LEGO: Legends of Chima CYOA (Jumpchain-Compliant)

Long ago, great Mount Kavora erupted from the ground and rose into the sky. On that day, the Chi falls began to flow. The marvelous Chi gave new bodies and minds to the animals that drank of the water, allowing them to make and understand tools, uplifting them, and granting them the ability to gain strength by plugging orbs of Chi into special harnesses. Not all of the animals drank of the water, however, and those who retained their original forms became the Legend Beasts, representatives of all that their Tribe is, and vanished into the Outlands. Now, two young friends, a Lion named Laval and a Crocodile named Cragger, are growing up as friends and princes of their respective Tribes. In six years, however, a rift will come between them. Thus shall begin... the Legends of Chima!

Oh, and you'll need this.

+1000 CP

Use it well. Use it wisely. Just a note: this is a LEGO setting, so yer a minifig. Enjoy that, I guess.

Say there, it looks like I'm handling the introductions from now on! Or... am I?

Section 1: Identity

You should roll 1d8+6 for your age... or, should you?

Drop-In [Free] – *Well, I see where you're going. Don't like having your head messed with, eh? Or maybe you wanna stay as one of those "human" things you talk so much about? Well, that's fine. Or is it?If you do want to fit in a bit better, there are some options...*

Human – *Staying like this? You sure? Won't fit in very well around here. Then again, not like that matters to you, is it?*

Fox – *Ah, sneaky and tricky, aren't you? Of course, it's not the best life – sneaking's about all anyone ever calls on you for.*

Skunk – *So, you don't mind the smell, do you? Well, everyone else will, but that can be useful in a fight. Don't expect anyone to stand downwind, though.*

Peacock – *So, love attention, do you? Well, those feathers of yours will bring it, but subtlety just isn't your strong suit.*

Tribal [Free] – *So, trying to fit in? Well, I'll let you in on a few things about the tribes you can choose from. Pick one, and we'll see what kind of fellow you are, eh? Hehehe!*

Lion – *So, a Lion, like me? That's all fine and well, but there's a reason I don't actually live in Chima anymore. Lions have a lot of rules, you see. Try not to get exiled! That, and we have this little issue with water where we can't exactly move around in it. A roar that carries to the other side of Chima and more respect from everyone, though? I can see why you'd want that.*

Crocodile – *Those Crocs have it pretty good, being able to swim and all, and those bites of theirs are something else! They're a bit gullible, though, between you and me.*

Eagle – *Eagles, eh? I'll give 'em this, they're smart, and it's probably nice being able to fly around, but well? They're kind of boring – too book-learny, too reasonable. Not to mention they can't even think to claim something as their own – how does anyone know which one wrote which book?*

Raven – *I'll give the Ravens this, they're clever. They can fly, too. That said, I hope you like hook hands – none of them seem to have both hands still on 'em. Then there's the part where they'll steal anything that isn't nailed down or on fire, unless they're selling it to you as a scam. Nothing can hold their minds the way trinkets and treasures can... or, can it?*

Gorilla – *The Gorillas are nice, and those apes sure know how to swing, but they're a bit... eh, naïve, I'll say. Maybe a bit TOO nice, too, heheh.*

Wolf – *Oh, those Wolves. They all live in a pack, so they don't really need anyone from outside to tell them what to do. What would you call it, a hive mind? But, uh, to put it bluntly... they're jerks. They never really have any fun, unless it's kicking someone else in the face or something. Always moody and brooding. How boring, right?*

Beaver – *Those Beavers can fix just about anything, and that's great, but when you treat a vacation as a punishment, I'd say you're a little... off.*

Bear – *Those Bears would be able to do a lot more if they weren't sleeping all the time, but hey, they can still do what they need to! Pretty strong, too! Apparently they can visit each other's dreams? Don't know how that works.*

Rhino – *The Rhinos are the strongest tribe in Chima! Those headbutts of theirs really pack a wallop, you know! A bit slow on the uptake, though – those rocks they like are smarter than they are!*

Crawler [Free] – *Ooh, so you wanna be one of those freaky Outlands critters a few years early, eh? Well, there can't be that much harm in it... or can there?*

Spider – *Oh, sure, shooting webs everywhere and having extra legs might be nice, but is it really worth checking the mirror every three minutes?*

Bat – *Honestly, I don't have much to say about Bats. They can fly, and they've got that nice sound-sight thing they do, but... they don't seem to talk normally much... or, at all. Odd, that.*

Scorpion – *Now, the mind-control sting might come in handy if you're unscrupulous, but do you really want to be that paranoid? I mean, come on!*

Ice Hunter [100 CP] – *Wait, I'm not even supposed to know about these icy freaks yet, not for a whole seven years. Are you sure you want to be one? I mean, you don't really want to have a voice in your head that constantly tells you to freeze everything... or, do you? Sure, you can freeze anything, and most attacks won't get past your personal wall of cold, but don't you like seeing life wherever you walk instead of ice? Or not having glowing blue bones and rotting flesh?Or having to eat Chi whenever you want to power up? What about the part where if the Chi orb in your chest is removed, you'll flop to the ground unconscious? Don't worry, you won't die... unless your enemies take that opportunity to smash you to bits, haha!*

Mammoth – *Well, those tusks are nice and sharp alright. You can play music on that trunk of yours, too! Too bad about the whole "simple-minded" thing. You aren't stupid, really – it's just cunning you lack.*

Sabre-Tooth – *So, you're one of Sir Fangar's brutes, eh? Well, fine, but those teeth aren't actually that useful at all. Hurts when you break 'em, though!*

Vulture – *Still wanna fly while you freeze? That's fine, just remember you've got a lot of patience and you'll always use as much as you can of it. I mean, a lot of patience. You might wait hours to start eating after a meal is ready.*

Ice Bear – *Oh, the berserker, eh? Well, I don't see why not. You're still not exactly anything resembling truly alive.*

Phoenix [400 CP] – *Ah, so you want to join those hot-wings, do you? I can see why, those fire powers of theirs are a hoot! Real top-of-the line, this one. Sure, they may be a bit proud of themselves, but who wouldn't be? Plus, you get a lot of respect for those burning wings of yours, and that Fire Chi! On the down side, your style is ten thousand years out of date, but who cares about that when you're the ancient guardians of Chima? Or... are you?Hehehe... oh, don't mind me, let's just get to the next part!*

Section 2: Skills and Abilities

Well, lookie here! Seems there's a few useful skills you can pick up! Shame about the odd layout and some of the prices, but what are ya gonna do? Now, I'm just parroting your old friend when I say this, but if it reads "discount," that means it's half-off. Also, see those skills that just have the tribe name next to them? You get that automatically if you're in that Tribe, and only if you're in that Tribe.

Chi-Up [Rated Free: For Everyone] – *Well, you see, when you take an orb of Chi and place it in a harness on your chest (or eat it, but I don't know how the stuff tastes), you'll gain a bit of power – your strength, speed, and stamina all double until the effect wears off in about five minutes.*

A Bit Of Sense [50 CP, free Drop-In] – *You seem to be a bit more grounded than most folks around here – have a habit of keeping your cool, do you?*

Sorry! [Skunk] – *That skunk stink of yours is strong! Strong enough to knock a fellow out, even – maybe fifty fellows!*

Sneaky [Fox] – *You know how sometimes, you just don't want to be seen? Well, now you won't have problems with that. A disembodied whisper here and an inexplicably empty pocket there, that's all anyone will find of you sometimes.*

Flashy [Peacock] – *Ever wanted to make a good impression? Well, you'll certainly make a memorable one, no matter what you do. Everything about you is just so... noticeable.*

What In The World Is That? [Human] – *See, there aren't exactly any more of you around here, so you're pretty good at making folks stop for a few seconds and try to figure you out.*

Custodians of Chima [Lion] – *Well, now! You'll get a little more respect wherever you go with this, so long as you follow all the rules.*

Swamp Dweller [Crocodile] – *You're great at swimming, you know! Get to the bottom of that swamp in a few seconds, you could... or, could you?*

Rock Wrecker [Rhino] – *You can break boulders with just a headbutt! That oughta be useful... or will*

it?

Dream Walker [Bear] – *So, you know that thing where the Bears have a dream world they all share? Well, looks like you and your little traveling partners have the same thing going on. Only works when you're asleep, but hey.*

Sell It! [Raven] – *You can sell just about anything to just about anyone – if you can make it sound cool.*

The Learned [Eagle] – *You really like books, don't you? Even the driest of texts just seems to hold your attention.*

Fix It! [Beaver] – *With enough time, you can fix anything! Just don't get too excited, or you'll end up making unnecessary additions.*

Duuude! [Gorilla] – *Pick a word, any word, probably some variant of "dude." You can get whole sentences across with that word now, depending on how you say it. For some reason, you're also really good at swinging through trees now. Or... are you?*

Pack Instinct [Wolf] – *Anyone you could call a member of your tribe knows just what you're thinking – mostly because you're all thinking the same thing!*

This May Sting A Bit [Scorpion] – *When you sting a person or animal with your stinger, they do this weird little thing where they get glowy green eyes and do whatever you say. Doesn't work too well on Ravens, though, or anyone else so easily distracted. Funny, that.*

Blindsight Is 20/20 [Bat] – *Where everyone else flounders around in the dark, you could navigate a cave with your eyes closed, covered in patches, and with a blindfold over that! Or... could you?*

Beauty In Battle [Spider] – *Well, I guess you like attending to your grooming, don't you? You could probably stay well-trimmed even in a major throwdown!*

Walking Winter [Ice Hunter] – *See, wherever those frigid nightmares walk, things start getting... frosty. Water just kinda stops moving under their feet, and*

Trunkpet [Mammoth] – *Music, eh? Well, that's always fun, and you can play it with that trunk of yours! You can also let out a nice loud blast with this to get a fight rolling!*

Wait For It... [Vulture] – *Your sense of timing's pretty good, see?Good enough to guess when a blaster shot will hit, even!*

Going Dental [Sabre-Tooth] – *You know, despite not being all that strong, those teeth of yours have a lot of uses... like, oh, picking locks, or opening cans, or hooking onto walls.*

Those Guys Are Completely Nuts [Ice Bear] – *It seems wherever you go, folks are just plain scared of you! Useful, eh?*

Ancient Fire Wings [Phoenix] – *Well, like any bird, you can fly, but those burning wings of yours can shed a little light on things, too. Once a day, you can "Chi Up," so to speak, gaining the benefits of Fire Chi without actually plugging an Orb. Pretty hot, huh?*

Ancient Wisdom [Phoenix] – *When it comes to knowing how things work, you tend to have it in the bag! Chi, Speedorz, the Great Illumination... you name it! Then there's the part where you know things you probably shouldn't, even far, far away!*

Reverse-Engineering [100 CP, free Crawler] – *You know, it's weird when you can just take a bite of a Tribestone wheel and figure out from that how to make a Speedor, but hey! Bugs do freakier things.*

Don't Do It [200 CP, discount Drop-In] – *You know, sometimes folks need a warning they'll actually listen to before doing something stupid. You're pretty good at that.*

Use It Wisely [200 CP, discount Tribal] – *The thing about using Chi is that you have to know when to use it. Looks like you don't have a problem with that – whenever you're in a battle or something, you know just when to plug an orb of Chi, and when it'd be pointless to.*

Time To Squish! [200 CP, discount Crawler] – *Seems like you fight a bit harder when you get angry. A lot harder, even. Or, do you?*

Feel My Freeze [200 CP, Ice Hunter only] – *See, the thing about spending ten thousand years in ice is that you learn a lot about it. Like how to freeze anything you touch that isn't on fire or using Fire Chi, for instance.*

Over There! [400 CP, discount Drop-In] – *A good distraction is always nice, and you can distract just*

about anyone! Even, say, a ten-thousand-year-old megalomaniac trying to take over the world?

For Chima! [400 CP, discount Tribal] – *Let's say you have someplace you want to save. That's fine, that's great – and you'll be able to convince whoever lives there to help you out, this way and that.*

Hand Me The Map And Your Daughter Goes Free [400 CP, discount Ice Hunter] – *So, you're pretty good at bluffing, apparently. Tell someone you have something they want, and even if they hate you, you'll be more than willing to do you a favor in exchange...unless they find out you're lying.*

Blazing Time [400 CP, Phoenix only] – *See, those hotwings (that's you, Phoenix), have this nice little deal where they can turn up the heat on an area, so to speak. Starts out strong enough to melt a small glacier in half an hour, and with enough practice, it could probably melt a whole ice continent in a day. Without this, you'll start out able to light candles, but hey. Not every Phoenix is hotwing royalty. Who knows? Get good enough and you might get to turn up metaphorical heat. Dunno how that works.*

Scorm's Fork [400 CP, discount Crawler] – *Well, it's a bit rude to talk folks into situations where they can make two choices and either one ends badly for them, but you seem pretty good at it, so... there's that.*

A Tribe of My Own [100 CP, Drop-In only] – *What, the tribes around here not good enough for ya? Oh, fine, you can have your own animal, one of the ones you know from that "real" world you came from. It's got one advantage (be reasonable, now!) and one major personality flaw, based on how you know it acts. Your friend there will even throw in a Legend Beast for you. See, what they do is represent everything your Tribe can be and occasionally let off a fire roar to keep you thawed. Your little traveling partners there can join your new tribe, too!*

Section 3: Items and Gear

Alright, well, let's see here. There's a few items you can buy, and if its says "discount," that means you get it half-off.

Allow me, friend! I'll guide this traveller where they need to go, yes? Surely you wouldn't want to waste all those points on pointless junk when you could have these fine items from Razar's Bargain Bin! Buy now before prices triple! All items 200 CP or less, guaranteed!

Reegul's Cheegul [50 CP] – **Why settle for ordinary Chi, when you could have some of Reegul's Cheegul, the finest alchemically produced Chi... anywhere! One hundred orbs, and get one hundred more every two days! Even come with their own pool in that fancy Warehouse of yours once you're done here! Absolutely no side effects, guaranteed, yes?**

Ice-Proof Gauntlets [50 CP] – **When frozen foes come a-knocking, you can't do better than Raven brand Ice-Proof Gauntlets! Slip right over your hands, and one hundred percent sure to prevent unwanted freezings!**

Rock Deflector [50 CP] – **With this patented Rock Deflector, you could block an avalanche of boulders! Comes with lifetime warranty and money-back guarantee, yes?**

Rock Catcher [50 CP] – **Ever wanted to catch a shooting star and throw it back? Well, now you can, with this amazing Rock Catcher!**

Rock Divider [100 CP] – **For when you absolutely, positively, need to split rocks in half, the Rock Divider is all you need!**

Poison-Plant-Away-Spray [100 CP] – **Remember, the Outlands are dangerous! Bring this spray, and you won't need to worry about those pesky poisonous plants!**

Cloak of Hiding [200 CP] – **Sometimes you do things and need to hide, yes? Don't worry, this cloak will make you completely invisible, guaranteed!**

Ahem. Now that we've got that out of the way, perhaps you'd like these instead?

Coins [50 CP, 1 free Drop-In] – *I dunno what you'd use these for, but there's 1,000 of them, and they're gold. Have fun, I guess?*

Chi [100 CP, discount Tribal] – *These ten little orbs of power just dropped right down from Mount Cavora, and they're pretty useful! You get a nice restock every month, and when you're done here, you'll get a nice little pool to catch your very own fall from Mount Cavora, which will stream forth from a little cave shaped like your tribe's head. Even makes regular animals a bit more... enlightened, so to speak?*

Fire Chi [100 CP, discount Phoenix] – *Now, see, these five orbs are just like regular Chi in most ways, and you'll get five more every two weeks, but they've got this nice little twist where you can't be chilled or frozen while using one, and you melt any nearby frost.*

Golden Chi [200 CP, discount Drop-In] – *Ah, a fan of Golden Chi? So am I! If you want some for yourself, here, take two! You'll get two more orbs every month, but they don't work like regular Chi. Instead, you just sort of... focus on what you want to build with the environment around you. Then, just let time and Golden Chi do the rest! More focused you are, better it works!*

Chi Weapon [200 CP, discount Tribal] – *You can always find a nice little Chi-powered weapon here, whether some kind of blaster, or a sword, saw, axe, scythe... whatever? Maybe add a little Chi power that thing you've already got with you?*

Speedorz [300 CP, discount Tribal] – *This little number has two parts – the Tribestone wheel that lets it go fast, and the chariot shaped like your Tribe's head so you can actually ride it.*

Great Vehicle [400 CP, discount Tribal, cannot be taken by Drop-In without A Tribe of My Own] – *You know how the Lions have their tanks, the Crocs have those amphibious transports, Eagles have jets, Ravens have gliders, et cetera? Well, now you've got one! It's powered by Chi, so make sure to keep a good supply on hand.*

Lavertus [400 CP, discount Drop-In, cannot be taken by Ice Hunter or Crawler] – *Aw, what, you want me to come along? Well, I've not got much beyond any other Lion, if you ignore the wilderness*

survival, fastest Speedor in all of Chima, sweet armor, and gigantic (but non-replenishing) stash of Golden Chi, but hey! It beats exile. No bugs or snow spooks need apply.

Section 4: Drawbacks and Ending Choice

Alright, well... oh boy. You can take some of these for extra points, but you can only get 600 extra points total, even if you take more. Got that?

Dental Appointment [+100 CP] – *Looks like our friend Plovar is a bit too interested in keeping your pearly whites pearly white. He means well, but his timing is... eh, terrible.*

Laughless [+100 CP] – *Wow, you just have no sense of humor, do you? That could be a problem...*

FIXITFIXITFIXIT [+100 CP] – *Oh, boy. See, remember that stuff you had that couldn't break? Now it can. Don't worry, the Beavers can fix it, but, ah... they'll be fighting over who gets to fix it.*

Persuaded [+200 CP] – *You know those mind-controlling Persuader Plants? Well... they just kinda seem to hunt you down.*

Arrogant [+200 CP] – *Woah, there, friend, come down from that high horse! Wait, what's a horse?*

Absolutely Ridiculous [+200 CP] – *Too bad for you, it looks like nobody around here takes you seriously.*

One Year Moon [+300 CP] – *See, when the moon turns purple one night every year, that's just not right. Not only are the Wolves going crazy a hundred times as often as normal, but so are you! No restraint, no remorse, and nothing besides the Skunks' inverted stench can save you.*

Nice Job Breaking It, Hero [+300 CP] – *Your actions tend to have... unintended consequences. Sure, it sounded like the right thing to do at the time, but throwing that Chi into the Gorge was probably a bad idea. My nephew would know.*

Exiled [+300 CP] – *I don't know what you did to get kicked out of Chima, but it must've been pretty bad! Hey, don't look so down. You can come crash with me in the Outlands! I make a pretty mean cupcake, if I do say so myself!*

Regardless of any of that, remember me? Still one last choice to make!

Home Sweet Home – Oh, is that it? You're quitting? Oh, fine, you can keep everything I gave you so

far... but this is goodbye...

True Legend – What? You wanna stay here with all your stuff? Alright... b-but there's no changing your mind, okay?

Into The Outlands – You want to keep going with all your stuff? Sure! I'll get your things packed for the next world!

Section 5: Notes

- Plain text is me, your old pal, patron, and erstwhile goddess! *Italicised* text is that Lavertus fellow. **Bold** text is those wacky Ravens talking. Light gray text is a secret. Red text belongs to the Phoenix King, Fluminox.
- All of the items at Razar's Bargain Bin are scams. The rock divider is just a hammer, the rock catcher and rock deflector are just old, ratty umbrellas, the Poison-Plant-Away-Spray is just spray bottles of water, and the Cloak of Hiding is just an old blanket. The Ice-Proof Gauntlets are just tattered mittens, and Reegul's Cheegul? Well, that actually does work the same as normal Chi, but you're stuck acting like a chicken for 24 hours when it wears off.
- Chi has a way of bringing enlightenment to unthinking beasts. When they drink Chi-infused water, such creatures will ascend to full self-awareness, and shall in doing so realize the potential to make weapons, Speedorz, and more. Though they shall lose some of their natural strengths, the power of Chi can, in a way, restore them. In this manner, you could create new Tribes... should you so desire.
- Should you choose not to intervene, the Crawlers will gain sapience in six and a half years (after Laval throws a bag of Chi into the Gorge of Eternal Depth to keep the Crocodiles from getting it and it reaches the caves where the unenlightened Crawlers live), and the Ice Hunters will appear in about seven years (after Laval hands Scorm the Scorpion King an orb of Chi before leaving the Outlands and Scorm throws away all the Crawlers' Chi to spite him, leading to some of it finding the ice that the Hunters are sealed away in). The Great Illumination will cure the Hunters of their ice curse in seven and a half years, but you won't lose your powers – just be able to toggle them on and off, and stop looking like a zombie.