

Full Name: Knock Out

Nickname/Alias: Gold.

Origin: His Carrier had actually originally wanted to name him Goldspark, but his Sire insisted on naming him Knock Out, having high hopes in him 'knocking out' any competition of whatever path he decided to take.

Title: Doctor.

Pet Name: Lambo-boy, brat, diva.

Gender: Mech.

Gender Role: Fluid.

Orientation: Homosexual.

Age in Human Terms: ≈23

Height: probably about 15 feet.

Personality: Gold is sometimes best described as "a weird, kindhearted dork with nervous and narcissistic tendencies". He's more tentative around people he doesn't know, and is not quick to trust due to past experiences. But he will most likely help virtually anyone who is in need of his medical assistance.

He is more likely to run or back down from a fight if he can, unless someone he cares about is in danger, in which case he tends to step in enough to be risking his life. He hates the idea of anyone having to die before it's their time, and is not afraid to stand up and voice this.

Gold is also very, very childish. He's bound to joke around, challenge people, stick his glossa out, pout, and or prank someone. He is, after all, actually quite young, especially at Spark. His age roughly calculated in human years would probably about 22 to 24. He acts so childish now because he didn't get much chance to do it before.

Family by CNA: His Carrier was a purple and white Seeker by the name of Eclipse. His Sire was a deep crimson and black Seeker by the name of Apoplex. He had an older brother by the name of Nitroburst, who was a dark blue Seeker.

'Family': Silverriver, a silver and black four-wheeler, was the closest thing Knock Out ever had to a sibling and he considers her to be his sister. Sheave, an rather elderly white and silver mech, was the closest thing he ever had to a real 'father figure'.

Parenting: Apoplex was strict and abusive, whereas Eclipse was loving and understanding.

Eclipse always had Knock Out's back and was always there for him, despite Apoplex's urging that she let Knock Out fend for himself as Nirtoburst had.

Upbringing: His Sire despised grounders and insisted that Knock Out despise them as well. He was told every day that Seekers were superior and that he shouldn't waste his time on anyone who wasn't one.

Infancy: As a sparkling, Knock Out was ignored by both his Sire and older brother for the most part. Eclipse nurtured him in this time, and Knock Out was quite content.

Childhood: As he grew older, Knock Out finally tried to get attention from the others of his household. He started trying to impress his Sire to get attention, but was ignored for the most part. Nitroburst, on the other hand, finally took note of his younger brother. He teased him and

made off comments on how their Sire didn't even want him in the first place and that he was a mistake.

Adolescence: Around this time Knock Out had started going to school to become a medic. His Carrier gave support, whereas his Sire insisted he wasn't going to make it through and he shouldn't even bother. Knock Out becomes best friends with a four-wheeler by the name of Silverriver, and she encourages him to just be himself and not let his Sire and brother bring him down. At some point, he realized he was attracted to mechs and decided to come out to Silverriver. She told him he shouldn't be ashamed for it (granted in Cybertronian society, this never really is a problem, it still felt weird to him due to everything he's seen during his childhood). His brother found out when he decided to go out with a grounder mech, which went against everything Apoplex had tried to 'teach' them, and finally started being physically abusive to him along with his verbal abuse. Eventually, Nitroburst 'accidentally' set it up so their Sire found Knock Out kissing his grounder mechfriend. Apoplex grew infuriated and went off on Knock Out, ruining his wings and casting him out of the family. His last words to Knock Out were "If you love the groundpounders so much why don't you go and become one".

He was found and taken care of by a few 'street-rats' for awhile and formed a strong bond with them all. After a bit of struggle Silverriver found Knock Out, insisting he come with her. She practically dragged him to her relative who went by the name Sheave. Sheave took Knock Out under his wing and helped him complete his medical training to earn his medical licence.

Though Knock Out didn't keep it for long after performing an illegal procedure to save someone's life. He didn't mind much, instead retreating with Sheave to become a non-profit, underground medic of sorts. He was honestly thrilled to be able to help virtually anyone finally.

Adulthood: The war had already broken out by the time Knock Out reached the Cybertronian equivalent of eighteen. He and Sheave were still working as underground medics, helping those who were left behind to die on a battlefield. Unfortunately doing so was risky and one of the people they saved ratted them out to the Decepticons. A few Decepticons arrived and insisted that they joined the Decepticon cause, and Knock Out flat out rejected them, urging them to attack him. Sheave intervened, killing two of the Decepticons before receiving a fatal wound. The remaining Decepticons told Knock Out he had a few hours to reconsider and they left him to mourn over his dying mentor.

Coming of Age: Knock Out had to grow up rather quickly as soon as he entered into the Decepticon ranks. They had zero tolerance for any childish behavior, and he quickly managed to adapt himself into a facade to save himself. Unfortunately, even after having left the Decepticon ranks, the facade had become a part of him and lingers in the shadows of his processor.

Evolution: Knock Out's learned to stand up for himself and now won't stand to just let someone abuse anyone else simply because they can. He stands up for himself and others, even if he risks slipping back into his darker self that he's been running from since it formed during his time as a Decepticon.

Species: Cybertronian

Sub-species: Seeker-turned-Grounder.

Preferred Hand: Right hand is preferred, but he's ambidextrous.

Eye Color: Gold.

Paint Color: Matte black.

Decals: Silver and white tributals down both arms.

Color of Accents: Gold.

Distinguishing Features: Golden hips, optics, and touches of gold throughout his frame.

Silver-white decals down arms.

Alternate Form: Lamborghini Reventon.

License Plate Number: JOFY 892.

Place in Time: His universe is much different from the canon universe, so placing his exact location in relative to the show is rather difficult. This is because some events have happened that hadn't canonly, as well as some canon events not happening at all. The best placement for him would have to be around the start of the hunt for Predacon bones. Some canon experiences haven't happened to this Knock Out in particular, due to his development whilst the series was still ongoing.

Differences: There are many differences between Gold and his canon counterpart. The most notable one being the fact that his optics are gold, not red. The reasoning for this is simple: when he was informed Airachnid had killed Breakdown, he changed his optic color in memory of his fallen partner (also, gold was his original optic color from birth; he changed when he went Decepticon).

Another noticeable difference would be the fact that he is an Autobot already. Gold left the Decepticons because he had nothing left keeping him there, and he was going to be marked as a traitor anyway, for many reasons... mostly because of his act of treachery he committed when he decided to rescue Ratchet from the Decepticon clutches.

Any other interests in differences can be answered through questions.

Allergies: N/A

Handicaps: Due to an incident with Nitroburst, Knock Out has somewhat poor eyesight without any aid. It's not totally unmanageable as much as its a nuisance.

Weaknesses: Gold is partially blind without the aid of a visor, which he often refuses to use because he doesn't wish to be questioned on it. He is also small, although his quickness tends to make up for that factor. Gold isn't quite strong enough to have strength as an advantage, although many tend to be surprised at what strength he does have.

Current Residence: Any Autobot base. He tends to go where he's needed.

Bosses: He only listens to Optimus Prime, and it's purely out of respect.

Pets/Familiars: Cybercat named Jinx. She's a horrible cat to anyone but Gold and his children, and hates Ratchet when it suits her.

Prized Possession: A beautiful, handcrafted buffer with gems implanted in it that his now-dead mate Breakdown had made for him.

Pet Peeves: People trying to tell him how to do his job, or claiming they're fine when they're obviously not.

Closet Hobby: Making things humans might (i.e. the stuffed cat he gave to his Sparkling).

Guilty Pleasure: Uh, Lamborghini.

Strengths: He's usually rather calm under pressure when it comes to medical procedures, and quick at thinking on his feet. He's also always willing to listen to people and try to see the good in them (which could also be a weakness).

Flaws: Knock Out is quite a push over, and always tries to please virtually anyone. He also has a dark side due to his past can be triggered.

Lures: Strong mechs, usually ones that are very commanding. Mostly because it's what he's grown up with. He's also ironically terrified of them.

Soft Spot: Sparklings, animals, and anyone who seems helpless or have suffered abuse.

Cruel Streak: Threatening people they care about, or just generally pissing him off. Especially if it has to do with his Decepticon past.

Weapons and Devices: Gold is equipped with drills and buzzsaws for both servos, and an energon prod that can also fire shots. He also has guns located in his doors in both forms, yet is forgetful of them due to their being a rather new upgrade. Recently, he's come into possession of a mirage device, giving him the capability of cloaking himself as well as projecting false images. And the newest addition to his devices would be small balls, that are essentially grenades that send out electricity that is intended to stun the weaker of armor or circuitry.

Signature Quote: "Sit still or I'll amputate it."

Ego/Superego/Id: He's infected with a virus that makes him more likely to lean towards his Id. Especially when excited or in a dangerous situation.

The Shadow: Cold sparked-killer. Someone who would do anything to appease an inner demon from his past. He tends to get depressed or angry whenever the 'demon' makes itself known.

Persona/Mask: Narcissistic asshole who's innocent to things along the lines of interfacing.

Role: Assistant Medic.

Alignment: Netural Good.

Comparison: That one cat that shoves everything off your desk when you ignore it.

Vice: Pride.

Virtue: Kindness.

Defining Moment: The first time he ever saved a life, he realized he loved the feeling. How much gratitude the other person showed, and how it made him swell up with pride that he could actually do something. He realized that it was indeed the right path for him.

One Word: Brat.

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