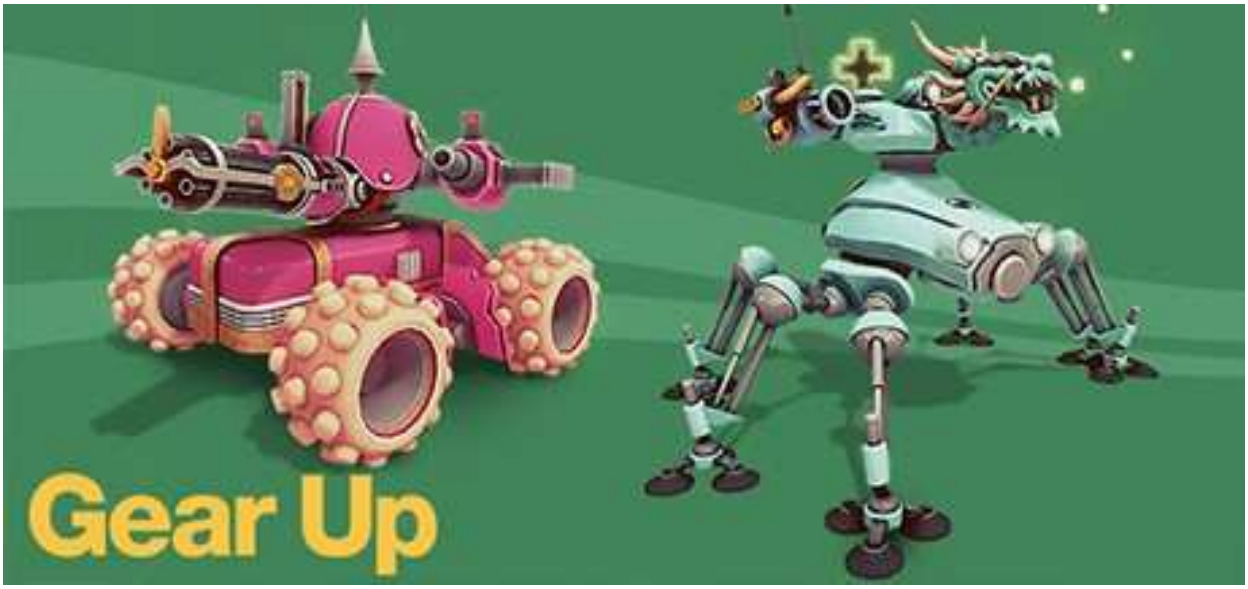


Gear Up CYOA (Jumpchain-Compliant!)

Welcome to a world of modifiable, technicolor tanks, propelled by wheels, balls of slime, hover turbines, treads, powerful legs, and more! These tanks are armed with everything from flamethrowers to tesla coils that shoot balls of lightning, to guns capable of (seemingly) magically repairing other tanks! You'll be fighting across multiple maps – sometimes on a team, and sometimes on your own! You'll face down myriad builds with an untold number of part combinations that produce interesting effects! There's honestly not much in the way of a plot or even characters here – it's just good, cartoony tank shooter fun!

You might want this.

+1000 CP

Now get on out there and gear up! You've got a great ten years ahead of you.

Section 1: Specialty

Your age doesn't really matter here, but go ahead and roll 1d8+16 for it. Your gender also doesn't really matter, but you can pick 50 CP to change both or just stay with what you had before and keep the roll. The options below represent your specialty in the various match types of Gear Up, and will determine where your tank-driving skillset lies.

Basic [Free!] - You might not have the sheer amount of parts that other players have bought yet, and you've got no new memories, but that won't stop you from attaining synchronization with your little tank.

Deathmatch [50 CP] – You are a soldier, a one-tank army, determined to eliminate all who oppose you. You're constantly hunting new, higher kill-counts, always seeking to add your name to the leaderboards.

Team Deathmatch [50 CP] – You're not as strong on your own as others, but your specialty is taking your strengths and using them to balance out the weaknesses of others. You might not make the leaderboards, but your comrades will often see you as the MVP of a match.

Conquest [50 CP] – You're not just out to kill tanks – you're here to take territory and hold it. From your base camp, you're the one launching onto the front lines to conquer the battlefield for your team!

Premium [100 CP] – You don't necessarily have a particular skillset – but you do have a lot of money. Money that you can throw around to get all the best parts in the business. Who needs skills that have no chance of matching up to your perfect builds?

Section 2: Skills and Perks

A Discounted perk is 50% off for the specified Specialty.

Garage [Free] - During a battle, you can swap out Gear Up parts you own for other parts from here on your tank, allowing you to respond to new challenges in real time! The Garage doesn't seem to accept otherworldly items for some reason, but whatever – who needs 'em?

Good Clean Fun [50 CP] – Something about the pastel color of your tank, the silliness of its propulsion systems, or maybe even just the air you breathe in it, just makes driving and fighting in it *fun*. Whatever may come, you don't ever really seem to get bored of this thing.

Power Ups [50 CP] – Every so often on the battlefields here, you'll find a floating power-up with one of four effects – slightly raising your Tank's weapon damage, refilling its main Weapon's ammo, repairing some damage, or slightly increasing your Tank's armor. Now you can find (and drive through) these every two hours or so once you've left this world! The repair and ammo-refill power-ups have an instantaneous effect, while the damage and defense boosts only last for about twelve seconds.

Guts [100 CP, free Basic] – You may not have the sheer skills others are toting in this world, but you make up for it in bravery and enthusiasm. Your will to prove yourself drives you onward, making your tank perform slightly better all-around in your hands.

Kill Count [100 CP, free Deathmatch] – At any time, you may ask yourself how many of a specific type of enemy (or how many members of a group of enemies) you have killed within a specified time period – for instance, “how many tanks have I blown up today?” Within five seconds, you will receive an

exact answer from a voice that sounds much like a text to speech device.

Color Coded For Your Convenience [100 CP, free Team Deathmatch] – You can toggle this ability on and off at will – as to what it does, it's simple! People who hold hostile intent towards you will have an aura of your least favorite color, while those who are on your side or see you as a potential ally will have an aura of your favorite color. Others will appear as a color towards which you have no specific feelings.

Hold the Line [100 CP, free Conquest] – When it comes right down to it, you gain a small, but appreciable boost to defense and accuracy when your tank is stationary. It's almost as if you can act more like a turret than a tank while holding or trying to seize a capture point.

Hard Work [200 CP, discount Basic] – It *is* pretty hard work keeping up with the pros, but it seems like the more effort you put into a match, the more you'll get out of it – the will to win actually does matter! When you're truly emotionally invested in a tank battle, you'll find what weapons you do have dealing slightly more damage and occasionally firing a shot when by all means you shouldn't have any ammo left.

Battle Rage [200 CP, discount Deathmatch] – During a tank battle, when your little fighting machine is on its last scraps of armor integrity, you can enter a sort of “fury mode.” This greatly increases the damage and fire rate of your main weapon, but it's nothing truly supernatural – you're more brute-forcing the tank's systems into going faster and switching gears on the fly if anything.

I've Got Your Back! [200 CP, discount Team Deathmatch] – You're adept at providing backup to your allies when they're in danger – specifically, you have a sense as to when your teammates desperately

require aid against an opponent that outmatches them, outsmarts them, outnumbers them, or any combination thereof.

I *Am* On The Cap, Hardhead! [200 CP, discount Conquest] – You've learned one secret to holding territory from the enemy – doing so unseen. Your enemies' senses will be confounded further than they would have before when you manage to remain within the area you're defending while not being within sight.

Beginner's Luck [400 CP, discount Basic] – Your hard work and guts can only carry you so far, but sometimes you just get lucky. Your tank is more likely to just barely avoid a shot that should have hit, or make a shot it by all means should have missed. Leaps of faith will succeed more often, and let's face it – sometimes it's good to grab a repair power-up just before the other guy does.

Git Gud [400 CP, discount Deathmatch] – You have a rather surprising ability – you can spur on the development of others' tank skills by insulting them! The more you harp on their deficiencies and get on their nerves, the harder they'll work just to shut you up – and the better they'll get at whatever it is they were trying to beat you at.

The Cavalry Has Arrived [400 CP, discount Team Deathmatch] – Your allies can now, should you allow it, summon your tank to within a 30-meter radius of them should they ever find themselves outnumbered or outgunned. Whether or not you are *in* the tank is up to you. Do remember that it can't fire without you at the controls. Well – unless it *can,* but there's certainly no automated tanks *here*.

I'm In Your Base, Killing Your Dudes [400 CP, discount Conquest] – While this may merely help you take territory *here*, a robust knack for locating enemy strongholds, spawning points, and fortresses is

always useful. If you can keep your enemies from leaving their respawn point, that's more chances for your team to swoop in for the win.

Section 3: Tank Parts

Parks marked as Discounted are 50% off for the specified Specialty – however, the Premium Specialty has a 50% discount on *all* Tank Parts.

Each Tank has a few different types of Parts. **Hulls** are the base bodies of the Tanks, to which almost all other Parts are attached. **Turrets** are the Parts bolted to hulls that carry a Tank's main **Weapon**, of which it can usually have only one, and its **Supports**, which act as accessories to the Weapon for a bit of extra damage. All Turrets, unless otherwise noted, can hold two Supports. **Propulsion** systems are how a Tank moves, and there are four different types, which will be elaborated on later. These also determine how quickly the tank moves, and whether it can traverse water, climb buildings, or get good speed on the ground. In total, the average Tank has 1 **Hull,** 1 **Turret**, 1 **Weapon**, 2 **Supports**, and 1 **Propulsion** system. Some Hulls and some Turrets allow for more.

Starter Set

Hull – Scout [Free] – This decent hull is, while a bit light for its strength, a general-purpose beginners' tank hull.

Turret – Scout [Free] – This turret turns relatively quickly while still having a decent amount of weight to it.

Weapon – Basic Cannon [Free] – This cannon deals an okay amount of damage, has a decent splash range, a tolerable firing rate, and fires in an arc.

Propulsion – Scout [Free] – This set of treads is nimble for its weight and can grant decent speed to the Tank it's attached to.

Hulls

Heavy Hulls [Discount Deathmatch]

Assault [100 CP] – This hull is something like a Scout hull with an extra armor layer.

Miner [200 CP] – This boxy hull is slightly heavier than the Assault hull, and trades speed for an increase in armor and stability.

Submarine [300 CP] – This submarine-shaped hull is amazing for defensive purposes, but suffers from incredibly low speed.

Elephant [400 CP] – This, the most heavily armored of all Hulls, is also the slowest. Its boxy shape prevents any sort of aerodynamism, and its weight keeps users firmly rooted on the ground.

Light Hulls [Discount Team Deathmatch]

Vintage Rocket [100 CP] – This is the heaviest of the Light Hulls, but it is noticeably faster than its counterparts.

Flying Arrow [200 CP] – This light, swift hull is unfortunately still weighed down by a respectable degree of armor – but not nearly as much as, say, the Assault.

Town and Country [300 CP] – This light, fast hull can still hold up against small bursts of gunfire long enough for you to get away.

Airliner [400 CP] – Of the light hulls, this is by far the fastest, though it has the least armor.

Technical Hulls [Discount Conquest]

Assist [200 CP] – This distinctive hull has two Support slots built into it, allowing the Tank to hold two more Supports.

Hammer [300 CP] – This Hull has a weapon hardpoint built into it, allowing an unturnable Weapon to be mounted to it without an extra Turret.

Twin [400 CP] – This powerful hull has a hardpoint for a second Turret, thus allowing for the mounting of an extra Weapon and two extra Supports – possibly.

Turrets

Armored Turrets [Discount Deathmatch]

Assault [100 CP] – This turret is a direct armor upgrade to the Scout, and is thus capable of taking more hits.

Miner [200 CP] – This turret has a low turning rate, but is highly resistant to damage.

Submarine [300 CP] – Looking like the top of a submarine, this turret is perhaps the fastest-turning of the heavily armored turrets.

The Mine [400 CP] – This is the most damage-resistant of all Turrets, but has a slow turning speed and thus cannot bring Weapons or Supports to bear quickly.

Swift Turrets [Discount Team Deathmatch]

Hidden [100 CP] – This fast-turning turret is hidden under a cardboard box.

Shark [100 CP] – This turret is not only quick to respond to inputs, but also looks like a shark! Pretty cool, huh?

Town and Country [200 CP] – This classy turret swivels on its axis smoothly and efficiently.

Visor [200 CP] – This turret resembles a space helmet with a visor and turns noticeably faster than the Shark or the Hidden.

Helmet [300 CP] – This Pickelhaube-shaped Turret is streamlined and sharp-looking, and it has a decent turn speed to it.

UFO [300 CP] – This saucer with a brain in it is also one of the fastest-spinning turrets around! Also, if you're doing a space-agey thing, it's good to have on hand.

Sputnik [400 CP] – Resembling a certain Russian satellite, this is the quickest-turning turret in production, aiming weapons almost as soon as they're done firing at the last guy.

Technical Turrets [Discount Conquest]

Double Basic [200 CP] – This swift-turning light turret allows the user to mount two Weapons to it at once. However, it cannot mount Supports.

Double Round [300 CP] - This heavily-armored turret allows for the mounting of two Weapons to it at once. However, it lacks Support slots.

Propulsions

Treads [Discount Deathmatch]

Vintage Tracks [100 CP] – These treads are meant to get Tanks over all sorts of rough terrain, and are so easy to steer that something without thumbs could drive a Tank sporting these.

Tracks Basic [200 CP] – These treads are not only better armored than the Vintage Tracks, but also just as easy to drive. Smooth sailing is in your future!

Jack Knife Tracks [300 CP] – These treads are wide and powerful, preventing entry into most tight spaces but allowing some excellent climbs.

Power Tracks [400 CP] – These are the most heavily-armored set of treads available, as well as the most durable of all available propulsion systems.

Wheels [Discount Team Deathmatch]

Fenders [100 CP] – These basic wheels are good at getting a Tank going, but are outdone by some other options.

Buggy [100 CP] – These wheels have less traction and acceleration than the Fenders, but a better top speed by far.

Go-Kart [200 CP] – With the highest top speed of any Propulsion system, these wheels are *made* for those who drive fast and die hard.

Six Wheels [300 CP] – Instead of four wheels, your Tank has six! This increases its acceleration greatly, but its top speed is a bit limited.

Miner [400 CP] – Somewhere between wheels and treads lies this armored space-age propulsion system. It has the armor and stability of treads with the on-road acceleration of wheels, but is rather limited in top speed.

Legs [Discount Deathmatch]

Flea [100 CP] – These legs allow a Tank to walk up the sides of buildings at a quick pace, but are weakly armored and prone to losing their grip at the worst times.

Spider [200 CP] – As a direct armor and stability upgrade to the Flea legs, the Spider legs are decent all-around, but have trouble accelerating.

Beetle [300 CP] – The Beetle set is the most heavily armored set of Legs, but renders a Tank incapable of navigating tight spaces due to how wide it is.

Slimeball [400 CP] – This slimy ball, with its low acceleration, has a curious property – not only can it stick to walls, it also allows the Tank it's attached to to turn almost instantly in any direction! Add to that the fact that it leaves a slimy trail behind it, and you've got quite the oddity.

Hover [Discount Conquest]

Turbines [100 CP] – These slow-moving turbines allow your Tank to hover across water, but are difficult to steer.

Hover Discs [200 CP] – These discs allow a Tank to cross water, and are faster than the Turbines, but have issues with gravity should the Tank be jostled out of an upright position.

Fans [300 CP] – These powerful fans allow a Tank to cross water, and are easier to control going forward than the Hover Discs, but have issues turning.

Vintage Jets [400 CP] – Swift, airborne, and prone to spinning out of control on even the slightest turns, this propulsion system exemplifies risk and reward.

Supports

Close Combat Supports [Discount Deathmatch]

Minigun [100 CP] – This Support-sized machine gun is immensely fast-firing.

Autocannon [100 CP] – This weapon is a Support-sized version of the Autocannon.

Autolaser [100 CP] – The Autolaser is a decent Support for the purpose of getting enemy Tanks out of your face.

Spear [100 CP] – This Support-sized Harpoon variant is sure to pierce enemy armor!

Proximity Mines [100 CP] – These small mines will detonate when an enemy Tank approaches

Ranged Supports [Discount Team Deathmatch]

Bumblebee Missiles [100 CP] – These small missiles can be fired rapidly, but don't do as much damage as some others.

Laserbeam [100 CP] – These beams are strong and have an incredibly long range, but fire nowhere nearly as quickly as other laser weapons.

Basic Missiles [100 CP] – These missiles are simply decent all-around.

Fireworks [100 CP] – Bright, festive, and highly explosive, these rockets are sure to brighten up your day!

Wasp Missiles [100 CP] – These small missiles are a lot stronger than their size would indicate – or that's what your opponent will be saying when you rip them apart with these.

Mortars [100 CP] – These arc-firing long-ranged artillery supports deal decent splash damage and are the bane of much armor.

Repair Gun [100 CP] – This small energy blaster allows you to repair allied Tanks slightly.

Mobility Supports [Discount Conquest]

Lawn Mower Blades [100 CP] – These blades have enough thrust to slow a fall from a decent height, but won't lift you too high from the ground.

Fans [100 CP] – These fans can lift a Tank slowly but surely from the ground, but do require recharging every so often.

Speed Jets [100 CP] – These powerful boosters allow your tank to reach blinding speed!

Jump Engine [100 CP] – This recharging jet allows the Tank it's attached to to leap from the ground,

Wings [100 CP] – This nifty little wing will extend your air time greatly, allowing your jumps to go farther!

Miscellaneous Supports [Discount Conquest]

Stealth [100 CP] – This optical camouflage device projects a shifting invisibility field around the Tank using it. However, this field has a severe weakness – diverting power from it to move across the battlefield or fire weapons will weaken or even disable the field, thus allowing enemies to see you.

Antigravity Device [100 CP] – By slightly lessening the weight of a Tank without affecting its armor, this device can make even the most densely-armored of tanks a bit more maneuverable.

Armor Booster [100 CP] – These tubes boost the effectiveness of all of your Tank's armor, making it that much tougher.

Health Generator [100 CP] – This small mechanism will slowly self-repair your Tank, making sticking around in battle a bit easier.

Support Wheels [100 CP] – This self-righting mechanism will allow your Tank to immediately regain balance after being flipped or knocked over.

Weapons

Caliber Weapons [Discount Deathmatch]

Sniper [300 CP] – This sniper rifle can cripple most Tanks in one shot from long range, but is slow to reload and has terrible recoil. It also needs to be reloaded every seven shots and is near-useless at short range.

Sniper “Desecrator” [500 CP] – This incredibly powerful sniper rifle can take out most tanks from obscene ranges in a single shot, but its abysmal reload time, powerful recoil, and shallow ammunition pool means that more often than not, a Tank equipped with this weapon must stay unseen and on the move or be utterly destroyed.

Harpoon [200 CP] – This spear-gun fires a damaging harpoon into enemy Tanks – and can also slightly pierce armor.

Minigun Basic [100 CP] – This quick-firing, high-ammo, but low-damage gun is intended to induce destruction by a thousand cuts upon anything it faces. It also makes a really cool spinning noise while it fires.

Machine Gun [200 CP] – While this has more ammunition than the Minigun Basic, each individual shot is even weaker! It also, however, fires slightly more quickly.

Gatling Gun [300 CP] – You'll find yourself wanting to reload the Gatling Gun often – its sheer rate of fire means that even with one of the highest ammunition counts available here, it still runs out of bullets often!

Shotgun [200 CP] – This incredibly short-ranged weapon has a decent rate of fire and can put down even relatively tough Tanks in a single shot. Watch out for their respawn, though – or anything that survives the first hit.

Scavenger [200 CP] – This flamethrower is stronger than the normal Flamethrower and has better splash damage, but has less armor.

Grayhound [200 CP] – This relatively short-ranged weapon fires powerful circular saw blades

at your Tank's enemies, which travel along the ground and tear through armor.

Explosive Weapons [Discount Team Deathmatch]

Bronze Cannon [100 CP] – This cannon fires small, bouncing bombs that travel a short number of hops before exploding. Violently.

Cannon Heavy [200 CP] – This cannon is effectively an upgrade over the Cannon Basic, adding additional range and damage, but reducing its ammunition count.

Baboomer [300 CP] – This cannon has a larger blast radius than most others, but has slightly lower damage than the Cannon Heavy.

Winged Missile [400 CP] – This ornate rocket flies straight at opponents and can even reach across the field,

Dragon Cannon [300 CP] – This incendiary explosive is has decent range, nice damage, and a good amount of splash damage, but is relatively low on ammunition.

Automatic Missiles [300 CP] – While weaker than some other missiles, these rapid-fire rocket-propelled explosives can deal some serious hurt to an enemy.

A.N.T.I. Cannon [400 CP] – This powerful but slow-moving projectile is designed to tear through enemy armor, and has a decent splash damage radius.

Repair Cannon [100 CP] – Rather than an actual projectile, this cannon fires something akin to the healing power-up, allowing the Tank equipped with it to repair its allies.

Proximity Mine [200 CP] – This small bomb sticks to wherever you happen to fire it, then explodes violently the moment an enemy Tank gets close enough. Good for setting ambushes.

Energy Weapons [Discount Conquest]

Tesla Generator [200 CP] – This gun fires off a powerful bolt of lightning that attacks the very systems of other Tanks to deal damage.

Tesla Bouncer [300 CP] – This weapon projects a bouncing ball of lightning that remains on the

field a while to hit foes before dissipating.

Vintage Laser [200 CP] – This laser is powerful, and has good range, but splash damage is somewhere near a foreign concept to it.

Laser Auto Cannon [200 CP] – The lasers this cannon fires are weaker than those of the Vintage Laser, but fire at a much higher rate and take longer before needing to reload.

Plasma Blaster [300 CP] – This cannon fires superheated gas at your enemies, melting armor and dishing out heavy damage.

Flamethrower [300 CP] – This incendiary weapon is exceedingly good at one thing – dealing continuous damage to foes at short range. Perfect for smoking out snipers and dealing your opponent some sick burns!

The Tinker's Shop

These options are odd – specifically, they're only available to the Basic origin. Whoever this mysterious tinker is, you know one thing for certain – he or she isn't from around here, either.

For **50 CP**, you can convert a single man-portable weapon into a Support, shackling it to your Tank's energy reserves (which are theoretically infinite but have highly limited output, thus reducing the weapon's power) in exchange for allowing it to benefit from the power-ups in this world. For **200 CP**, you can convert a single weapon up to the size of an actual main tank gun into a Weapon, shackling it to your Tank's energy reserves in exchange for benefiting from your Tank's power-ups and perks. For a whopping 4**00 CP**, you can convert any one vehicle up to the size of a modern battle tank that you own into a Tank, allowing it to benefit from the Perks you purchased here and allowing its Hull to mount a Turret, Propulsion, Supports, and Weapon.

Section 4: Drawbacks and Future

You may gain up to +600 CP from Drawbacks here – anything else is just for flavor.

Multiplayer Bot Game [+100 CP] – During your matches, you will also be accosted by small flying drones equipped with emphatically weak, but quick-firing weapons of an unidentified type. While they won't ever strike a finishing blow to your Tank, you can expect them to be annoying.

Lag [+100 CP] – There will be a minor amount of lag between your inputting an action and your tank actually carrying it out. This won't hurt *too* much, but it *will* be hard to get used to.

Oh God Not The Snipers [+200 CP] – Almost all of the tanks you fight will either be heavily-armored tanks with dual machine guns or cloaked spider-leg snipers. Have fun.

Super Exploding Skills [+200 CP] – You can neither swim nor breathe underwater for the duration of your stay here. Better hope you never fight on Inferno Island.

Freeware [+300 CP] – You can only buy up to eight Parts in total, and can only pilot the Scout set for the duration of your ten years. Why would you subject yourself to this?

Failed Driving School [+300 CP] – You'd be a great tanker, you know, if you actually knew how to work the controls on this thing. For some reason, you'll just never be able to go the right way or fire the right weapon. This is gonna suck.

Medic Run [+600 CP] – While you can still purchase damaging weapons, you cannot use them during your stay – even one case of directly dealing weapon damage will send you home forever. Unless you

get really good at using the environment to wreck your enemies, you're gonna be a healbot for quite some time.

Regardless of the choices you made, at the end of the ten years here you have one last choice to make.

Go Home – So you just wanted a tank? That's fine, you can go home! You can't continue your journey after that, but you can keep everything you already have. You'll be back with your family, and time will resume everywhere. You'll be missed, you know.

Stay Here – There's really not much besides tank battles to do here, but if you do want to end your journey and make this your home, I can oblige. You'll have a brand new home here, and a shipment containing all of the Tank parts, as well as everything you already had. Your affairs will be taken care of at home, though you'll be missed.

Keep On Tankin' – You want to keep striving on towards that goal of yours? Who am I to argue! You know the drill – keep your stuff, you get yourself to a new world, and see what happens!

Notes and Clarifications

1. Even the strongest of the Weapons is on par with, say, a WWII tank gun.
2. The fastest possible combination of parts will still cap at about 200 km/hr.
3. The most heavily-armored combination of Parts here still won't survive a cruise missile or battleship fire, but it could probably take a Panzerfaust or two to the face and keep on chugging.
4. Even with the Wings, Speed Boosters, and Jump Engine, this thing still can't fly indefinitely.
5. Your opponents may or may not be cute girls doing tank things. Since you can't see the other Tanks' pilots, you might well never know.
6. Whatever it is these Tanks run on, are made of, and power their weapons with, it defies explanation or examination. Some sort of Nonsensoleum, maybe? The point is that taking one of these Tanks apart and putting it back together, even on the molecular level, will quite frankly reveal nothing at all about its workings. Extruders or dispensers have... problems reproducing its component materials. This thing doesn't even seem to have an engine! It's almost as it it just *works.* If I *had* to guess, the closest equivalent would be the Platonic ideal of a “cartoonish tank,” but even *that* doesn't seem to produce the same effects. Feel free to try anyway, it's your time – and who knows? Maybe you'll find someone someday who actually *can* replicate this stuff.
7. A little good news to soften that blow – your Tank, if destroyed, will reappear in the Warehouse in just five seconds!