carts of this train.

Bare Essentials

- *Costs 300 Steam Points or 150 with discount.*

Nobody ever said that technological revolution came cheap. Every week, you will receive a large shipment of lumber, coal, iron, and similar common materials needed for any 19th century industrial pursuit. The shipments are already paid for. You can cancel or resume these shipments at any time, should storage for all these materials become an issue.

Tin Solders

- *Costs 300 Steam Points or 150 with discount.*

Who could say no to a workforce of tireless living machines? You receive a bulk companion of 12 loyal Cybertronians. They possess an ideology and moral compass compatible with your own. They are masters of combat and engineering alike. They could easily construct a train track stretching from Death Valley to New York in a matter of days.

Nest Egg

- *Costs 400 Steam Points or 200 with discount.*

You're one of the lucky pioneers who got in just in time to make a fortune in this age of industry. You are the owner of an enormous company that has expanded in the US enough to make you obscenely wealthy. Alternatively, your wealth may come in the form of piles upon piles of gold and money acquired through less than legal means.

The Forge

- *Costs 400 Steam Points or 200 with discount.*

An enormous factory clearly built by Cybertronian hands. This factory exists in an enormous lot of land known only to you. As long as you have the raw materials for it, this factory can be modified to mass-produce just about anything you know how to build in the fraction of the time it'd take any human-built factory. The pollution this emits is equally substantial.

DRAWBACKS

No drawback cap. Companions cannot take 0 SP drawbacks.

Extension

- *Gives nothing, optional.*

By taking this, you can extend the amount of time you spend in this world. You can stick around for 20 years to take part in the events of Infestation 2 or stick around all the way to the events of Infestation 2, or all the way up to the present of the modern IDW Comics.

Connection

- *Gives nothing, optional.*

Hearts of Steel would later be used as fodder for a number of crossovers, and even integrated into the larger IDW continuity through some truly bizarre retcons. By taking this, all these crossovers are cannon to this world, and all the weirdness that implies.

Wrong Horse

- *Gives 100 Steam Points.*

You are a terrible judge of character. Whether out of greed or naivete, you are prone to allying yourself with blatantly untrustworthy characters. If you ever learn your lesson, it'll only be after the damage is done.

Prejudiced

- *Gives 100 Steam Points.*

You absolutely hate industry. In your eyes, all these fancy machines only serve to steal jobs from hard-working men and women. If you yourself are a machine, you are completely oblivious to the hypocrisy in this.

Destitute

- *Gives 100 Steam Points.*

You'll have severe money troubles for the entirety of your time here. You'll always barely have enough to get by and attempts to acquire loans or sponsors always fail in a public and humiliating fashion.

Quack

- *Gives 200 Steam Points.*

You pride yourself as an inventor despite virtually all of your creations failing spectacularly. Through an unwarranted sense of pride in your brilliance, you adamantly refuse to pursue any career other than inventor. You will quickly become a laughingstock for your repeated blunders.

Fossil Fueled

- *Gives 200 Steam Points.*

This is an age of steam, and for some weird reason this means that now you also run on coal. Using any supernatural abilities from outside this world requires you to burn coal. This naturally equips your body with a built-in furnace. Yes, even if you're a human.

Save me Metalman!

- *Gives 200 Steam Points.*

Your mental strength is akin to a toothpick before a hurricane. It takes very little shock to send you into a panic. Let's hope you don't pick a fight with any eldritch monstrosities, as simply looking upon their bodies could very well cause your heart to stop from pure fright.

Tainted

- *Gives 300 Steam Points per.*

Some form of eldritch parasite has seized control of one of your most trusted companions in body and mind. They will attempt to destroy you and all you care about. Failing to extract the parasite before the end of the jump will cause this companion to be left behind in this world. Can purchase additional times to plague more of your companions.

Layabout

- *Gives 300 or 500 Steam Points.*

Your body is trapped in a state of deep hibernation. It is only possible to awaken you with an absolutely absurd surge of power. If your allies fail to awaken you in 10 years, your Chain will end as if you died. For an extra 200 SP, one of your allies will be actively trying to convince the rest of your people to avoid awakening you at all costs.

ENDINGS

Where will the train tracks take you now?

Stand Down

- *Go Home.*

You've decided to put an end to all this Jumping business and return to your home world. No shame in quitting while you're ahead.

Rise Up

- *Stay Here.*

Unfinished business? Fair enough. You've decided to retire as a Jumper in order to remain in this world for the rest of your days.

Roll Out

- *Move One.*

It's been a wild ride, but you've spent long enough at this stop. You'll be saying goodbye to this world for now, as you make your way to the next.

NOTES

Jump by Gene.

I don't mind people reposting my Jumps in other communities. However, if you see someone complaining about a dead link, let them know I post all my non-lewd Jumps to the /tg/ drive. Always check there first before requesting access from me.

Heights are very inconsistent in HoS. One panel Starscream barely reaches up to Shockwaves knees, and then in the very next he only needs to crane his head slightly to look him in the eye. However, barring Shockwave most of the Transformers are fairly similar in height, which is why I didn't put the standard "pick your height" option.

Use your own imagination for what the **Monstrosity** species option can and can't do. On one hand, this is part of a crossover series where several comic worlds are being invaded by Cthulhu Mythos entities. On one hand, it is made very explicit that these are the same entities from Lovecraft's stories. On the other hand, Prime takes down an Elder God with nothing but two buzzsaws, so make of that what you will.

Check out Chris McFeely's video on Hearts of Steel to discover how bizarre this continuity is, especially the bizarre retcons made to connect it into the main IDW canon.