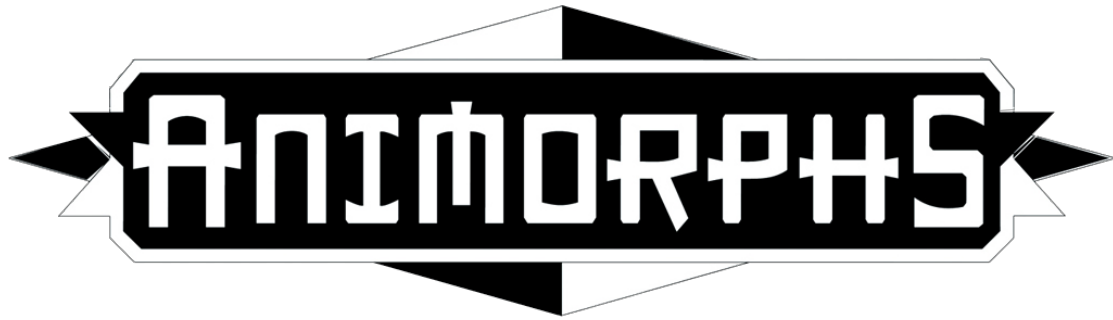




You arrive in a small, non-descript city. You don't know the name, but it seems pretty normal. There's schools, a mall, a... combination zoo/amusement park? Okay, that's a little weird, but whatever. It seems like your normal, quiet city.

You'd never guess that this is the primary staging ground for an alien invasion.

The Yeerks aren't a fan of the movie-style invasion, blowing up famous landmarks and lasering civilians. They prefer a more subtle approach. These parasitic slugs crawl into the ears of their hosts and take control of them, turning them into Controllers. The perfect infiltrators, the Yeerks have access to every thought, memory, and mannerism of their host, and are hard at work subverting the human race from the inside out. With their primary enemies, the Andalites, too busy fighting wars elsewhere, there is almost nothing to stop the Yeerks in their conquest of Earth.

Almost.

Five brave teenagers (and one alien) are all that stand between Yeerks and the complete conquest of Earth. After meeting a dying Andalite prince in an abandoned construction yard, these kids acquired a unique ability known only to the Andalites: the ability to morph into any animal they touch. With this power, these 'Animorphs' fight a quiet guerilla war against the Yeerks, hoping against hope that one day, they will do enough to kick those slimy slugs off their planet for good.

You arrive on the same day Prince Elfangor crashes to Earth, armed with the morphing ability. What happens from there... is up to you.

Fighting off an alien invasion ain't easy; take these **+1000 CP** to help you.

Backgrounds

Morphing technology is a closely-guarded secret by the Andalites. How exactly did you manage to get your hands on it?

Roll 1d8+12 for your age; gender remains the same. You may spend 50 CP to alter either or both to your liking.

Drop-In (Free)

- + No memories to distract you, no responsibilities, no past
- No memories to aid you, no allies, no past

You just had it on arrival; you blame Jump-Chan. You have no past here, and the Animorphs will have no earthly idea who you are. You have no resources, allies, or even a home, but at least you can be sure your thoughts are your own.

Classmate (100 CP)

- + You have an 'in' with the Animorphs.
- As an Animorph, you will be expected to fight a bloody, hopeless guerilla war.
- You have to go to school.

You know the Animorphs from school, and you're on friendly terms with most of them. You may even be a good friend to one or more of them. You were with them when Elfangor crashed into the construction yard, and you obtained your powers with the rest of them. This ensures you a place with the Animorphs, a highly loyal and talented group who will fight their hardest to protect their home. They will, however, expect you to fight just as hard.

Conspiracy Theorist (100 CP)

- + A wide network of fellow conspiracy nuts who are eager to feed you info on alien activities.
- Most of them are nuts, and you'll have to separate the wheat from the chaff to find good info. Also, most of the world thinks you're nuts, too.

You knew it. Somebody was manipulating things behind the scenes. There was something going on, something hidden, something... dangerous. Your investigations led you to a construction yard, where people you knew to be in on the conspiracy were searching for something. Through careful eavesdropping and spying, you learned the truth - the conspiracy was run by alien invaders! Once you had what you needed, you turned to flee... only to trip over a mysterious blue cube. You lost it soon after, but not before it changed your life forever...

Yeerk Escapee (100 CP)

- + Insider info to how the Yeerks operate, how they think, and where they hide their secrets
- You have horrific memories of your time as a Controller, and the Yeerks are probably on the lookout for you.

Not long ago, you were a Controller - a slave to the slug in your head. Maybe your Yeerk had a change of heart and let you go; maybe he fucked up and starved to death; maybe you just got really lucky. Whatever the case, you knew better than to go to the authorities - the Yeerks have

contacts there - so you ran. You ran, and stumbled across a mysterious blue box in a construction yard. You didn't have long to investigate, but you knew what it was - an Escafil device. It mysteriously vanished the moment you took your eyes off it, but not before you were able to activate it. Now, you have the tools to fight back.

Perks

Morphing (Free) - Your primary tool in the fight against the Yeerks. By touching any living creature with DNA (except plants, for some reason) and focusing on it for a few seconds, you can 'acquire' its DNA. Creatures will go docile while acquiring, which makes the process a bit safer when acquiring dangerous beasts. Once an animal has been acquired, its DNA is permanently recorded in your own, allowing you to transform into an exact replica of the creature. The process usually takes about two minutes, and because it is based on DNA, you do not gain any non-genetic aspects of the morphed creature - injuries being the prime example. Morphing also gives you all the instincts of the morphed creature, allowing you to use its abilities without difficulty, though the instincts can be overwhelming at first.

Oh, and don't worry about clothes, implants, or other such non-genetic additions. Anything that is closely-connected enough to you counts as 'part of you' as far as morphing is concerned, and will still be there when you morph back. Shoes and non-skintight clothing will be left behind, so wear some spandex under your clothes and you'll be fine. This only applies to base forms; morphed forms reset to their base after demorphing, and cannot carry even skintight clothes or such.

There are two major limitations on morphing. The first is that you cannot go directly from one morph to another; you must return to your base form first. The second is a time limit - if you remain in morph for more than approximately two hours, you remain trapped in that morph. Forever.

Two of Your Earth Hours (100 CP, Free Drop-In)

You always know what time it is. No matter where (or when!) you are, you can intuitively use various clues around you to tell the exact time. Going to a new planet or traveling through time will disorient you for a few hours, but you'll be back to normal in no time. This has the added benefit of letting you act as a stopwatch, accurate down to the second - great for keeping watch on that two-hour time limit.

Yoink! (200 CP, Discount Drop-In)

Normally, you cannot acquire a new morph from somebody already in a morph. The genetics just aren't complete enough for the morphing technology to get a 'grip'. However, taking this perk allows your particular iteration of morph-tech to fill in those gaps, allowing you to acquire any form, regardless of whether or not somebody else morphed into it first. This may seem situational at first, until you realize that Visser Three is in the habit of using a wide variety of powerful, dangerous alien morphs for you to copy. If you can get close enough, of course.

As a side benefit, this perk works both ways. If you choose to allow it, other morph-capable people can acquire forms you are currently morphed into, allowing you to share useful and powerful forms with your allies.

Acquisitive Gaze (400 CP, Discount Drop-In)

One of the two greatest weaknesses of morphing, other than the time limit, is the necessity of acquiring new morphs. Having to touch whatever you want to acquire can be a pain. Sure, it's easy to acquire a dog or horse, but what about a lion, or a gorilla? Getting that close to dangerous animals is, well, dangerous. Well, worry no longer, as you now have the ability to acquire new morphs with line of sight alone! You still have to be fairly close to your target - about thirty feet or so will do - but that and a clear line of sight is now the only requirement. Your target still behaves as normal while being acquired - that is, they go quiet and docile for the duration of the process. The only downside is that acquiring this way takes a bit longer than normal, roughly ten seconds or so.

Chimera Morph (600 CP, Discount Drop-In)

The Andalites have a morphing technique called the Frolis Maneuver, allowing them to combine multiple specimens of the same species to create a unique specimen of that same species. You can do something similar, but far more bizarre: by sacrificing two or more morphs you've acquired, you can fuse them together into a chimera morph, possessing whatever qualities from each sacrificed morph that you require. The result must be biologically possible, but the exact details of a sacrificed morph can be fudged; for example, scaling up parts of one animal to match the size of another (so yes, you can scale up an eagle to a lion's size to make a griffon morph). You can reacquire the sacrificed morphs later. Alternatively, you can sacrifice one or more morphs to combine it with your base form (your actual base form is not effected, don't worry), to create a humanoid combination form. A word of warning: the combination of multiple sets of animal instincts can be extremely overwhelming; when assuming a chimera morph for the first time, acclimating to your new form may take much longer than normal. Even an *estreen* will have a bit of trouble with it.

Soldier On (100 CP, Free Classmate)

War is tough. To survive, you have to be tougher. With this perk, you get the mental and emotional strength to fight an unwinnable war without giving in to despair. You may, at any time, select for yourself a mission. This mission must have a clear, attainable goal. It is now impossible to sway you from this mission; you cling to it with every fiber of your being, and will continue to strive towards it no matter how tough things get. You may only have one mission at a time, and can only change missions once your current one is complete or becomes completely impossible (for example, if the Jump ends).

Estreen (200 CP, Discount Classmate)

You are an *estreen*, a morph-dancer, someone with a natural talent for morphing. You have far more control over the normally chaotic and disturbing process of morphing. You can direct the

morphing process, which not only makes you look less like a horror show reject when you morph; it also allows you to morph much faster. You can now morph in just under a minute under normal circumstances; if pressed, you can complete a full morph in under ten seconds, making it viable to use in combat. As a small side benefit, you are rarely if ever overwhelmed by the instincts of a new morph, unless they are particularly powerful such as a hive insect or a chimera made with the Chimera Morph perk.

Healing Morph (400 CP, Discount Classmate)

They say that only time can heal all wounds, but morphing is a pretty good contender for second place. Any sort of injury, deformity, and alteration that a particular morph - base morphs included - was not born with, vanishes after you morph into something else. You've learned to take advantage of this fact, by practicing 'morphing away' injuries without actually completing the morph. By performing a quick, partial morph, you can reset your current form to it's "factory settings" causing any injuries to vanish. This can even rid you of implants or other unwanted additions. Doing this requires complete concentration, and takes about a minute, but it's still much faster than demorphing all the way, then morphing back.

If you take both this and Estreen, your healing morphs are sped up as well. Normal healing morphs will take about thirty seconds; if you're particularly stressed or under a great deal of pressure, you may be able to do it even faster.

Extreme Morphing (600 CP, Discount Classmate)

The whole point of morphing is that the animals you morph into have capabilities that you do not. Gorillas are strong, gazelles are fast, mice are difficult to notice. With this perk, you can take that advantage up to eleven. The most notable capability of any creature you morph into becomes enhanced to very-nearly superhuman levels. Gorillas can knock down brick walls, gazelles become a blur, mice are practically invisible. This works on other abilities, too - venomous creatures become more potent, flying creatures become faster and more agile, etc. These enhanced abilities are roughly ten times greater than is normal for that specimen. This has no effect on human morphs.

Secret Handshake (100 CP, Free Conspiracy Theorist)

You have a knack for bluffing your way into exclusive clubs and secure bases. You are adept at convincing people that you are 'one of them', even if you have no clue what being 'one of them' entails. This lets you integrate into larger groups and clubs, without anybody realizing you don't belong. Be warned - while it makes you a master at bluffing, it won't defeat security measures like DNA locks, or even simple passwords.

Follow the Trail (200 CP, Discount Conspiracy Theorist)

You are a genius when it comes to making connections between seemingly-unrelated pieces of evidence, and following those connections to their logical conclusions. You see patterns nobody else does, observe the hidden signs and telltale signatures, allowing you to assemble the puzzle of a larger conspiracy. Basically, you become a master detective, capable of piecing together

the evidence on a grand scale. You can discover secret organizations, who is placed where in it, what organizations are fronts, and all kinds of other juicy tidbits. However, your conclusions is only as good as your intel - false intel leads to bad conclusions, and incomplete intel won't tell you much at all, so you'd better get to work gathering it!

Something's Off (400 CP, Discount Conspiracy Theorist)

Sometimes things just look out of place. When something is wrong, out of the ordinary (for the local value of 'ordinary'), or hidden, you can tell. Whether it's a spaceship disguised as an empty lot, a human possessed by a brain-slug, a hidden entry to an underground cavern, or a shapeshifter in disguise, you can just tell that something is off. You may not always be able to tell exactly what the problem is, but you'll usually have a vague idea. Needless to say, this is amazing for sniffing out sneaky aliens, be they parasitic Yeerk or shapeshifting Andalite.

Morphing Memory (600 CP, Discount Conspiracy Theorist)

Normally, when you acquire a morph, all you get is DNA. However, you're special. When you acquire the DNA for a new morph, you get a little something extra - memories. When you morph, you can view the memories of the subject you acquired to gain that morph, as if remembering something you read once. Animals tend to have poor memories, largely focused around points of interest like food or mating, but sentient beings can have a wealth of information for you to peer into.

My Name Is Jake! (100 CP, Free Yeerk Escapee)

Your will is immense; you will not be controlled. Anyone or anything attempting to directly control your actions through mind control or physical hijacking will be sorely disappointed, as your indomitable will powers through their control. This is particularly effective against parasites.

What's This Do? (200 CP, Discount Yeerk Escapee)

Most people, when faced with alien technology, are barely able to comprehend its purpose, much less operate it. You, however, have a talent for figuring out the purpose behind most alien tech, and can sometimes even operate it. If you encounter a piece of technology you don't understand, a bit of poking and prodding will make its purpose clear to you. About a minute or two of fiddling around, and you'll probably be able to operate it, as well. You won't be great at it without more practice, especially if it's complicated - like spaceship controls - but you can work out the basics. This confers no understanding of the actual tech; you can use it, but you can't disassemble or upgrade it, nor can you build a new one.

Turning the Tables (400 CP, Discount Yeerk Escapee)

Attempting to control your actions is a risky proposition, as whenever another entity attempts and fails to control you through mental or physical means, you end up taking control of them instead. This control is identical in every way to the control they would have otherwise exerted on you; for example, a Yeerk who fails to control you will instead find the *he* is the prisoner inside your head, allowing you to mine his memories and thoughts to learn his secrets and mannerisms, to fool other Yeerks. IMPORTANT NOTE: this requires you to successfully resist

the control attempt first, before this perk kicks in. Taking **My Name Is Jake!** is highly recommended, unless you have some other form of anti-mind-control perk already.

Ultimate Hunter (600 CP, Discount Yeerk Escapee)

All Yeerks live in fear of a creature from their home planet, evolved specifically to hunt and feed on them, known as the Vanarx, or Yeerk-Bane. The only natural predator of the Yeerk, a Vanarx is capable of latching onto a Controller and suck out the Yeerk, killing it without harming the host. With this perk, you gain a Vanarx morph, allowing you to assume the form of the ultimate Yeerk-hunting machine.

At the start of every Jump following this one, you may choose any single non-human species in the Jump you are going to. This species must be mortal and follow conventional physics, and must be a complex organism (so no, you cannot target diseases or viruses). Your Vanarx morph is then replaced with a morph designed to be the perfect predator of your target prey, as if a millennium of evolution had carefully created it for this exact purpose. It's still up to you to actually defeat a member of the prey species - if it is particularly powerful, such as a dragon, you may find yourself having difficulty even in the form of a dragon-hunting monster.

Items

The Series (50 CP, Free Drop-In)

The complete Animorphs book series. If your memory of the series' events is foggy, or you just want to freak out the locals, these books contain everything that would have happened without your interference, from the moment you arrive in book one to the end of the war in book fifty-four.

Morphing Outfit (50 CP, Free Classmate)

A comfy, skintight jumpsuit light enough to be worn under your clothes. Tight clothing like this remains with you when you morph, unlike most clothes, and so you won't have to worry about being naked when you demorph.

Notebook (50 CP, Free Conspiracy Theorist)

A small notebook, for keeping all your conspiracy-related notes in. Automatically updates as you learn new information, filling with anything you believe to be relevant, saving you the trouble of writing it down. Only works to take conspiracy-related notes, and only while in your possession; no trying to use it to send messages, you munchkin.

Instant Maple and Ginger Oatmeal (50 CP, Free Yeerk Escapee)

One small packet of the stuff. It drives Yeerks crazy - literally. For unknown reasons, any Yeerk inhabiting a host who eats this is immediately addicted to it, like a powerful narcotic. It alters them so that they no longer need to leave their host body to feed on Kandrona rays; however, their control over the body is severely weakened, allowing the host to fight them for control. It also severely damages the Yeerk's sanity. Be careful - you may partially free a host by feeding

him this, but you'll also doom him to forever be fighting a half-mad slug addicted to oatmeal for control of his own body.

It *must* be Instant Maple and Ginger flavor. No other oatmeal works. No, I don't get it either.

Morph Pocket (100 CP, Discount Drop-In)

A nifty little pouch, about the size of a purse, in a design of your choice. Clutching it close as you morph will cause it to fuse into you, only to reappear when you demorph. Excellent for holding onto gear you'd otherwise drop, or for hiding small objects.

National Geographic (100 CP, Discount Classmate)

A huge collection of National Geographic books and videos, filled with information about all the wide variety of animals on the planet. You can use these to pick out potential morphs; as an added bonus, every time you enter a new jump, the books and videos are replaced with new additions, with information on the local fauna.

The Corkboard Map (100 CP, Discount Conspiracy Theorist)

You have a corkboard with a map of the city pinned to it. This map has the locations of every major Yeerk interest marked with a peg, including entrances to their home base, the Yeerk Pool. However, it is *not* self-updating, and is only guaranteed to be accurate at the time of your arrival. Any further changes will have to be made by hand. After you leave this jump, the map will change to depict whatever city you arrive in, with your major enemy's interests marked with a peg. It will still not self-update.

Shredder/Dracken Beam (100 CP, Discount Yeerk Escapee)

A basic piece of alien weaponry, this handheld pistol-like device fires a burst of energy that dissipates particles on contact. On the lowest settings, this will briefly stun small targets. On high settings, it can blast a hole through metal. Available in painless Andalite "Shredder" or extremely painful Yeerk "Dracken Beam" variants.

Kandrana Tracker (200 CP, Discount Drop-In)

These goofy-looking goggles can track Kandrana Radiation, the food source of Yeerks. You can use these to find a Kandrana, an emission device designed to emulate the sun of the Yeerk homeworld. Shutting down a major Kandrana will be a huge blow to the Yeerks, as they will have to start relying on auxiliary methods to feed, such as portable Kandranas or the Kandranas contained within their orbiting motherships.

Gardens All-Access Pass (200 CP, Discount Classmate)

You have a special VIP pass to The Gardens, the local combination amusement park and zoo. In addition to being a pretty awesome way to spend your time, the zoo portion of the Gardens is almost absurdly inclusive, with an enormous variety of animals. What's more, your pass - in addition to letting you skip lines for rides - will let you 'behind the scenes' in the zoo and into the animal's enclosures. If any guards or employees hassle you, just show them the pass and they'll

stop caring. Excellent for acquiring morphs - and as an added bonus, it will continue to be valid for any park, museum, zoo, or similar establishment in other jumps, complete with similar VIP privileges.

The Lens of Truth (200 CP, Discount Conspiracy Theorist)

This magnifying glass doesn't actually magnify anything. Instead, it reveals the truth of things. Cloaking and illusions fail when looked at through this lens, and you can clearly tell if a given person is acting of their own volition, possessed or controlled, or simply not what they appear to be. It's very small, and has to be held close to the target to work.

Skeleton Key (200 CP, Discount Yeerk Escapee)

This little credit-card-sized gizmo can fool most form of electronic security to let you through. Held up to any kind of scanner or reader will cause it to mistake this card for whatever it is scanning for - a keycard, a proper retinal scan, a fingerprint, even the proper DNA coding. It even works on simpler devices, preventing metal detectors from going off as you walk through them, for example.

Anti-Kandrona Emitter (400 CP, Discount Drop-In)

This small, fist-sized spherical device has a curious effect on Yeerks. Normally, Yeerks only need to return to the Yeerk pool to feed once every three days. However, once turned on this device emits a sort of 'anti-Kandrona ray' that accelerates that time table by one hour for every minute of exposure. As a result, even a freshly-fed Yeerk will starve to death after just over an hour's exposure. It also serves as a handy Yeerk-detection method, as Yeerks will become noticeably uncomfortable after a minute of exposure, and begin experiencing mild pain after five. However, the device's range is very short - about ten feet - and it makes a loud humming sound when powered on. Yeerks who are exposed will also have a vague idea as to what direction the unpleasant sensation is coming from.

DNA Samples (400 CP, Discount Classmate)

Normally, you require a live animal to acquire a morph. However, this small suitcase contains ten 'trophies' from ten different animals, and they ignore this rule. You - and only you - may acquire the forms of the animals each object came from as if it were still alive. You may select what animals are represented in the case, but they must be real Earth animals that can be found in this jump, and are not extinct. A good way to acquire exotic, hard-to-find animals.

Ultimate Lie Detector (400 CP, Discount Conspiracy Theorist)

This device looks an awful lot like a radar gun, but is far more useful. Point this device at somebody as they speak, and a small LCD screen in the back will tell you if they are lying, telling the truth, or anywhere inbetween. It is always 100% accurate. The batteries only last for an hour or so of continuous use, though, before having to recharge, which takes about a day.

Fossils (600 CP, Discount Drop-In)

Similar to the DNA Samples above, this case contains five more samples that can be acquired as if it were still living. However, these samples can come from any creature who has ever walked the earth in this reality, extinct or not - in other words, dinosaurs. And any other extinct animal, but really, why would you pick something other than a dinosaur?

Escafil Device (600 CP, Discount Classmate)

Also known as the 'blue cube' or 'the morphing cube', this Andalite device is the source of morphing abilities. Instead of losing it soon after obtaining your powers, you manage to hold on to it (or, if you're a drop-in, it just happens to be lying next to you). You won't have any idea how to use it's various auxiliary functions, like the on-off switch or the ability to separate it into smaller pieces for easier travel, but using it for it's primary function is dead simple. Simply have someone press their hand on one of the cube's faces and focus on it for a few seconds, and they'll gain the morphing ability. That's all there is to it.

It's Real! (600 CP, Discount Conspiracy Theorist)

A tiny case, similar to DNA samples and Fossils. However, this one only contains a single sample. It's a very special sample, though - it can be a sample from any creature from any jump you've already visited. However, it must follow a few rules: It may not be sentient, it may not be bigger than an elephant, it must (mostly) obey the conventional laws of physics, and it may not have any blatantly supernatural abilities (like a unicorn's ability to heal wounds with its horn, for example).

Andalite Fighter/Bug Fighter (600 CP, Discount Yeerk Escapee)

You've managed to get your hands on an alien fighter ship! These things are faster, more durable, and equipped with better weapons than any human craft, and can operate both in and out of atmosphere, though you'll get best results in space. They lack any kind of inter-stellar drive, though; they may be able to manage interplanetary trips in a week or so. Available in Yeerk Bug Fighter or Andalite Fighter variety. Andalite fighters are better armored, have stronger weapons, can cope with in-atmosphere flight better, and only require one pilot. Bug Fighters require a dedicated gunner to work its guns, but as a result has better aim. It is also faster and more agile, and is equipped with a powerful cloaking system. Regardless of which ship you pick, the controls are highly intuitive and easy-to-learn.

Blade Ship (800 CP)

What the hell? Some how, some way, you've managed to lay claim to the highly advanced, highly dangerous Yeerk warship, known as a Blade Ship for its axe-like design. These well-armed monsters are much faster and more maneuverable than most other ships its size, and its main weapons can burn down continents. It also has powerful shields which can withstand several direct hits from weapons of similar power, a cloaking device, and a Z-Drive that allows transit into Zero Space, for effective FTL travel. These beauties are normally reserved for the sole use of the Yeerk commanders, known as Vissers; expect some VERY pointed questions if you're seen piloting it. Comes with a crew of mindless robots to help pilot it, but you should replace with a real crew as soon as is convenient.

Dome Ship (800 CP)

Not a fan of Blade Ships? No problem! You can instead choose to become the proud owner of a combination military transport/warship used by the Andalites, a Dome Ship! Its abilities are comparable to the Blade Ship, but like Andalite fighters, trades speed, agility, and cloaking for stronger shields, armor, and weapons. Also comes with a giant domed greenhouse, from which a dome ship gains its name, for Andalites to feed in. One of these can destroy a planet, so use with caution! Like the Blade Ship, comes with a robotic skeleton crew.

Companions

Jake (400 CP)

De Facto leader of the Animorphs, Jake's done pretty well for a basketball jock. Determined, level-headed, charismatic, and all-in-all a competent leader, Jake has a decent mind for tactics. More importantly, however, he's good at making snap-decisions and using all the resources at his disposal, including the talents and abilities of his allies. If you can help free his brother Tom from Yeerk control, he'll happily join you on your journey through the multiverse. Be warned, though - unless you change things drastically, by the end of the Yeerk war Jake will be very jaded and depressed, and may have PTSD.

Prefers a siberian tiger as his battle morph, though he also has a rhino backup morph.

Marco (400 CP)

Jake's sarcastic, humorous, and chill best friend, Marco prefers relaxing to fighting. He greatly enjoys making sarcastic remarks, terrible jokes, and complaining. Despite this, or perhaps because of it, Marco is the most cautious member of the Animorphs, and is always the most reluctant to do something crazy. Once convinced to throw his hat into the ring, Marco puts his incredible strategic mind to the task, examining every angle and considering the bigger picture. In some ways, he is the most ruthless member of the Animorphs, willing to make whatever sacrifices are necessary to complete the goal. He currently believes his mother is dead, but will soon discover she is a host to Visser One, the greatest Yeerk general. Help free her, or at least give Marco closure by destroying Visser One, and he'll lend his mind to your jumping shenanigans.

Marco's preferred battle morph is a gorilla, though he also occasionally uses a cobra or wolf when appropriate.

Rachel (400 CP)

Jake's cousin, Rachel was originally a typical 'popular girl', beautiful and obsessed with shopping and gymnastics, but changes rapidly and dramatically during the war. Always bold and aggressive, Rachel is the only member of the Animorphs who actively enjoys the war, and quickly develops a love of fighting that eclipses her other obsessions. Always quick to jump headfirst into action, Rachel's bloodlust will quickly grow to a level that disturbs her teammates,

but she is by far the most skilled fighter. Despite her violent nature, Rachel remains loyal to her friends and teammates, and is deeply in love with Tobias. Getting her to come with you will probably involve pulling her from her self-destructive spiral of violence first, but if you can help Tobias with being a *nothlit* she will be happy to come with you on your journey. Alternatively, a promise of adventure and exciting battles may be enough, if she grows to trust you enough.

Rachel's favorite morph for combat is her grizzly bear morph, but if she needs even more muscle she instead takes the form of an African elephant.

Cassie (400 CP)

The most compassionate member of the Animorphs and Rachel's closest friend, Cassie's primary contributions to the team is to act as the moral center, and provide animals for acquiring morphs. Her family runs an animal shelter out of their barn, and her mother works at the Gardens, leaving her with a lot of access to animals. She provides moral support to her teammates, keeping their spirits up during the war, and is a competent veterinarian, diplomat, and even has some skill as a strategist. She hates fighting and constantly struggles with the morality of the war she is helping to fight, and dreams of a way to find a peaceful solution. She will be the hardest to convince to come with you, and will be reluctant to leave Jake, whom she has a crush on, but if you can earn her trust she may lend her considerable diplomatic skills to you.

As an aside, Cassie is a temporal anomaly, causing any changes to the timeline or reality around her to deteriorate and return to normal. She is not aware of this.

Cassie is an *estreen*, meaning she is extremely skilled at morphing, and can even perform a few feats that are completely impossible to normal morphers. If forced into combat, Cassie will usually use a wolf morph, though she also has a horse morph for when rapid movement is essential, and sometimes uses her osprey morph to harry enemies rather than engage directly.

Tobias (400 CP)

Tobias was a frequently bullied loner with an unhappy home life, and only marginally a friend to Jake and Tobias. However, he quickly becomes a core member of the group after meeting Elfangor, to whom he feels a strange and powerful connection. Shortly afterwards, Tobias overshoots the time limit and becomes stuck in the body of a red-tailed hawk. He's actually pretty happy about it - in many ways, life as a hawk is far better than his life as a human ever was. Some members of the Animorphs suspect he trapped himself in bird morph on purpose. Extremely intense and focused, Tobias was extremely motivated by Elfangor's death, and feels as though he has finally found his purpose in the war. He is utterly dedicated to helping the other Animorphs win the war, and when given the choice of becoming human again or regaining the power to morph, he chose the latter. Thanks to a gift from the nigh-omnipotent Ellimist, Tobias can morph again, but his base form is still that of a hawk, and while he has his old human form as a morph, he's reluctant to return to it full-time as it would cost him his morphing ability. Tobias is very close to his best friend Ax and his crush Rachel, and will be reluctant to

leave either of them. However, if one or both comes with you, or if you form a strong bond, he'll happily serve as a scout and fighter.

Tobias' ancestry is very complicated, and can be considered to be Elfangor's son, though the Ellimist mostly undid this connection.

In combat, Tobias typically prefers his own form, serving more as scout and distraction than combatant. However, when muscle is required, Tobias will assume the form of his friend Ax the Andalite, or a heavily-bladed hork-bajir.

Ax (400 CP)

Aximili-Esgarrouth-Isthill (Ax to his friends), younger brother to Prince Elfangor and cadet in the Andalite military, is very much out of his element on Earth. While he found human friends and allies in the Animorphs, he is an alien on Earth, and often feels very homesick. However, he deeply respects "Prince" Jake as a leader and comrade, and considers Tobias to be his *shorn*, or closest friend. Over time, he becomes deeply attached to humans, considering them his people as much as the Andalites. Deeply serious and a touch arrogant, Ax values honor and duty above all, all common Andalite traits, and as he considers Jake his commanding officer, all his duty is to the Animorphs. He is knowledgeable on alien technology, particularly Andalite tech, but was a poor student in school so he's not as knowledgeable as he could be. Despite being normally serious, his behavior becomes somewhat erratic in human morph, as Andalites do not have mouths, and he is fascinated by the sounds lips make and the sense of taste. Sometimes displays an unexpected sense of humor. By the end of the war, he feels like an outsider in both human and Andalite society, and will be unlikely to object to accompanying you on your journeys and lending you his fighting skill and technological knowledge.

In combat, Ax generally uses his natural Andalite form, as it is already quite suited for fighting and he is a trained warrior.

Andalite (400 CP)

An Andalite warrior you rescued from a shipwreck. In gratitude, he has sworn himself to you as his Prince, and will follow your orders without question for as long as he deems you worthy of the title - which will likely be forever, assuming you don't do something obviously stupid or horrifying. Or at least do it out of his sight. A blue centaur with a wickedly bladed tail, eye-stalks that grant 360-degree vision, and telepathic communication, Andalite warriors are all dangerous fighters, skilled pilots, talented engineers and programmers, and competent morphers. However, like most Andalites, he only has a few, small morphs that he mastered for use in subterfuge, rather than acquiring a larger array to use situationally. He is also quite arrogant and stubborn, and can be dismissive of humans who aren't you.

Hork-Bajir (400 CP)

The mind of a toddler, the soul of a harmless butterfly, and the body of a seven-foot bipedal lizard covered in razor-sharp blades, the hork-bajir are now largely enslaved by the Yeerks and used as shock troops. Despite their inherently peaceful nature and low intelligence, Hork-Bajir

make wonderful soldiers, and are extremely strong and durable. Thankfully, you managed to free this one, and as a result he is unfailingly loyal to you. He's willing to fight for you if need be, and while he's not too bright, he's tenacious as a guard dog. He's also quite easy to feed; despite the fearsome appearance, Hork-Bajir are herbivores, and eat the bark scraped from trees.

Drawbacks (Max +800 CP)

Attractive Host (+100 CP)

Something about you makes you particularly appealing to the Yeerks as a host. You'll find yourself pressured to join the Sharing - a social club that doubles as a Yeerk front. Controllers like Vice Principal Chapman will keep a closer eye on you, and you will find yourself continually approached by various individuals trying to tempt you into Yeerk traps. They won't attempt to forcibly capture you unless you give them too much of an opening, though.

Xenophobe (+100 CP)

Aliens make you uncomfortable. Evil ones, good ones, they're all aliens, and you don't like them. Seeing a new species of alien can cause minor panic attacks, and just dealing with familiar ones makes you nervous. This is only an inconvenience when you're fighting them, but can be crippling in a social situation.

Unpopular (+100 CP)

People don't like you. It's that simple, really. Maybe you're abrasive, or you have body odor, or you're just ugly. Whatever the reason, people don't really listen to you when you try to warn or talk to them, and they won't want to hear excuses if they catch you sneaking around. This only applies to humans; aliens like you just fine.

Clumsy Morpher (+200 CP, can't take with **Estreen**)

You aren't really all that great at morphing. Morphing takes a little longer for you, about three minutes, and you have absolutely no control over the process. Even normal morphers can usually direct the process a little if under great stress, but you? Not at all.

Standing Out (+200 CP)

You suck at stealth. You always seem to stand out, and for some reason you can never find a decent hiding spot. Even when you're morphed, you always seem to pick the most obvious place to hide - and the Yeerks get wise to animals sneaking about awfully fast.

Stupid Human (+200 CP)

Every alien you meet treats you like an idiotic primitive, constantly insults humanity within your earshot, and assumes the worst of you. This won't make enemies underestimate you - if anything, it will make them take a particular interest in your destruction, as a member of a disgusting race. Supposed 'allies', however, will not trust you with anything important, under the

assumption that a human simply couldn't handle *real* responsibility. Strangely, they will only treat you this way, not other humans.

On a Mission From The Ellimist (+400 CP)

The nigh-omnipotent god-like being known as the Elemist has been made aware of your presence, your power, and your purpose as a Jumper. Oh, don't worry, he doesn't want to kill you - quite the opposite. You're a powerful, useful piece he can use in his game against his eternal enemy, the Crayak, and he's willing to cut a deal to that effect. Roughly once a week, the Ellimist will appear to you, and ask you to take on a mission from him. You can say no, but the Ellimist is extremely persistent and convincing, and is not above using manipulation, bribery, guilt trips, and just flat-out bugging you repeatedly to get you to agree. If you do, you will be whisked away to solve some extremely difficult (but never impossible) situation for him. If you succeed, you can be assured that it will work out for the good, and the Ellimist will compensate you for your time with small rewards. Be warned, however: the Ellimist delights in being cryptic - his instructions are often vague, and his rewards are often either not what you expected, or obscure and difficult to decipher until the moment they're needed.

Unstable (+400 CP)

Morphing technology reacts to emotions. Being under a great deal of stress can allow a morpher to morph faster or exercise more control over the morphing. However, if your emotional state is particularly unstable, the results can be... messy. You are particularly prone to these problems; if you allow your emotions to run amuck, your morphing will run away with you, causing you to morph involuntarily - even violating the normal rules of morphing, causing you to morph straight from one form to another without demorphing first. Keep a good grip on your emotions, and you should be fine... but it may be harder than you think.

Restless Wildlife (+400 CP)

You do not benefit from the effects the "acquiring trance" has on animals. Normally, when acquiring a new morph, the target goes quiet and docile until several seconds after the acquiring process ends. This is no longer true; any creature you attempt to acquire continues its normal behavior as you acquire them. With small animals, their constant squirming is just annoying; with sentients, it may quickly get awkward. Trying to acquire a combat morph, however, could get... dangerous.

Visser Vendetta (+600 CP)

You've pissed off Visser Three, the commander of the Yeerk invasion of Earth and a particularly ruthless mastermind. He has taken the time to study you in particular, and has noticed that you are noticeably more powerful, skilled, and generally more competent than the other 'Andalite bandits'. He knows your strategies, your preferred morphs, and has a good idea of what powers you have from careful study. In addition to his skill as a tactician, he is the only Yeerk to claim an Andalite body, and thus has access to a wide array of powerful and terrifying alien morphs. And, of course, he has access to the entire Yeerk army on Earth. Keep your head down, because he will happily raze a town to the ground to find you if he thinks he can get away with it.

The Crayak's Attention (+600 CP)

The Crayak has noticed you, and he is *not* happy. This nearly-omnipotent, nigh-godlike being revels in destruction and chaos, and does not approve of you being around, being another potential piece for his enemy the Ellimist to bring against him. He will attempt to subvert you, offering you vast power in return for servitude. Accepting will not end your Jumps, but will put you at the mercy of a creature with very little to spare, and very little regard for your life or well-being. If you refuse his offer, an infuriated Crayak will begin sending his minions after you. In addition to a wide and varied selection of twisted servants and monsters, he also has the Howlers, extremely skilled and vicious pack hunters with a paralysing howl. Be careful not to let your guard down.

The Thirteen (+800 CP)

You sure about this? Well... the Yeerk ruling body, the Council of Thirteen, has become aware of your existence, and the full extent of your abilities. They have deemed you a top-priority threat to the Yeerk Empire, and have chosen to devote every spare resource to the subdual of Earth to smoke you out and destroy you. They will send more Vissers to Earth to assist Visser Three, or even officially transfer command to a high-ranking Visser. The sky will fill with cloaked Yeerk pod ships and fearsome Blade ships, and Yeerks will practically flood the planet in search of you. If you prove particularly elusive, they may resort to open invasion just to drive you out of hiding. The one thing they won't do is destroy the planet - they don't want to risk eliminating such a useful host species as humanity. Short of that, however, they will do whatever it takes to destroy you, and they will have the entire resource base of an intergalactic empire to draw on.

IMPORTANT NOTES

1. Morphs are not alt-forms. You can access your full library of morphs regardless of what alt-form you are currently wearing; changing your alt-form changes your base morph. Perks which affect alt-forms do not affect morphs, and vice-versa. However, you can use Chimera Morph to combine any of your alt-forms with any of your morphs by first switching to an Alt-Form.
2. The Time Matrix is flat-out off limits. If you manage to get your hands on it, Jump-Chan and the Ellimist will both appear before you, scold you soundly, and take it away. No deus ex machina for you, ya filthy munchkin.
3. In order for something to be a valid target for acquiring, it must A) have DNA, B) be alive, C) not be a plant or share any plant DNA (or a fungus, for that matter).
4. Abilities which are not genetically inherent are not gained when morphing. This includes most forms of magic.