Jumpchain

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Hello and welcome to Transformers Multiverse! If you're unfamiliar with the Transformers series, then here's the quick version. Transformers are synthetic lifeforms that come from a cybernetic planet called, Cybertron. To spare you the details, there's two main factions the Autobots and Decepticons. The reason they're battling one is unimportant and boring so just know that Autobots hate Decepticons and vise-versa. As robots in disguise part, they can take alternate modes, which are often vehicles for you know faster mobility and stuff.

Now you've caught up, survive **10** years!

Discounts are **50%** off price

Setting

Roll **1**d**8**, **100cp** to choose

In Transformers Jump instead of one universe it's an entire multiverse. As such you'll be jumped to one these universes.

1.) War on Cybertron - In this universe, a worker from the lower castes, Megatron, overthrew the government and started a war. You start right after Autobot and Decepticon war starts.

2.) G1 Series - In this universe Transformers awake from a million year sleep, to renew their war on 1984 Earth.

3.) Beast Wars - Same universe as G1 but this time it's millions of years in the future, after "The Great Upgrade" in which the Transformers become smaller and at least in some ways more organic. The setting takes place in prehistoric Earth after timeslip accident, here there's Maximals and Predacons instead of Autobots and Decepticon. Yes there's still a war.

4.) Transformers Armada - In this universe the war is over Mini-Cons, tiny robots that hold power, and like G1 they both end up taking a cat nap for millions of years, waking up in a version of Earth that's roughly in the early 2000s.

5.) Transformers Animated - Set in Detroit where Autobots and Decepticons fight it out over the AllSpark, and bitches. Seriously its set in Detroit, expect to have your rims stolen at some point.

6.) Transformers Prime - After the events of War on Cybertron, this universe takes place on Earth that's roughly in the 2010s, you arrive 3 years before the show with rest cybertronians.

7.) Bayformers - Movieverse thought up by Michael Bay, searching for the All Spark or something like that. Main attraction here is Megan Fox, Megan Fox look alike, and Shia Labeouf. Did I mention explosions? Everything here has to have explosions.

8.) Free Choice - The All Spark is upon you, choose from one the above.

Assignment

Scout - You're a newly minted cybertronian, with no memories, and no experiences other than what you bring with you. You've been assigned as a scout, your job is to be the eyes and ears of your faction.

Soldier - You've been assigned as a warrior, your job is to fight for your faction. Your memories are filled with lots of death and destruction, followed by sheer boredom, punctuated by fear. This has shaped your personality matrix to be stoic, and grim.

Scientist - You've been assigned as a scientist, it's obvious by looking at you that you're smart, you're filled will various cybertronian knowledge of the arts, science, and technology. Your job is to be a medic, researcher, and mechanic all in one. This has shaped your personality matrix to be practical about everything, to the point of allowing few to die to save the majority.

Leader - You've been assigned as a leader, your job is to inspire and lead a squad or group of transformers of your faction against the opposing faction. This has shaped your personality matrix to be courageous and weather hardship in face of death.

Chassis

Everyone likes being giant robots so here's some various bodies you can choose from!

Small Chassis - 100cp (Free **Scout**)

- **Altmode Examples**: Sport Cars, Motorcycles
- **Canon Examples**: Camaro (***Bubblebee***), Motorcycle (***Arcee***)
- **Beast Wars Era Altmode Examples**: Spider, Rat
- **Beast Wars Canon Examples**: Blackwidow (***Blackarachnia***), Common Rat (***Rattrap***)

Size: 3m (9ft 10in) to **5m (16ft 4in) / Beast Wars Era Size: 1.5m (5ft)** to **1.95m (6ft 5in)**

Medium Chassis - 200cp (Free **Soldier** & **Scientist**)

- **Altmode Examples**: Jets, SUVs
- **Canon Examples**: HMMWV (***Breakdown***), Jet (***Starscream***)
- **Beast Wars Era Altmode Examples**: Utah Raptor (***Dinobot***), Gorilla (***Optimus Primal***)
- **Beast Wars Canon Examples**: Utah Raptor (***Dinobot***), Gorilla (***Optimus Primal***)

Size: 5m (16ft 5in) to **8m (26ft 2in) / Beast Wars Era Size: 2m (6ft 6in)** to **3m (9ft 10in)**

Large Chassis - 400cp (Free **Leader**, Discount **Soldier**)

- **Altmode Examples**: Semi Trucks, Tanks
- **Canon Examples**: Semi Truck (***Optimus Prime***), Tank (***Megatron***)
- **Beast Wars Era Altmode Examples**: T-Rex, Rhino
- **Beast Wars Canon Examples**: T-Rex (***Megatron***), Rhino (***Rhinox***)

Size: 8m (26ft 3in) to **12.2m (40ft) / Beast Wars Era Size**: **3m (9ft 11in)** to **3.66m (12ft)**

Human Body – 0cp

- This is weird you're all fleshy it's as if you're human. You don't benefit from Cybertronian Physiology
- Use your body mod for your height/weight, as well your physical attributes.
- Any internal tech is instead clunky equipment that look like something out the 80s, and any programming is what was learned instead of programmed. At end the jump any internal tech can be merged into your body. Equipment are marked with an *.
- You don't get Robots in Disguise, and you can't choose any upgrades besides Techno-Organic.

Cybertronian Physiology

ROBOTS IN DISGUISE! (**Free All**) - You're a robot now; as such you don't need to breathe, eat, or sleep. You do require Energon to survive, without it you'll go into stasis lock. This stasis lock last forever unless your spark (life-force) is extinguished or you get enough Energon back in your systems. As a Transformer your strength depends on your chassis, **Small Chassis** can lift **25tons (22t)**, **Medium Chassis** can lift **50tons** (**45t**), and **Large Chassis** can lift **100tons** (**90t**). ***Beast Wars Era*** the strength levels are **10tons (9t)** for **Small Chassis**, **20tons (18t)** for **Medium Chassis**, and **30 tons (27t)** for **Large Chassis**. Transformers brain circuits are not unlike a highly advanced super computer, giving the average transformer a level of intelligence similar to that of human geniuses. Your robot body is extremely tough to damage, military grade anti- materiel weapons and Energon weapons are only thing that are capable of damaging you. Even then the average transformer can take a beating and survive.

Altmode (Free All) – All Transformers have an Altmode which is either an animal or machine. You can turn into any animals or machine that you fits your **Chassis** type. You can choose to change into any animal or vehicle form that you've seen in your previous adventures, or for the future you can scan it. For maximum size in your Alt form you take your robot form and add **+2m (6ft 6in)** to its maximum height or in case of planes, wingspan. **Beast Wars Era** Transformers can only choose animal or beast like forms, they've lost their ability to change into vehicles or other machines.

Alternative Mode Options

Triplechanger (200cp) - Transformers normally only have one alt, you on the other hand are built differently. You can choose another

DeceptiveCon (200cp) - You've mastered the art of transforming into an object much smaller as your altmode, instead of a vehicle or animal. Examples include ***Megatron G1*** (Walther P38) & ***Soundwave*** (Cassette Player)

ASSSTRROOOOTRAAAIINN! (**500cp**) – Through the miracles of Cybertronian science your altmode(s) are way larger than a normal transformer. This allows you to act as a transport to your fellow Transformers. The maximum length that is allowed is at **200m** (**656ft**), however when you transform into your altmode you make a conscious decision on how big you are in your altmode. **Examples include** - ***800*** *Series Shinkansen* trains, and *SV-**2** Normandy*. Your strength increases dramatically allowing you to carry several Transformers without tiring. **For Beast Wars Era, this allows you to transform into Kaiju size version of your regular self.**

Programming & Internal Technology

Quiet as a Rattrap (100cp) (Free **Scout**) - **Stealth 101**. Your programming encompasses the basics of stealth, shadowing, and tailing.

Battle Computer (100cp) (Free **Soldier**) – Your programming encompasses the basic knowledge on all Cybertronian weapons. There's no weapon you're not familiar with, and you're an expert with all them.

Science! (100cp) (**1st** Free **Scientist**) - Your programming is focused on either Mechanics, Medical, or a field of Science (**Pick One**), this gives you equivalent of a Cybertronian PHD in that field of study. You receive discounts on the other specialties if you choose this again.

That's Just Prime (100cp) (Free **Leader**) - Your programming has it you know how to inspire others, with words, actions or threats. For this your companions are more willing to lay their sparks down for you.

Overclock (**200cp**) (Discount **Scientist**) - You've tampered with your brain circuits increasing the efficiency of data, **doubling** your intelligence to that of a normal cybertronian. By tampering with your brain circuitry even further you've unlocked the ability to overclock them, temporarily **doubling** your intelligence again and your perception of time slows down to a crawl for a few seconds requiring only a minute of light activity or less to recharge. Overtime you can upgrade your brain circuits to better process data, so that your previous overclocking at **quadruple** intelligence of a normal cybertronian becomes normal. When you overclock after this your intelligence is boosted to total of **x8** to that of an average cybertronian.

Sneak Attack (200cp) (Discount **Scout**) - Transformers have parts that act like organs for Energon, you've been programmed with knowledge on how to strike these organs causing massive damage. When attacking an unaware target you do much more damage than you would normally.

Aim Assist (200cp) (Discount **Soldier**) - Transformers naturally have motion tracking and aim assisted programming. Yours however is better than the rest, allowing tracking multiple targets and keeping aim while on the run. You'll hit your targets more often.

Warcry (200cp) (Discount **Leader**) - On your words alone, you can inspire fear into the enemy causing the weakest foe to run away in terror and the strongest a micro-cycle of self-doubt where there was none before. In addition this acts as a temporary boost in ally morale.

Master Builder (**400cp**) (Discount **Scientist**) – You've been programmed with mastery of Cybertronian science allowing you jury rig any tech you see, as well allowing you to quickly build even the most complex Cybertronian tech within a reasonable time period. Smaller devices are almost instant, larger devices take some time and more components. However with enough material you can build a temporary space bridge. Despite your mastery of Cybertonian science, creation of a Spark and therefore intelligent life, organic or inorganic is beyond you.

Cloaking (400cp) (Discount **Scout**)* - By bending the light around your body you're able to temporary cloak yourself from all sensors for as long you don't move beyond walking speed or cruising speed, attacking will disengage the cloak. The cloak as a **5** minute cool down period after used. In addition your body has special paint and angles that throw radar off permanently, showing you to be a much smaller target.

Body Reading (400cp) (Discount **Soldier**)* - Your mastery of all forms of combat has trained your senses and your onboard computers to predict what your opponent's next move is going to be before they even make it.

Deployers (400cp) (Discount **Leader**)* - Under your command are mini transformers who act as spies, and tools for your cause. Their chassis is at Mini with maximum height of **1.82m (6ft)**, they get **300cp** to spend on abilities and equipment you can only have **4** Deployers at maximum. When they're not in use their altmode is that of a data disc that is stored in your body. They're semi-independent and can be deployed for long durations without supervision and they all have below average intelligence to that of an average cybertronian, about on par with a human.

Phaseshift Module (**400cp**)* - This module is an experimental phase shift technology that's still unclear how exactly it works even by Cybertronian science. It allows you to shift your mass, as well that of whatever you're holding or touching, into a parallel dimension for just a moment. This allows you to either phase through solid objects, or negate attacks. This however is extremely Energon taxing, and can only be performed handful of times before you've exhausted your Energon supply to dangerous levels.

Upgrades

Upgrade! (500cp) (Discount Beast Wars Era) Depending on your setting, you receive an upgrade to your Transformer body. **You can only have one upgrade**, with the new one replacing the old. **Choose one**.

- **Technorganic (BW, G1, Animated) -** Perfect mix of inorganic and organic, increasing your physical abilities by a huge amount & additionally the All Spark has given you wisdom that is beyond a normal Cybertronians experience allowing you great insight and understanding of the world around you. Also you can eat organic food to replenish your Energon, but technorganic food gives you more Energon. This also gives Cybertronians the ability to reproduce.
  Must have animal or animal-like altform. However due to the fact that you've been remade into a partially organic and inorganic being, you lose any Alternative Mode Options if you had any.
- **Matrix of Leadership (All) -** You've become a Prime! Greatly increases your physical abilities by huge amounts & increases your ability to lead to the point where you can lead an entire faction without much trouble.
- **Fuzor (BW)** ***(200cp)*** - Fusion of two animal forms or animal-like forms, increases your physical abilities by a huge amount.
- **All Spark Chosen (All) -** You've been selected by All Spark to be Transformer Jesus-Buddha, you'll become much more likeable and charismatic able to talk your way out of most situations with ease. Additionally the All Spark has given you an insight on life itself this gives you vast amount of wisdom that rivals the greatest Philosopher-Kings. Additionally with the secrets of life in your mind allowing you to create a Spark. Sparks take time to nurture only **one** every **9 months** can be created and machines implanted with a spark become sentient but their mind is like a child's which will "grow up" in **1 month**.
- **Reformated (G1, Armada, Bayformers) -** How it happened, is up to you but you've been reformatted and now better than ever. Greatly increases physical abilities and your intelligence is increased to the point where you're one the most intelligent Cybertronians ever.
- **Transmetal (BW)** ***(200cp)*** **-** Side effect to a Vox super weapon explosion while in transit through warp space, this has made your Beast altform is more robotic, vehicle transportation while protecting you from Energon. Your robot form now is more faux organic.
- **Legendary Beasts Spliced (Prime) –** Shockwave has uncovered way to clone the ancient CNA of some the most primordial beasts of yesteryear. You've been fortunate to been spliced with some that CNA. This grants you a huge increase in physical abilities, the ability to breathe Fire or Acid or Ice. Additionally you can take an increased beating. All alternative forms are changed into a dragon or other mythological beasts. Yes that includes Unicorn, if you can pull it off.

Equipment

Technology

Hover Board (50cp) – It's a futuristic hoverboard! Allows you to fly at real fast.

Datatrax (**100cp**) – These are the primary storage unit for data similar to a USB drive & hard drive to Transformers, but with much more advanced technology. Each Datarax has massive amount of storage is approximately a zettabyte in size.

Power Bonds (100cp) – This is a small handheld device that when activated turns into a band of energy that's used to restrain a target. They're impossible to break, and will continue to squeeze the more the target struggles. However it won't kill or seriously injure the target.

Smoke Screen (**200cp**) – This module creates and stores magnetically charged smoke in special internal containers, when released it interferes with all vision, and sensors for a short duration depending on wind conditions.

Cybertronian Forge (**600cp**) **–** Somehow a good portion of your warehouse is now a mini cybertronian factory. This automatic factory prints out Cybertonium, a material that Transformers bodies are made out of. This is a room temperature super conductor and is the basis of all Cybertronian technology. It also functions as a 3D printer, but its programming is blank ready for input.

CR Chamber (**600cp**) – Transformers are incredibly tough, however they still can be injured. As long the spark isn't extinguished there's still hope for an injured Transformer. This device is a huge chamber that you stand in putting you in a cryogenic state, and with advanced cybermedicine it's able to repair just about any injury. The time taken depends on the state of the Transformer ranging anywhere from a few hours to a month. This requires constant flow of Energon and may or may not be confused for a torture chamber.

Weaponry

- **Energon Melee Weapon** (**Free All**) - Every bot worth their Energon has a melee weapon, these weapons like everything else runs on Energon but are very efficient and practically never run out of Energon.
- **Energon Battle Pistol** (**Free All**) - This is a pistol. Reload required after **8** shots. Comes with **5x** zoom.
- **Scatter Blaster** (**100cp**) (Free **Scout** & Discount **Soldier**) - This is a shotgun. Reload required after **2** shots.
- **Neutron Assault Rifle** (**100cp**) (Free **Scientist** & Discount **Soldier**) - This is a sonic fully automatic assault rifle. Reload required after **32** shots.
- **Magma Frag Launcher (100cp)** (Free **Leader** & Discount **Soldier**) - This is a grenade launcher. Reload required after **3** shots. Grenades are stick grenades which can stick to any surface and remote detonate.
- **Null-Ray (200cp)** (Discount **Scout** & **Soldier**) - This is a semi-automatic sniper rifle. Comes with **10x** zoom. **4** shots before having to reload.
    - **-UPGRADE- (400cp)** (Discount **Scout**) - Upgraded version of Null-Ray, hits harder and has near **infinite** range.
- **Photon Burst Rifle (200cp)** (Discount **Scientist** & **Soldier**) - This is a **3**-round burst battle rifle. Reload required after **24** shots. Comes with **5x** zoom.
    - **-UPGRADE- Path Blaster (400cp)** (Discount **Scientist**) - Upgraded version of Photon Burst Rifle, its semi-automatic and fires molten metal.
- **Ion Blaster (200cp)** (Discount **Leader** & **Soldier**) - This is a fully automatic rifle. Reload required after **50** shots.
    - **-UPGRADE- Subsonic Repeater (400cp)** (Discount **Leader**) - Upgraded version of Ion Blaster, hits harder and with more accuracy.
- **Fusion Cannon (600cp)** - Drawing energy from an unknown interdimensional source, the fusion cannon fires gamma-irradiated plasma at a target. Reload required after **8** shots.

Fellow Cybertronian Allies

AUTOBOTS ROLL OUT! (**200** to **500cp**) - Your companions get an upgrade, they get **500cp** to spend on this Jump like they were the Jumper. First **200pts** is for your **1st** companion, **100pts** for **2nd** & **3rd**, or **500pts** total for all **8**.

Combicon (400cp) - You may combine with up to **8** other Transformers to form a super transformer that starts at **12.2m (40ft)** and adds **3m (10ft)** per additional Transformer. However your minds are melded together creating a gestalt entity that is its own being. It has access to all the powers of the Transformers it's made of including your previous Jump powers. This form is extremely taxing on the mind, body, and Energon. The maximum duration you can stay in this form is **10** minutes with **4** hours recharge period. Any damage taken while in this form is divided up among the participants when they split.

Drawbacks (Choose up to 600cp)

- **+100cp Inefficient** - You're an Energon guzzler! Your Energon needs are doubled and your Energon efficiency is ½ it was before.
- **+100cp Traitor** - You've switched to the other faction, because this you'll have to prove you're not a spy to your companions and teammates alike. You'll also be targeted more often by your former faction.
- **+100cp Missing Voice Module** - You can't talk normally, however you can convey simple messages by changing the radio quickly enough to convey words. However it gets really annoying after a while.
- **+200cp Annoying Teens** - No matter where you go you have at least **5** teenagers tagging along with you. Not only do they end up getting captured, trapped, or incapacitated in some way; you're programmed to try and save them no matter the cost. Icing on the cake, they're all annoying and putting themselves in danger on a weekly if not daily basis. Autobots usually attract the outcasts such as nerds, geeks, new kids, and the like. On other hand Decepticons attract the bullies, hipsters, and people trying to stick it to ***THE MAN***.
- **+200cp Starscream Syndrome** - One your companions, or a random Transformer, will become your Starscream. They'll plot against your back quite loudly, profess to everyone they desire what you have, and mumble about domination and conquest when you speak to them. Should they succeed they become The Jumper. However just like Starscream they almost always end up failing, yet you always keep him or her around. Even Autobots have their fair of showoffs who feel that they should be the leader, and will constantly challenge your authority.
- **+400cp ME GRIMLOCK** - Your intelligence is reduced by quite a lot, anything beyond the most simple terms escape you. Your speech reflects this referring to yourself in third person. In addition your aggression and anger levels are increased dramatically which you have an overwhelming urge to express this through violence against others.
- **+400cp Yes Master** - Your spark is very resistant to deletion, unfortunately your leader holds it in their hands. At any moment they can squeeze the spark causing you great pain. Even the Autobot leader like Optimus Prime will use this liberally, because he's a dick like that. The other downside is that you must obey your masters every command as well you can't injure or kill your master, if your master is in danger you must shield them with your body.
- **+600cp Universal Joke** - Much like Waspinator, the universe hates your guts and you know it. Expect for the next 10 years to suffer lots of pain and be a constant joke among your allies and enemies. Your death is almost guaranteed, but luck smiles upon you as your death will not come from anything other than violence.
- **+600 You are Sam Witwicky** - How much do you value your sanity? You're now a splitting image of Shia LaBeouf, even if you're female. Not only that you sound like him trying to act, so imagine the most flat and annoying voice, that's your voice now. Lastly your powers, except for any bought here, are locked for duration of this jump, but you can still access your warehouse still.

After The End

You've completed the Jump! All drawbacks are taken away, and you get to keep your abilities and companions you gained. You get to choose from the following:

Autobot Rolled Out - You've decided to return home, you retain all your shit from previous Jumps.

Cyberton is my home - You've decided to stay, Transformers really don't die of old age, but if you do your spark joins with The All Spark in Core of Cybertron.

Decepticon Terrorize! - You've decided to move on. You've retained your robotic body, but now can switch between human and whatever form you choose and back. You'll never run out of Energon and routine maintenance is no longer a thing. Yes this means you can now turn into a Ferrari as a human. It might look weird, but weirder things have happened. Alternatively you can store your robotic body in your warehouse and jump into it at any point; or ride around/on top of its alternative form. Either way it's up to you which you choose, and switching out is easy as dropping off equipment. The third option is to take your body as a companion, but there's no AI aboard so YMMV on its effectiveness however it can host any AI companion and they'll only count as one.

Notes

- **If** you're human and take Techno Organic upgrade you gain Cybertronian Physiology. Additionally you've gained an armored alternative form which you can actually import a power armor or armor to take on that alternative form. If you don't have any don't worry, you'll be given one with characteristics of a small chassis without the height increase.
- **After** you finished here, you might as well notice THERES NO FREAKING ENERGON ELSEWHERE! MAH GAWD! Don't worry! In your warehouse an Energon Cube appears every **24hrs**. Don't worry about your Transformers body, Post-Jump you don't require Energon for it.
- **Normal** transformers need an Energon Cube, which is equivalent of **1000** barrels of oil, every day. This is like the **4000** calories active duty soldiers take in. **Beast Wars era**, they can subsist off of an Energon Cube for **1 month**. You can convert other forms of energy into Energon, but it's very inefficient. Any other fuel source other than Energon corrodes the systems of a Transformer, it's like poison.
- **After the jump your transformer form becomes an Alt-Form.**