Beyblade CYOA (Jumpchain-Compliant!)

Welcome to the world of Beyblade! In this world, powerful spirits known as Bit Beasts inhabit the most popular children's toy ever – the Beyblade! For years, great tournaments have been held to locate those most proficient in the art of Blading, overseen by the Beyblade Battle Association, or BBA for short. This world is one of amazing power in oddly spinning-top shaped packages, and to make it, you'll need...

+1000 CP

Now, get ready to battle! Go Shoot!

Section 1: Era

Roll 1d8+12 for age and keep your current gender, or pay 100 CP to choose both.

You can either choose your Era below or roll 1d8 to gain 100 CP.

1-2 – Bakuten Shoot (Original, V-Force, G-Revolution) – The earliest of these eras – discover the true nature of Bit-Beasts as you battle on, and if you wish to get involved with the plot, look for one Kinomiya Takao – he's in the same city you are and just about to start his adventure.

3-4 – Metal Fight (Metal Fusion, Metal Masters, Metal Fury) – This adventure begins somewhat later. In a tiny town called Koma Village, a boy named Hagane Gingka is on his way to make a name for himself in the world of Beyblade at the Battle Bladers tournament. While you start there, you need not necessarily interfere with the plot.

5-6 – Zero-G (Shogun Steel) – Again starting in Japan seven years after the end of Metal Fight, we find ourselves following the story of the Synchrome Bey-user Kurogane Zyro... or perhaps not. In either case, old enemies of Gingka's rise up again in this era, threatening to take over the Beyblade world.

7-8 – Free Pick – You may choose any of the above for free, lucky you! You can also choose Beywheelz: Powered By Beyblade or Beyraiderz if you wish, though those worlds have different mechanics and comparatively less to do.

Section 2: Skills and Abilities

Bey Control [Free] – You can give your Bey mental commands, and it will generally follow them. You're more likely to succeed if your shout commands at it, though.

Go Shoot! [Free] – You can pull the ripcord hard enough to send your Bey up to 3 meters straight ahead before gravity starts pulling it down – unless something hits it on the way, of course.

Rise Above The Storm [Free] – During your most dramatic battles, a special song of your choice will play in the general vicinity for all to hear.

Let's Beyblade [Free] – You can be taken seriously by adults, even though you're deciding the fate of the world with spinning tops. In other worlds, this will simply make others not question your choice of weapon.

Bey Coordination [100 CP, free Bakuten Shoot] – You are more competent with your Bey in general, and can also communicate verbally with your Bit-Beast.

Blader's Spirit [100 CP, free Metal Fight] – Whether in Beyblade or in life in general, you never really give up. Even the most demoralizing defeats take a day at most to recover from.

Intensive Training [100 CP, free Zero-G] – Your physical strength, speed, and stamina increase to peak human levels, and when specifically using a Bey, you can launch it hard enough to break down a steel door with it. Continued strenuous exercise will increase your Blading skill even further, and you will have an insatiable craving for hamburgers.

Invisible Bit-Beast [200 CP, discount Bakuten Shoot] – Your Bit Beast can now turn invisible at will, even masking its power to any who could sense it. This doesn't prevent it from using its special attack – just makes it so your foes don't see it coming.

Beylin Arts [200 CP, discount Metal Fight] – You have mastered the 4,000-year-old techniques of the Beylin Temple, putting you in physical synchronization with your Bey, granting you superhuman

strength and agility, and allowing you to use the Solid Iron Wall technique – a Bey stance that makes it nearly impossible for an enemy's attack to budge your Bey.

Stadium Mastery [200 CP, discount Zero-G] – While your Bey is slightly stronger and faster in a Zero-G Bey Stadium, you are also more adept at adapting you strategies to just about any kind of stadium, natural or manmade.

Psykick [600 CP, discount Bakuten Shoot] – You are now capable of controlling Cyber Bit-Beasts – artificial Bit-Beasts that are often more powerful than the originals. You also get a cool lavender jumpsuit with metal greaves, a nice red visor, and a sweet earpiece.

Dark Power [600 CP, discount Metal Fight] – While generally considered evil, those with true control over this power of the soul can drain the stamina and energy from enemy Beys and add it to their own.

Legendary Hand-Me Down [600 CP, discount Zero-G] - Your bey was given to you by one of the 10 Legendary Bladers (Gingka Hagane, Kyoya Tategami, Kenta Yumiya, etc.). As such it holds more potential than most other beys. Expect it to be similar in design to the original bey used by the Legendary Blader (i.e. You'll get a wolf based-bey from Kyoya or an archery-themed one from Kenta).

Bit-Beast Evolution [800 CP, discount Bakuten Shoot] – Your Bit-Beast evolves to its most powerful possible form, as does your Bey. This makes your Bey's Special Attack approximately five times more powerful, as well as giving it unnatural stamina and allowing you to fly so long as it is spinning.

Legendary Blader [800 CP, discount Metal Fight] – Your Bey evolves after receiving a fragment of one of the unclaimed planetoids of the Solar System (that is, Ceres and its ilk). Not only does its Special Attack become five times as powerful, it also becomes the bane of evil, and your will to fight reaches monumental levels.

Mutli Synchrome [800 CP, discount Zero-G] – The power of your friends is always with you – not only can your Bey Synchrome with theirs remotely, but it even boosts the power of your Special Attack by five times and factors its Element into the damage.

Section 3: Bey Customization

Here, you'll customize your Bey and optimize it for use in the upcoming tournaments. A few things to know before you begin:

Bakuten Shoot: Your Bey is mostly plastic, mononymic, and its Bit Beast is a mythological or real animal. There's not quite as much rhyme or reason to these themes, really.

Metal Fight: Your Bey is at least half-metal and has a Bit Beast corresponding to a constellation, either current or former.

Zero-G: Your Bey is about half-metal, has a Bit Beast corresponding to a mythological creature that acts as a specific type of warrior, and has an element – one of the four classical elements, or God (the light/holy element) or Darkness. This element is mostly aesthetic, however.

There are of course, parts to consider.

The Beyblade [Free] – This is your Beyblade's most basic form. It's Balance-type with a rather generic set of parts. However, you can change this.

Type Configuration [Free] – Specifically, by doing this. You've reconfigured your Bey to better fit one of the four Types – Attack, Defense, Stamina, or Balance. An Attack-Type is fast and hits hard, but loses energy quickly and doesn't take hits well. A Defense-type is just the opposite. Stamina-types are generally somewhat speedy, and while they don't dish out hits or take them well, that doesn't matter when they can keep spinning for a half-hour or so after their enemies drop. Balance-types have a nice mix of all stats, but aren't as good at any of the strategies as the more specialized Beys.

Special Attack [Free] – Your Bey has a signature move based on its construction, utilizing its unique abilities to the best of their effectiveness.

Element [Free] – Your Bey's Special Attack now bears the aesthetic qualities of either Fire, Water (including ice), Earth (including metal, poison, and plants), Wind (including sound and lightning),

Darkness (including gravity), or God (the holy/light element). If you're in Zero-G, this will also affect the design of your clothing and the fashionable asymmetry of your Bey.

Magna Gear [100 CP, discount Bakuten Shoot] – A magnetic fitting for your Beyblade, allowing it to float over a battlefield carrying the same charge as the bottom pole. This also means that magnetic abilities will enhance control over it.

Specialized Performance Tip [100 CP, discount Metal Fight] – A strange, angled performance tip that allows the Bey to bounce about the stadium in controllable trajectories at high speed.

Hidden Blades [100 CP, discount Zero-G] – There are hidden plastic blades in your Bey that extend outwards when it closes in on an opponent. These slightly slow its spin, but greatly extend its reach.

Engine Gear [200 CP, discount Bakuten Shoot] – The Bey now has a small engine inside of it. This engine gives it a special desperation attack when it runs low on energy – the engine will spin in the opposite direction of the Bey, allowing it to zig-zag frantically and smash the enemy.

Variable Rotation [200 CP, discount Metal Fight] – Your Bey can spin either clockwise or counterclockwise, depending on how you launch it. This opens up quite a few opportunities, as reverse rotation is both feared and respected in this world.

Ball Bearings [200 CP, discount Zero-G] – A set of ball bearings are set into the side of the Bey, allowing it to slow or speed its spin by extending them outward or retracting them inward. This also boosts its defensive abilities.

Type Optimization [300 CP] – Your Bey is now utterly optimized to its type – proper parts and everything.

Attack – Your Bey now has a Rubber Flat Sharp Performance Tip, sits low to the ground so as to strike at the undersides of enemy Beys, and has a number of bumps or spikes on its Attack Ring to make maximum surface area contact.

Defense – Your Bey now has a Rubber Defense Flat Performance Tip, sits at a high height so as to deal with threats from Attack-Types simply by smashing down and avoid hits to the Energy Ring, is heavier

than most, and has enough stamina to stand up to Attack-Types.

Stamina – Your Bey now has a Sharp Performance Tip, keeps most of its weight at the outer edges, and is well-balanced enough to keep spinning for up to three hours, far longer than any other mundane Bey.

Balance – While not as good at causing sleep-outs or stadium outs as any other Bey, your Bey now has a solid mix of all attributes – moreover, it has one of the 100 CP Bey mods for free, making it highly unpredictable to all but the strongest opponents.

Replacement Parts Fund [50 CP] – You just so happen to have about 2,400,000 yen (or its equivalent) to get more Bey parts with. Good for if you want to build more Beys on your own time.

Section 4: Drawbacks and Ending

You can gain up to 600 extra CP from Drawbacks you take, unless otherwise stated – any further Drawbacks are merely for flavor.

Fragile Bey [+100 CP] – Your Bey breaks easily. *Very* easily. Seriously, that thing needs repairs every two weeks, and the worst part? You fall into such despair whenever you lose that it becomes hard to look at you for fear of your depression being contagious. It takes a good three days to recover from losing a practice match against a small child, even if you were holding back.

One-Track-Mind [+100 CP] – You love Beyblade. You cannot think of anything else besides Beyblade. All within your life is either training for Beyblade or fanboying/fangirling over Beyblade. You will spout horrible Bey-related puns whenever you can.

Bratty [+100 CP] – No matter how hard you try, you just can't seem to grow up – you're stuck acting like a five-year-old, even into your late teens.

Stadium Incompetence [+200 CP] – You can only battle at your best on flat terrain. In any kind of manmade Bey Stadium, your Beyblade's attack strength, stamina, and hit tolerance are cut in half, and you become nauseous as the battle progresses, hampering your control over the Bey.

Dark Power Infection [+200 CP] – You will, whenever you begin to lose a match or begin to win it by a landslide, start losing control of yourself to the uncontrollable Dark Power within you. A purple-tinted evil version of you will appear in your mind and taunt you at all times, telling you to embrace destruction – and if you don't give in, you'll lose control every so often, rampaging and even attacking your friends!

Wrong Spinning! [+200 CP] – You are constantly dizzy. Seriously, I would hate to be you right now.

No Bit Beast [+300 CP] – Your Bit Beast will remain dormant for the next ten years, leaving your Bey completely and utterly mundane.

Theft Target [+300 CP] – Your belongings, including your Bey, will be stolen constantly by random

hoodlums. You'll spend most of your time chasing them down, since the police will be of no help.

No Bey [+800 CP] – Your Bey is missing! Don't worry, you'll find it in your warehouse in ten years and a day, in a fancy case and everything! Of course, until then, you can't participate in any of this world's actual action! If that weren't bad enough, however, you're back in your original body, you lost that fancy trans-dimensional key of yours, and all of your powers are gone! Even your skills have vanished, leaving you exactly as you were before you left your home world!

Regardless of what you chose, all Drawbacks are revoked at the end of the ten years, and you have a final choice to make.

Stadium Out – Spinning tops? Really? Okay, that's it, this is completely silly. You're outta here. It's back to Earth with everything you have so far.

Sleep Out – Nostalgia overload, eh? Alright, you can stay, and you can even keep your powers, items, nd Warehouse!

Let It Rip! - Looks like you're on to the next world with everything you've earned so far! Also, you're pretty sure you could spread the sport to any other worlds you go to!