

Ninjago: Masters of Spinjitzu CYOA (Jumpchain-Compliant!)

The land of Ninjago is ancient, and steeped in mystery and danger. Once upon a time, an evil being called the Overlord sought to corrupt the wholly good world made by the First Spinjitzu Master. However, using his Golden Power, the First Spinjitzu Master split the land in two and banished the Overlord from reality, shunting the evil into the part of the continent broken off from his initial creation. That area became the Dark Continent, and there it lay undisturbed while the ancient Master finished his work. So Ninjago remained peaceful, until the Serpentine arrived with the Great Devourer in tow. If not for the magic flutes the people of Ninjago found, the world would have been destroyed. Times are somewhat safe again, but now, the world needs the aid of new heroes. Lord Garmadon and his army of Skullkin have risen from the Underworld to seize the four Golden Weapons, which together hold the power to reshape the world. Ninjago needs its new Masters of Spinjitzu. To aid you in whatever path you may take (as a LEGO minifig, of course) for the next ten years, you will need...

+1000 CP

Good luck – hopefully it will serve you well.

Section 1: Location

Roll 1d8 for location, or pay 50 CP to decide for yourself.

1 – Ninjago City – The largest city in all Ninjago, this metropolis is home to modern commodities and amenities, though the rent prices here are ridiculous.

2 – Darkly's Boarding School for Bad Boys – A strange school off in the wilderness, this academy teaches mischievous young rascals how to be truly evil. Your age is now 1d4+6, rather than 1d8+14.

3 – Junkyard – This large scrap heap outside of Ninjago City is home to two old salvagers, who spend their days fixing what they can and snagging the useful bits from what they can't. Good for raw materials and spare parts.

4 – Mega Monster Amusement Park – Nestled on a mountain peak, this fairground hosts a number of rides, games, and food stalls for the enjoyment of all civilians.

5 – Ouroboros – An ancient ruined city of the Serpentine, this place is home to the slumbering Great Devourer.

6 – Spinjitzu Monastery – A mountaintop monastery/dojo – here, Sensei Wu is preparing to train four ninjas to stop Lord Garmadon from taking the Golden Weapons.

7 – Torchfire Mountain – This highly active volcano is probably not a safe place to be. At all. You should probably run.

8 – Free Pick – You can choose any location in the world of Ninjago for free!

Section 2: Identity

Roll 1d8+14 for age and keep your current gender, or pay 50 CP to choose your age and gender freely.

Drop-In [Free] – No new memories to cloud your mind, but none to help you here, either.

Ninja [100 CP] – Trained in the ancient art of Spinjitzu, you are prepared to fight against evil. Choose an element from the following: Fire, Earth, Lightning, Ice, Water, Wind, or Metal. This will influence not only the color of your outfit, but also the look of your Spinjitzu, the weapon you will use, and the powers you will wield.

Samurai [100 CP] – While you tend to fight more fairly and/or openly than ninja (though the difference is lesser here than you might think), you somehow get less respect. You DO seem a bit more open to technology, so there's that.

Serpentine [200 CP] – You are born to one of the ancient tribes of snakefolk – the Serpentine. Choose your Tribe, and know that the ancient tombs in which your kind were trapped shall soon be unsealed by the Dark Lord's son...

Hypnobrai [Free] – Yours is a power over the mind – resembling the spectacled cobra, you can induce a state of complete hypnosis in your enemies simply by staring them in the eyes. Your power is useless, however, against the blind or those who see through eyes not their own.

Constrictai [Free] – Yours is a power over the body – resembling the boa, when you grasp a foe and interlink your arms, few can escape. The more they struggle, the tighter your grip becomes. Only if they know to let their body fall limp can they possibly escape. Also, you can burrow at speeds approaching 80 km/h.

Venomari [Free] – Yours is a power over the senses – resembling a four-eyed spitting cobra, you may spit a potent venom at your enemies. This venom causes dreadful hallucinations, forcing the victim to see all around them as the thing they fear most.

Fangpyre [Free] – Yours is a power of mutation – resembling a long-fanged pit viper, you can bite into a foe, injecting them with your venom. This shall remake them as a new Fangpyre scout, ready to serve the tribe. However, the venom will be purged if their heart rate rises too high before the mutation completes itself. Then, of course, there is the matter of being able to infect vehicles, transforming them into living, snake-like machines...

Anacondrai [Free] – Yours is a power most mysterious – indeed, while you take the form of the anaconda, the only power known to you yet is invisibility. However, your skill in the use of the eel-like Electrocobrai to power machines and the fear instilled both in humans and in other Serpentine at the sight of you is perhaps more than worth it. Only one other like you yet lives – Pythor, he is called. Perhaps he knows where your true power lies...

Section 3: Skills and Abilities

Discounted skills are 50% off for the specified background. Free skills are free for the specified background.

Son of Ed/Daughter of Edna [100 CP, free Drop-In] – You've got a knack for taking scrap and turning it into something workable. Nothing too fancy, but a radio or a car isn't out of your reach.

Spinjitzu [100 CP, free Ninja] – A martial art of ancient power, this technique lets you spin rapidly, forming a small tornado around yourself with attributes resembling your Ninja Element (or the primary color of your clothing/skin if not a Ninja).

Ingenuity [100 CP, free Samurai] – Fighting honorably is not the same as fighting stupidly – you've a general sense of how to even the odds when they turn against you, using your environment and your opponent's weaknesses.

Fang Kwon Do [100 CP, free Serpentine] – You are skilled in an ancient Serpentine combat art, consisting of undulating, unpredictable strikes and a shifting stance that causes slight dizziness in the opponent.

Mundane Utility [200 CP, discount Drop-In] – Never again will you find your skills overly situational! Use sword skills to cut vegetables! Martial arts to do laundry! Even pressure point strikes to perform massages!

Elemental Empowerment [200 CP, discount Ninja] – You now have a limited connection with your element, granting you a physical or mental boon in the process. In Ice there is focus, in Fire courage, in

Earth strength, in Lightning speed, and in the other elements? Who knows?

Parry A Clue [200 CP, discount Samurai] – Not only are you better at blocking incoming blows with your blade (good enough to stop a thrown rock or knife), but so long as your true identity is hidden, your skill with the sword increases, allowing you to slow (but not entirely stop) bullets! Then again, almost nobody here has bullets, but they *do* have missiles. Funny, that.

Ssswoossh! [200 CP, discount Serpentine] – You're actually pretty good at throwing things! Good enough that you don't seem to miss your mark when throwing knives, boomerangs, or other such weapons, and good enough that you could score a 3-pointer backwards. Why would you have any need for that last thing, though?

Efficiency [400 CP, discount Drop-In] – Waste not, want not! Not with this, anyway – whether building machines or making quick moves in combat, you'll never unintentionally use more energy, materials, or flourish than you need to.

ZX Elements [400 CP, discount Ninja] – You have successfully discovered your true elemental potential! Whether causing small earthquakes, setting city blocks ablaze, or even creating wild electrical storms, you are at the pinnacle of your elemental might!

People's Champion [400 CP, discount Samurai] – The average Joes and Janes of the world seem to like you – a lot! So long as you don't directly antagonize or abuse the general populace, you'll find them willing to support you in your endeavors. Those endeavors can't be directly detrimental to said populace, but still!

Dissengage [400 CP, discount Serpentine] – You're pretty good at slithering away from a fight – if they want you to stick around, your opponents can't even afford to blink. Unknown to them, you can actually sort of teleport out of their line of sight, so long as there isn't a hostile directly observing you.

Anon Borg [600 CP, discount Drop-In] – Your skill in robotics and programming is great enough that you can produce self-aware machines, indistinguishable from humans save for their lack of a sense of humor (which can be fixed by installing a simple “funny switch”). However, it is easier to construct legions of obedient Nindroids, or perhaps a sprawling, immersive virtual world is more your style?

Golden Power [600 CP, discount Ninja] – You now hold some of the sheer power of the First Spinjitzu Master. You could very well move mountains with enough time and focus with this power, but even small uses of it are taxing on your body. Note that you do not have as much of it as the Green Ninja will – *yet*. By the end of your stay here, your Golden Power will at least be equal to Lloyd's, if not stronger.

I Am Not Sword-Handed [600 CP, discount Samurai] – Remember that skill you have with the sword? You can just as easily use those maneuvers with an axe, club, staff, scythe, baseball bat, or even a chair! The best part? You don't need to look for those, either – a handheld weapon will simply come to you. Never be unarmed again!

Massster Ssstrategisst [600 CP, discount Serpentine] – As a Serpentine General, you have a snakelike tail trailing behind you, rather than surface-dweller legs. Furthermore, your Tribal Power (described in the Tribe section) is enhanced and empowered – imagine a Venomari who could bring forth any sort of illusion, rather than simple fear, or a Hypnobrai who could command a blind man to crush his best friend or the love of his life beneath a boulder. Lastly, you gain a comprehensive knowledge of battle

strategy, adapted to the particular skills of the Serpentine – with this, you could take a whole city with a scouting detachment, though holding it will require more forces.

Section 4: Items and Gear

Discounted items are 50% off for the specified Origin.

A Bit Of Pocket Change [50 CP, two free Drop-In] – The equivalent of \$1,000 USD, conveniently located in your purse, wallet, or Warehouse.

Field Weapon [100 CP, free Samurai] – This melee or thrown weapon is made from good steel, and is best used on the open battlefield.

Holdout Weapon [100 CP, free Ninja] – This melee or thrown weapon is small and easy to conceal – good for when someone wants you to check your gear at the door.

Versatile Weapon [100 CP, free Serpentine] – This melee or thrown weapon is easy to adapt to a number of fighting styles, and can also be held by a number of different appendage types (though a prehensile tail is likely the most relevant one).

Three Men's Bounty [200 CP, discount Drop-In] – A smaller replica of the Destiny's Bounty, this flying sailboat can carry up to three passengers, and unfortunately has no living quarters.

Blade Cycle [200 CP, discount Ninja] – This motorcycle features a hidden blade that can be unleashed by pushing a button just underneath the throttle. Also, it never runs out of gas.

Mech X [200 CP, discount Samurai] – This bipedal exoskeleton increases your strength fivefold and your speed threefold, as well as being able to fly and perfectly replicate your sword technique. No, really. We mean it. This is actually a thing.

Fangpyre Wrecker [200 CP, discount Serpentine] – This demolition machine, sporting a vast wrecking ball, has been enhanced and converted by the Fangpyre's bite, allowing it to respond to stimuli as if it were alive.

Elemental Dragon [600 CP] – This loyal dragon is about as intelligent as a wolf, the size of a two-story house, capable of following orders, and corresponds to one of the natural elements, which determines its breath weapon. It curiously resembles the European style of dragon, though.

Golden Weapon of Spinjitzu [600 CP] – This weapon is imbued with a fraction of the power of the First Spinjitzu Master, and can be used to unlock a great many things – the Tornado of Creation technique, the Temple of Light, and even a staff-like “Mega-Weapon” that has no destructive capacity, but amazing creative potential – raising creatures from fossils, creating obedient clones of people from just their discarded clothing, or even creating a temporal vortex! Of course, there's a catch – one Golden Weapon won't do that alone. Only when united with the others (which will change hands often) can it do this. This power *can*, however, be granted to an existing weapon in your arsenal, rather than giving you a new one.

Section 5: Drawbacks

You can gain up to +600 CP from these Drawbacks – any further complications are just for flavor.

Not So Suave [+100 CP] – Wow, you are just not good with the pickup lines, are you? Your romantic endeavors fail.

Snakebit [+100 CP] – You are terrified of snakes. I mean, wow, you really do not like snakes, of any kind. If you're a Serpentine, this is even worse – you're utterly terrified of your own kind, and even your reflection! And that's terrible.

Untrustworthy [+100 CP] – People are generally a bit leery around you – you're not sure why. Maybe it's your looks?

Clumsy [+200 CP] – You just cannot keep your balance in a fight. Don't worry, *I'm sure nothing too bad will happen...*

Pursued [+200 CP] – It looks like the Skullkin, Stone Army, and Nindroids will each attempt to destroy you (when each of these groups shows up, that is). Keep on your toes!

Bad Boy [+200 CP] – Little Lloyd Garmadon has it out for you, it seems, and he *will* direct everything at his disposal in your direction. Don't worry, he turns good eventually, but he still won't entirely trust you. Your first few years will be major trouble, though.

Chumsworth [+300 CP] – Pythor P. Chumsworth, last of the Anacondrai (no, seriously) actually likes you! Don't expect to be in the good guys' good graces. At all. Seriously, everyone hates this guy. Also,

you can't escape involvement in his evil schemes, and anyone who wants a crack at him is more than willing to go through you.

Dizzy [+300 CP] – Not only are you constantly dizzy from the planet's rotation, weakening your abilities, but even the *sight* of something spinning will reduce you to a powerless, vomiting wreck! This is not a good place to have motion sickness...

Devoured [+600 CP] – It looks like you were bitten by a younger Great Devourer! What is that? Oh, just an eventually-giant snake that if awakened will consume all of Ninjago and thus end your Chain. That, and its venom turn anyone bitten by it unspeakably evil. The corruption is slight at first – you find it easier to give in to momentary impulses and such. Within five years' time, though, your darkest desires will consume you utterly. Not even your world-hopping friends can save you – for they, too, shall fall under the venom's sway.

You have one more choice, once your ten years end and the Drawbacks are revoked. What will it be?

Go Home – You've had it. You're done. Nope! No more of this LEGO nonsense, you're taking your winnings and leaving.

Stay Here – This world isn't such a bad place after all – you think you'll bring everything you got so far with you and just live it out here! Who knows – you might get to visit the other LEGO themes, too, if Lloyd's willing to show you the way.

Ninja GO! - This was a nice place, but you've got places to be and people to see. You're headed out to the next world with everything you've earned!