

LEGO CYOA (Jumpchain-Compliant!)

Welcome to the world(s) of LEGO! A world of fun, of building blocks, of bricks that fit together almost any way you can imagine! A world where the sky isn't even the limit, and if you like following instructions, that's okay too! There's plenty. To get by for ten years in this world where everything is awesome, you're going to need this:

+1000 CP

Now get out there and have fun! Also, just remember – you can still die here, even if it is a bit harder.

In addition, all of your gear, including anything you bring with you, is made of LEGOs.

Section 1: Theme

Roll 1d8 or pay 50 CP to choose for yourself.

1 – Ice Planet 2002 – Sent with an excavation team on a mission to a frozen world called Krysto, you must now defend yourself from the planet's merciless weather and the forces of Blacktron and Spyrius, who want to steal your secret rocket research!

2 – LEGO Racers – Ahh, the thrill of the racetrack! You'll find yourself driving tracks all around the LEGO world for the next ten years, burning sweet, sweet Octan fuel... or perhaps you had something else in mind?

3 – Knights' Kingdom II – The place is the kingdom of Morcia. The time? Who knows? Regardless, all throughout the land, chivalrous knights do battle against evil forces to protect the realm and all within!

4 – LEGO Movie – The quiet city of Bricksburg has a rather more conformist bent, and is ruled *de facto* by the Octan Corporation and President Business. The day you arrive, a battle between good and evil plays out in a deep volcanic cavern. Something big will happen eight and a half years later.

5 – EXO-Force – The Sentai Fortress and its brave Battle Machine pilots stand firm against the evil Devastator robots, as well as the Iron Drones and the dangerous Meca One. You appear at the beginning of the conflict.

6 – Alpha Team – A team of secret agents fight against the evil Ogel to prevent him from taking over the world. You appear at the start of this crack team's very first mission...

7 – LEGO Island – Near a peaceful island created by the Infomaniac, the jealous Brickster has created his own island – Ogel. This Brickster has been expanding Ogel by stealing bricks from the LEGO Island, and it's up to young Pepper Roni to stop him! Or, perhaps you could?

8 – Free Pick – Lucky you! You can pick any of the above, or any current or past LEGO Theme besides, Bionicle, Ninjago, Legends of Chima, or Hero Factory.

Section 2: Identity

Roll 1d8+15 for age, or pay 50 CP to choose both age and gender freely.

Drop-In [Free] – You appear as you are – well, with one key difference. You're a LEGO Minifig now.

Warrior [100 CP] – You are trained in one of a number of fighting styles, and have been honing your skills for years.

Agent [100 CP] – You've been trained in the art of stealth and close combat, and you've been at it for years.

Pilot [100 CP] – Yours is the lot of piloting the various vehicles found throughout the LEGO worlds!

This is a pretty nice gig, to be honest.

Section 3: Skills and Abilities

Discounted skills are 50% off.

Everything is Awesome! [100 CP, free Drop-In] – It's a nice little package, this one – you've got yourself a nice soundtrack wherever you go, people are generally nicer to you, and you're more likely to find money or trinkets on the street.

Hand To Hand [100 CP, free Warrior] – You've attained effective mastery of a single mundane martial art. With practice, you can sync it with just about any other ability you have.

Sneaky [100 CP, free Agent] – No doubt about it, you can stealth with the best of them. You might as well be invisible unless you're punching someone in the face or yelling a lot.

Vroom! [100 CP, free Pilot] – If it exists in the real world, you can drive it. Motorcycle? Check. Rocketship? Check. Supersonic car? Check.

Follow The Instructions [200 CP, discount Drop-In] – You always have a general understanding of what the rules are, no matter where you happen to be – up to and including the unspoken rules of exclusive groups.

Heroic Skill [200 CP, discount Warrior] – Now you're not even limited to mundane martial arts – any of the more mystical fighting styles found in LEGO are open to you, save for Spinjitzu.

Ropes Expert [200 CP, discount Agent] – Whether it's rappelling, apprehending crooks, or just tying and untying knots, you're the best there is at what you do, and what you do is ropes.

Power Up [200 CP, discount Pilot] – If it needs a human pilot, you can at least drive it without crashing every five seconds. This might not get you all of the tricks right off the bat, but you will *always* have at least minimal competency with *any* vehicle.

All This Is True Because It Rhymes [400 CP, discount Drop-In] – You can make anything you say, no matter how utterly irrelevant, sound profound and/or prophetic, provided you make it rhyme.

Pull It Together, Man! [400 CP, discount Warrior] – Well, you'll have a hard time losing fights, as you can literally pull yourself together. Lost an arm? Stick it back in its socket and it's good as new. Lose your head? Harmless enough! Even in worlds where your body is a bit squishier, just cutting off your body parts won't be enough – they'll have to destroy your brain after they decapitate you, for instance.

Explosives Expert [400 CP, discount Agent] – When it comes to grenades, time bombs, or even IED's, you're the bomb! It's harder to defuse explosives you've set, and if you've laid down a proximity mine, it'll jump towards whoever triggers it.

Overclock [400 CP, discount Pilot] – Any vehicle you're in, you can push to its limit to get a bit more juice out of it – whether in combat or in a race! This extends from cars all the way down to rollerskates and skateboards and all the way up to world-breaking starships.

Master Builder [600 CP, discount Drop-In] – This is the power of creativity made manifest – so long as the physical materials and components for them are all from the same world (the underlying ideas can be from just about anywhere), you can assemble structures or devices of nearly infinite complexity. The larger and more powerful the creation, the longer it takes, though it'll still be relatively quick. You *do*

have to know what you're doing, but you could make an interdimensional portal with this, given enough time, materials, and knowledge of *how* to make one. This power will only grow with practice.

Android [600 CP, discount Warrior] – You are now a free-willed, but fully mechanical humanoid. This grants increased strength and durability, as well as removing your need to eat, sleep, or breathe. While you may have trouble with humor in this form, you are also immune to hostile biological agents.

Dramatic Timing [600 CP, discount Agent] – Never again will you be too late to thwart the villain's plan or save a life for which you care – your senses will guide you to the right place just in the nick of time. You'll still need to take the effort to perform the necessary action, but time isn't your enemy anymore.

Go Speed Anon Go [600 CP, discount Pilot] – You are GOOD. We're talking beat-a-Formula-1-with-a-stock-SUV-good. With skill like that comes fame, fans, and a general sense of how to get people to think what you want them to. If they know nothing else, everyone knows you can drive like nobody else can hope to, and that tends to make them like you.

Everything is Cool When You're Part of a Team [400 CP] – You can import up to three of your fellow travellers – they receive 600 CP to spend on Backgrounds, Skills, and Items.

Section 4: Items and Gear

Discounted Items are 50% off. All items can be bought multiple times unless otherwise stated.

Bricks [50 CP] – This appears to be a supply of fifty basic bricks, and it replenishes every two weeks.

In other worlds, they'll be as strong as granite.

Mind Control Orbs [100 CP] – These orbs (ten of them, they replenish every month), when attached to a civilian, turn them into a mindless Skeleton Drone. They can be ripped off easily if the remover wears proper gloves, so good luck.

Orange Transparent Chainsaw [100 CP, 1 free Drop-In] – It's a chainsaw. It is also somehow both orange and transparent.

Kragle [200 CP, discount Drop-In] – It's a tube of Krazy Glue anywhere else, but here... here, it's a means of freezing your enemies in place.

Timebombs [200 CP, discount Agent] – Where did you get all of these timebombs? Seriously, there's 50 of them and they replenish every week.

The Car [200 CP, discount Pilot] – It's a car made of LEGO parts. Never seems to run out of fuel, and it'll keep its aesthetic wherever you go. It can also drive on any terrain and even upside-down without issue. Huh.

Sir Jayko's Sword [200 CP, discount Warrior] – This sword, though not precisely magical, was wielded by a great hero. As such, it shall always strike true against evil.

The Chopper [400 CP, discount Agent] – This helicopter seems to be able to get you to and from anywhere in one piece, so if you ever need to infiltrate a building, you can get there. Never runs out of fuel and doesn't go down easily.

Battle Machine [400 CP, discount Pilot] – This personal mech is created using the ancient technology of the Golden City, allowing you to wield its mighty weapons. It stands about five minifigs high and has a melee weapon on one arm and a laser blaster on the other.

Shield of Ages [400 CP, discount Warrior] – This shield is truly a marvel. Its wielder need never fear pure evil, for this shield deflects the wrath of the wicked – sometimes, back at them. Of course, this does nothing against those who are merely angry or amoral, but in those cases, the Shield of Ages merely acts as an unbreaking masterwork steel shield, which is still very good.

Mindstorms NXT Robot [400 CP, discount Drop-In] – This Mindstorms robot is easy to program with simple tasks, and given that it has no set personality, it can serve as a body for an existing artificial intelligence. It has distance, light, sound, speed, distance, and color sensors.

Mach 5 [600 CP, discount Pilot] – Is... is this the actual Mach 5 in LEGO form? Liscenced subthemes, man, but still! This thing has all of the original's capabilities, and can be fixed after a crash by just putting the parts back together!

Deed to Heartlake City [600 CP, discount Drop-In] – This is the deed to all the land on which Heartlake City stands. Should you so desire, you can basically do whatever with the place, much like Octan with Bricksburg.

Sword of Exact Zero [600 CP, discount Warrior] – This ancient blade forged on unseen worlds is sharper than any sword known to minifig-kind. It can even slice through the powers of the Kragle. And removing a minifig's limbs with it would be easy.

Cloak of Band' Ai-ed [600 CP, discount Agent] – This adhesive mantle not only shrouds the user entirely from sight, but also heals slight injuries within minutes.

Section 5: Drawbacks

Unless stated within the Drawback itself, you can gain a maximum of 600 CP in Drawbacks.

Don't Lose Your Head [+100 CP] – Oh, whoops, you just did. Don't worry, it's not lethal. You just literally can't keep your head on straight, or at all. Expect it to pop off and roll away at least once a day. This will never lead to serious trouble, but boy is it annoying, and don't expect to wear any hats while you're here.

Find the Fire Piece [+100 CP] – Your powers, though by no other means diminished, now look like LEGO pieces. They also follow LEGO physics, which might make fighting a bit harder – after all, you can't burn something if your flames are solid.

Where Are My Pants? [+200 CP] – The titular sitcom about a man who can never find his pants is the only form of media you have access to. Any media you brought with you just won't play in these confounded video players! This isn't just TV – books, movies, video games, tabletop games – WHERE ARE HIS PANTS SO HE CAN GET THIS OVERWITH!?

All Is Lost [+200 CP] – You're always missing something – usually, it's crucial pieces for an article of technology, but the point is that your stuff keeps vanishing.

Hard Hat [+300 CP] – Despite whatever smarts you may have... you just aren't that creative. Seriously, not an original or clever thought in your head at all. This is going to be a problem...

EveRyTHinG iS a WEsoMe [+300 CP] – President Business' cousin, one Senator Hippie, has set out to destroy the “unnatural” LEGO creations of the worlds! While the secret bases everywhere make his

hypocrisy apparent, his generic face and massive number of misguided followers will make him a difficult foe to pin down.

Clone Brand [+600 CP] – You aren't a LEGO minifig – you're a Mega Bloks figurine. Everyone here is thus out to get you, melt you down, and reforge you as the LEGO master race. This will, needless to say, kill you.

I Stepped On A LEGO [+1000 CP] - You react to this world as if you were simply a human playing with LEGO bricks. This includes accidentally kicking over entire buildings, losing pieces because they're stuck to your heel, and feeling the pain of stepping on a LEGO with every step and every time you touch a LEGO piece. Remember that everything here is made of LEGO. *Everything. Including you and anything you eat or drink.* This **will not kill you**, but you will wish it *did*. Good luck, and have fun.

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Regardless of your choices here, your Drawbacks are revoked at the end of the ten years (unless you died), and you have one last decision to make.

My Home! - You'd better get back to Cloud Cuckooland – er, Earth, before it's destroyed! Don't worry, you can take everything with you.

EVERYTHING IS AWESOME – And that's why you're staying here! You'll keep everything you had before, too!

Double-Jumper Couch – What? Stop adventuring here? Why? Why not take everything you've gained here and head to the next world?