



Welcome to Kadic Academy.

All things considered, it's a pretty nice boarding school. You never seem to be able to get a straight answer out of anyone as to whether you're in France or the States (seriously, they pay for things with Euros but call them dollars, what the hell?), but all in all, it seems pretty normal.

Except... well, weird things happen around here sometimes. Electronics go nuts. People act strangely. Disasters and near-deaths happen on a regular basis. Only a small group of kids seem to have any idea what's going on... and after a bright flash of light, nobody else seems to remember what happened. In fact, sometimes it feels like time is repeating itself...

In reality, this seemingly normal school is one-half of the battleground for a war between four kids (and their AI friend) versus a malevolent military AI named XANA, bent on the destruction of humanity. The other half is a virtual world, known as Lyoko, where these children do battle against XANA and his monsters.

There's also time travel, quantum physics, secret military conspiracies, borderline-magical technological effects, and teenage drama. All in all, it's going to be a pretty wild ride.

Backgrounds

Your gender is the same as the last jump. Your age is 10 + 1d6. You may pay 100 CP to select both your age and gender.

You arrive at Kadic Academy on the same day that Jeremy first discovers and activates the Lyoko Supercomputer.

Transfer Student (Free)

You wake up in the Principal's Office, being welcomed into Kadic Academy. Don't worry about your papers or legal documentation; it's been taken care of. The Principal's daughter, Sissi, has 'volunteered' to show you around campus, but she won't complain if you ditch her. As a new student, you'll have to cope with being an outsider, and you'll have to start from scratch on the friendship front, but you'll have no new memories to confuse you, XANA probably won't consider you a target, and nobody will question it if you act a bit... well... weird.

Lyoko Warrior (100 CP)

You may be a normal student right now, but some time in the next few days you'll be introduced to the Supercomputer, and become one of the 'lucky' few to be scanned into Lyoko. In addition to immunity from time travel and possession by XANA spectres, this will also gain you the opportunity to enter what is essentially the world's most realistic VR environment, as well the companionship and eventual friendship of supergenius Jeremy, your fellow Warriors Umi, Ulrich, and Odd, as well as Aelita, who is (sort of) an AI in the form of a young girl. However, you'll also be responsible for defending people from XANA's attacks and protecting Aelita, and XANA will likely target you above normal civilians when attacking.

Whiz Kid (100 CP)

You're far smarter than the average teenager; in fact, you're one of those nerdy kids everybody is convinced will grow up to be a millionaire. You're close friends with Jeremy, as he's the only person you've ever met with whom you can have a halfway decent conversation. Discovering the Supercomputer with him was one of the greatest discoveries of your life; while Jeremy is still its main operator, you work with him on it and can act as a backup for when he's not there. Unfortunately, you aren't likely to have very many friends outside of Jeremy, and XANA will give destroying you an even higher priority than the Lyoko Warriors.

Program (100 CP)

When Jeremy first activates the Supercomputer, Aelita isn't the only AI he meets. Like Aelita, you awaken in Lyoko without any memories (at least, no *new* memories), and no devirtualization code. You'll be trapped in Lyoko until Jeremy can invent the code to get you and Aelita out, but you are a cybernetic intelligence, with all that this implies. Whether this means you are related to Franz Hopper or not is a mystery left for you to discover.

Perks

General

Lyoko Avatar (Free)

Once you enter a Scanner and take your first trip to Lyoko, the Supercomputer creates an Avatar for you, based on your personality. Chose a single, simple theme for this avatar's appearance, such as "cat", "samurai", "geisha", or "angel". Note that this theme is largely aesthetic; trying to pick an obviously overpowered theme like "God" will not make you any stronger than anyone else.

In its basic state, this Avatar does little more than allow you to exist within Lyoko and grant exciting new cosplay opportunities. However, you can purchase upgrades for it in the Items section below.

After the Jump ends, your Avatar and any upgrades and items you have purchase for it are incorporated into an Alt Form which you may assume at will. You may also choose to automatically revert to it whenever you are placed within a virtual world.

IMPORTANT NOTE: if you chose the Program background, this Avatar will be your only body until and unless someone creates a devirtualization program for you. Protect it well!

Transfer Student

Return to the Present (100 CP, Free Transfer Student)

For some reason, after those bright flashes of light, nobody seems to remember the insane events that had occurred mere minutes ago. In fact, it almost seems as if it never happened. From now on, your memory is never affected by time loops or resets. This doesn't protect from other forms of temporal shenanigans, mind you - it just ensures that when everyone else has gone back a day, you retain your memories.

I'd Rather Not Talk About It (200 CP, Discount Transfer Student)

If anyone ever questions where you obtained a particular item or skill, you can handwave the question away with a brief, one-sentence explanation. As long as it's not completely outrageous and makes even a little sense, people will just shrug and let the matter drop. People will accept just about anything that isn't flat-out impossible in this fashion.

Can We Focus Please? (400 CP, Discount Transfer Student)

God, what is with some people? It's like they care more about who's dating who or who said what about whom, and less about the malevolent AI trying to kill you all. If any team or group you are a member of begins to argue or squabble over petty, unimportant things, a quick interjection from you will settle the argument and get them to focus on the more important task

at hand. This won't resolve the issue, but it will get them to behave more professionally until a more appropriate time presents itself.

Xanaproofed (600 CP, Discount Transfer Student)

XANA is adept at fooling others with disguises, illusions, and false realities. You, however, are too aware to fall for such parlor tricks. It is impossible to fool you with illusions and disguises; you can always tell a faker. This even goes for possessed people or virtual worlds attempting to pass themselves off as the real thing - their true nature is simply obvious to you. You easily notice the little tells and inconsistencies that make such duplicity noticeable.

Lyoko Warrior

Not Scrawny. Svelte! (100 CP, Free Lyoko Warrior)

You may look like a puny kid with skinny arms and no muscle mass, but you are far more physically fit than your appearance would indicate. From now on, your physical abilities are linked solely to your skill, and have little to do with your outward appearance. Practice martial arts enough, and you'll be able to hit like much older, much more fit martial artist despite having noodle arms. Practice running track, and you'll run faster even if you have much shorter legs. This doesn't confer any increased learning ability; it simply makes skill and practice the sole determiners of your physical ability.

Aim for the Eye! (200 CP, Discount Lyoko Warrior)

What is it with XANA and putting easily identifiable weak points on his minions? From now on, you are an expert in finding and striking weak points on an opponent. They always seem to be clearly marked to your sight, and your accuracy when targeting them is slightly increased. Targeting this weak point does considerably more damage than normal, and ignores most forms of armor (though it will not render an invulnerable opponent vulnerable). This only functions on living enemies, not inanimate objects.

Escort Mission (400 CP, Discount Lyoko Warrior)

Sometimes, you have to realize it's not all about you. You can't always be the hero - sometimes, you're just the meat-shield escorting a squishy teammate to where they need to go. You've become adept at protecting others - when it comes to intercepting or blocking blows meant for another, pushing another out of harm's way, or otherwise putting yourself between an ally and danger, your reflexes border on the precognitive, and you become noticeably more durable. Your senses also expand outwards while protecting others, allowing you to detect threats more efficiently. You can protect stationary positions, but you are even more skilled at protecting a moving target, buying time and securing pathways to transport an ally from point A to point B.

Last Second (600 CP, Discount Lyoko Warrior)

It's funny how time always seems to be on the verge of running out for you. No matter how close the shit seems to get to hitting the fan, you always seem to be able to eke out a couple more seconds. A bomb's countdown that hits zero will wait just a few crucial seconds for you to

get clear before exploding. A drowning man will cling to life just long enough for you to fish him out. In short, whenever you're feeling a time crunch, you always seem to be able to push it just a few seconds further; you'll never miss a deadline by 'just a few seconds'.

Whiz Kid

Einstein (100 CP, Free Whiz Kid)

You are a prodigy when it comes to programming. While you aren't quite on Jeremy's level - you won't be cracking the Devirtualization Program any time soon - you are still leaps and bounds ahead of normal programmers. You're good enough to run the Supercomputer's basic functions, including Return to the Past and Virtualization, and Jeremy will happily teach you more as he learns it. By the end of the Jump, you will have nearly become Jeremy's equal.

Reprogram (200 CP, Discount Whiz Kid)

You are an expert at altering programs that already exist. When it comes to adding mods, removing bugs, patching balance issues, or just otherwise giving an existing program a once-over, you are the best. You even have a decent shot of comprehending and altering the quantum programming of Lyoko, allowing you to upgrade the Lyoko Warrior's abilities and vehicles with minimal bugs.

Polymorphic Clone (400 CP, Discount Whiz Kid)

You have learned how to project hard light holograms. It requires a projection device, but it's simple to build, has a range of several dozen miles, and is not blocked by intervening obstacles. It is, however, extremely power-hungry and large enough to be immobile and conspicuous. These holograms appear to be real in every way, but sufficient damage can disrupt them. You can alter the hologram's appearance on the fly, temporarily turn it intangible, and alter its physical capabilities within reason. It normally needs constant monitoring, but you can program a very basic AI to perform maintenance for you, and to even control the hologram as a fake human, though its intelligence and social abilities will be far below normal. Whether you monitor it yourself or assign an AI, you must constantly run a program from a controlling computer to project the hologram; it is extremely processor intensive, and any disruption in run-time will deactivate the hologram.

Quantum Computing (600 CP, Discount Whiz Kid)

Somehow, when you look at the Lyoko Supercomputer or read the notes of Franz Hopper, it just makes sense to you. You can actually understand the inner workings of Lyoko on a level that only Hopper himself can surpass, and your knowledge of quantum mechanics means that you could actually reproduce the Supercomputer if you set your mind to it. Combined with programming skills, you will be able to create virtual worlds like Lyoko, powerful AI on the level of XANA, and other seemingly impossible programs through use of quantum computing. However, you will never be able to replicate Temporal Reversion, aka "Return to the Past". The particular piece of Franz Hopper's genius is forever beyond you.

Program

Annex Program (100 CP, Free Program)

You possess a copy of the Annex Program of Lyoko within you, effectively allowing yourself to function as an AI. You intuitively understand binary and computer code, and you can activate any form of virtual interface. No controls are locked to you, no interface is off-limits. This does not give you passwords, but it does allow you to immediately understand how a particular interface works and bypass any restrictions it may have. You are also capable of surviving as an artificial intelligence indefinitely; while within a virtual world like Lyoko, you have no need for sustenance or rest, and the deletion of your 'real' body (if you have one) will not delete your consciousness - you will continue on as an AI. Be warned, however - if you don't have a real-world body, your consciousness WILL be deleted if your avatar is destroyed - in Lyoko, this can be done by reducing your life points to zero. Watch your back!

Second Sight (200 CP, Discount Program)

You can see that which your enemy tries to hide. By concentrating, you can see beyond the surface level of reality to detect the flow of energy around you. You can see if someone is manipulating the local energies - for example, allowing you to detect XANA's presence within Lyoko, or pick up the pulsations given off by an activated tower. This typically requires meditation and calm focus. However, you can also use this ability on a 'shallower' level to pick up the energy signatures of nearby enemies. This still requires focus and cannot be maintained indefinitely, but it is useful for detecting ambushes, locating sneaky enemies, or providing early warning for allies.

Until the end of this jump, this perk only functions within Lyoko.

Uplink (400 CP, Discount Program)

Your mind is a computer - literally. You gain the ability to psychically connect your mind to any one computer, allowing you to offload your mental processes onto it. While this does not actually make you 'smarter', necessarily, it does vastly improve your memory and mental processing speed to make you seem smarter. The degree of the improvement, of course, depends on the computer you connect with. The computer must be within the same jump as you - you may not connect to the Lyoko supercomputer and expect to retain that connection when the jump ends, for example. The connection is largely one way - you cannot use it to 'upload' information into your own head. However, you can vaguely sense what is happening with your host computer - you can tell if it's on, off, idle or in use, if it's connected to a network, being attacked by malware, etc. Be warned, significant damage to your linked computer - either the hardware or the software - will cause painful feedback. Secure your computer well.

In order to connect to a computer, you merely need to touch it and focus for a few seconds. However, you can only be connected to one computer at a time, and anyone monitoring the computer's activity will immediately notice the spike in computer activity as the computer's resources are allocated towards your mental processes.

Creativity (600 CP, Discount Program)

When the world around you is made up of code, playing God becomes as simple as knowing how to tinker with the variables. You have the extremely potent ability to alter your environment, allowing you to create or delete nearby structures. You can build a wide variety of structures, but there are some restrictions. First of all, using Creativity requires to to cease all other actions and devote your entire focus to the task. Using Creativity is always accompanied by an obvious visual or audio cue, the most common examples being an angelic chorus or a bright blue aura, making you an easy target. You can only build structures out of the dominant material in the area (stone in a mountainous area, wood in a jungle, ice in the north pole, etc), and you must have a clear line of sight to what you are building or deleting. You may not delete living beings, only inanimate structures. The larger a structure you attempt to build or delete, the more mentally and physically draining the act becomes; attempting to build or delete anything larger than a small truck will rapidly exhaust you.

Creativity can also be used to create illusions, duplicates, or mirror images of anything you can see. You must still be able to see your target, as per usual, and these illusions are highly fragile and can only obey very simple commands.

Until the end of this jump, this perk only functions within Lyoko.

Items

Strange Items

These are seemingly normal, ordinary items from the real world. However, each one has some level of strange, otherworldly ability. Use with caution; you wouldn't want it to be stolen by other students, or confiscated by the teachers.

Sewer Skateboard (100 CP, Free Transfer Student)

A fairly standard-looking skateboard, adorned with a decal of your choice so that you don't confuse it for any other skateboard. When traveling long distances, the skateboard decreases the amount of time it takes by a noticeable amount. The exact amount of time is variable, but you can speed it up by riding it unobserved, going someplace familiar, or by being under time constraints. Note that, like all skateboards, it is still muscle-powered, and you feel the fatigue you would normally feel after going over any distance. Also available in scooter form.

Hall Pass (200 CP, Discount Transfer Student)

This useful slip of paper will give you a bit of leniency from any authority figures you show it to, especially teachers. They will allow minor misbehavior without comment so long as you show them the pass; feel free to make overly-long bathroom trips, hand in assignments late, or take your friend to the nurse's office. Just be warned; if you are found to be abusing these privileges, the authority figure who found you out will be immune to further uses of the Hall Pass, as will

anyone he or she tells about it. Using the Hall Pass for purposes other than what you previously stated is not abuse if you are revealed to have had a really good reason, like saving the world. You will still be expected to uphold any responsibilities you may have - you will still have to attend classes, do homework (eventually), and pass tests.

The Almighty Nailgun (400 CP, Discount Transfer Student)

The very same nailgun that gym teacher Jim Moralés will one day use to fend off a monster attack, this handy building tool has a number of properties. First of all, it contains an infinite supply of nails, and will never need to be reloaded. Secondly, despite not being designed as a weapon, it will project nails with all the force and accuracy of a bullet from a gun. Finally, this gun works wonders when defending others. Simply holding it fills you with courage and a desire to protect others, and when used for that purpose - particularly against monsters and inhuman creatures - it becomes considerably more lethal, with nails fired from it actively seeking out foes on their own.

Teddyzilla (600 CP, Discount Transfer Student)

This fluffy, innocent-looking teddy bear hides a sinister purpose, one that goes well beyond providing a silent, huggable companion. When its paw is squeezed, it will ask - in the cutest, kindest voice imaginable - if you have anything you want it to do. Should you reply positively, it will do its utmost to try and accomplish whatever goal you set for it. While it is normally as immobile as any ordinary teddy bear, once it has been given a mission, once per day it can expand in size until it is roughly two stories tall. It has all the strength and durability its size would imply, with none of the fragility you would expect from a being made of cloth and stuffing. It can remain in this expanded state for exactly 23 minutes and 15 seconds. If it fails to accomplish your goals within that timeframe, it will try again the next day. Be warned - Teddyzilla is highly enthusiastic, but not very intelligent. It only understands relatively simple goals, and will try to accomplish them in the most straightforward manner possible. If given an impossible goal, it may try to accomplish it anyway, causing great destruction. But then, if you didn't want great destruction anyway, why were you asking a kaiju teddy bear for help?

Upgrades and Equipment

In its default state, your Lyoko Avatar is quite vulnerable. If you plan to spend any great amount of time there, you will need to outfit yourself with tools with which to defend yourself. The below items are an array of virtual equipment and avatar upgrades that will help you fight back against XANA and his minions. They'll only function in conjunction with your Avatar, though - you won't be able to use them in the real world until the Jump ends.

Signature Weapon (100 CP, Free Lyoko Warrior or Program)

Your Avatar has a unique weapon directly linked to it. While you may be disarmed temporarily, if the weapon is destroyed you will receive a new one, and it always appears on your Avatar's person whenever you assume that form. You are automatically competent in the use of your weapon, though having more combat experience will of course enable you to use it better. Your weapon will match the theme you chose for your Avatar, but this is little more than an aesthetic

choice. There are, however, important customization choices to make; see the Weapon Appendix for more info.

Personal Vehicle (200 CP, Discount Lyoko Warrior or Program)

You have a personal vehicle which you may summon at will while in your Avatar form. These vehicles are typically small, only able to fit the pilot, and possibly one passenger. You may choose whether the vehicle is sturdy and armored, light and fast, or somewhere between. You may also choose between added safety features, like a seatbelt, or flight.

Minor Features (400 CP, Discount Lyoko Warrior or Program)

It isn't all about the gear - your Avatar comes equipped with interesting skills, abilities, and special powers, any of which may come in handy in a pinch. You may go to the Minor Features Table in the Appendix, and roll on that chart once. You may customize the aesthetics of whatever feature you gain to suit your theme. For an additional 100 CP surcharge (with no discount), you may forgo the roll and instead select any option on the table, or you may roll twice for two features (reroll any repeats). You may not pay the surcharge twice to gain both benefits.

Major Feature (600 CP, Discount Lyoko Warrior or Program)

You have unlocked some great hidden potential within your Avatar, and have discovered an amazing, powerful ability. These features are significantly more powerful than the Minor Features, and will quickly become a staple of your virtual arsenal. You may go to the Major Features Table in the Appendix, and roll on that chart once. You may customize the aesthetics of whatever feature you gain to suit your theme. For an additional 200 CP surcharge (with no discount), you may forgo the roll and instead select any option on the table, or you may roll twice for two features (reroll any repeats). You may not pay the surcharge twice to gain both benefits.

Hardware

No self-respecting supergenius would be without the equipment with which to express his (or her!) intellectual superiority. The following list contains a variety of items which you will likely find indispensable for exercising your innate genius.

Genius Glasses (100 CP, Free Whiz Kid)

More than mere correctional lenses, these high-tech (if somewhat dorky-looking) glasses act as a portable HUD, granting you a constant flow of information. In addition to displaying your current status - your general state of health, location, vital signs, and other such information - the glasses can be wirelessly connected to any nearby computer, allowing it to act as an output device or secondary screen.

From the outside, these glasses look perfectly normal, and none of the displayed information can be seen by someone not wearing the glasses.

Universal Laptop (200 CP, Discount Whiz Kid)

A very nice, expensive, high-end laptop. In addition to being shiny, lightweight, and nearly indestructible, this computer has the useful quality of being compatible with any software, no matter what operating system it uses. It is also capable of running software that exceed hardware limits with no difficulty, though *only* to the software's minimal requirements. If you want optimal results, you will need a more powerful computer.

Scanner (400 CP, Discount Whiz Kid)

These tall, golden cylinders are actually complicated peripheral devices, designed to interface with a quantum computer. You receive three of them, to be placed in your warehouse, but they are easily moveable with super-strength or construction machinery. These devices are capable of scanning any being or object placed within them, creating a highly-detailed virtual model that it can then send to any connected computer. If attached to a quantum computer, such as the Lyoko Supercomputer, it can then actually convert the object or being into data, uploading this data to the model. In the case of living beings, this allows the consciousness of the scanned being to exist within the simulation, allowing them to exist within a virtual world. This is *vital* for entering Lyoko or any other Lyoko-style virtual world.

RTTP Program (600 CP, Discount Whiz Kid)

This unassuming, unmarked CD may not look like much, but it holds within it an incredible secret: the code of Franz Hopper's Temporal Reversion program! Once this disk is entered into a sufficiently powerful computer - typically a quantum computer, though the Universal Laptop will work too - you will be able to initiate a Return To The Past, sending your consciousness backwards in time by up to 24 hours. There are, however, a few limitations. Return To The Past cannot revive the dead; once someone has died, their quantum state collapses, and the ability of the RTTP program to manipulate quantum instability cannot bring them back. To the outside world, it's like they simply dropped dead. Also, RTTP cannot affect Lyoko, or any other data held within a quantum computer. This includes anyone who has ever been scanned into a quantum computer via a scanner.

Finally, this version of the RTTP is slightly flawed. The program is a oneshot, limited to only one use per Jump. No amount of intelligence or technological savvy will ever be enough to untangle, understand, fix, or modify Franz Hopper's code.

Drawbacks

Land of the Giant Foreheads (0 CP, Mandatory)

Everyone in this world seems to have a peculiar deformity - their foreheads are absolutely enormous. Sadly, you are not exempt from this. You will not suffer from any physical effects of this, but your forehead is weirdly huge, and it may take a bit to adjust to. Trying to shrink your forehead to a more normal size will make you look strange and deformed to all other inhabitants on this world.

My Eyes are Down Here (+100 CP)

Those foreheads... they are just... so huge... you can't stop staring... You will never adjust to the effects of Land of the Giant Foreheads. No matter what, it will never stop looking bizarre to you. What's worse, you will constantly be distracted by how huge they are; if you aren't careful, your eyes will drift upwards and your train of thought will be derailed by a single, overriding question: Why are their foreheads so huge?

Too Close (+100 CP)

Whenever you are up against a deadline, you always end up pushing things until the very last second. Maybe you procrastinated on your homework; maybe the article you were writing for the school paper caught fire and needs rewriting; maybe a swarm of monsters came from nowhere to keep you from saving the world. Whatever the case, you will never be able to finish any task with a time limit before the very last second.

Here Come the Men In Black (+100 CP)

For some reason, the Men in Black believe you have information about Franz Hopper and Project Carthage, and will be monitoring you carefully. They aren't quite ready to abduct you - yet - but they will be watching you like hawks for any sign that you have access to any of Franz Hopper's work. The first whiff they get of something amiss, they'll swoop in steal the technology for themselves; be discreet!

If you are a Program, the Men in Black will instead begin snooping around the warehouse the Lyoko Supercomputer is housed in. You may want to warn Jeremie and his friends to find a more secret way in than the front door.

Pick On Jumper Week (+200 CP)

For some reason beyond the understanding of mere humans (or humanoid AIs), XANA has it in for you. He will always target you if he can, even if another target would be easier or more effective. A disproportionate number of his attacks are aimed with screwing with you in some way, shape, or form - be it by attacking you physically, attempting to manipulate or kidnap you, impersonate you to ruin your reputation... Whatever it is, you can be assured that XANA will spare no expense in making you miserable.

Groundhog Day (+200 CP)

Roughly once a week, the Lyoko Supercomputer will randomly initiate a Return to the Past, sending you back in time twenty-four hours. No matter what you do, you will not be able to prevent this, even if you turn the Supercomputer off completely. In addition to being extremely annoying, if XANA is still in residence within the computer, each RTP will strengthen him as per normal. Haste is greatly advised.

Quantum Instability (+200 CP)

For some bizarre reason, your mind and body's quantum state is oddly slippery, making it difficult for the Lyoko Supercomputer to keep a proper record of. What this means is, after initiating a Return to the Past, you are affected as if you were not recorded within the Supercomputer (and as if you did not have Return to the Present, should you have that perk). You are vaguely aware that a RTP was initiated, and you might have a very general sense of what happened during your lost time, but any specifics of the events will be lost. You will constantly be missing out on vital information from erased timelines, and if you are friends with the Lyoko Warriors, you may find them behaving oddly towards you due to them remembering events - such as arguments or heartfelt conversations - that never happened to you.

Jumpstart (+300 CP)

Instead of repeating the same day for nearly seven years when programming Lyoko, Franz Hopper was instead caught in the same loop for over twenty years. In addition to making his notes even more difficult to decode due to his heavily degraded mental state, such heavy usage of the Supercomputer's time-traveling capabilities has made XANA much smarter and more powerful from the very beginning. Instead of an animalistic intelligence lashing out blindly, you'll have to cope with a cunning, highly-intelligent foe who is fully capable of outsmarting any mortal on the planet.

Invasion Day (+300 CP)

The good news is, Franz Hopper thought to create a devirtualization code and program it right into Lyoko's source code, meaning Aelita can be devirtualized immediately. The bad news is, XANA is also capable of taking advantage of this, and has procured a hidden facility, away from the warehouse, with his own Supercomputer to live in and his own set of Scanners waiting to pump out armies of monsters at his command. At the moment, he is only capable of devirtualizing smaller monsters such as Kankrelats and Hornets, and possibly the occasional Blok. However, it is only a matter of time before larger Scanners are constructed to permit Krabs and Megatanks, as well as any new monster he creates such as Tarantulas. Given enough time and processing power, XANA may even be able to bring unique monsters into play, such as the Scyphozoa or the Kolossus. Needless to say, this would be *very* bad.

On Your Own (+300 CP)

Aelita is missing. Perhaps she died; perhaps she never made it into Lyoko; perhaps she did and XANA erased her code. Whatever the case, when Lyoko is first booted up there is no kindly soft-spoken AI with pink hair to guide you. Not only does this mean the Lyoko Warriors lack a guide to Lyoko, they also have no way to deactivate Towers without Aelita's source code. Without this, XANA can attack the real world with impunity, as there is no other way to sever his connection to the outside world. You'd best find some other way to fight him, and quickly.

Appendix

Weapon Appendix

When you select your weapon, there are two important considerations you must account for: Weapon Type, and Weapon Advantage. If you purchased (or received for free) a Signature Weapon, select one from each of the following lists.

Weapon Type

- **Melee:** Your weapon is best suited for close-range fighting. You have little to no ability to fight enemies at long distances, which makes flying enemies a nightmare if you lack movement abilities. However, your weapon is capable of blocking most any attack, and it deals by far the most damage of any of the types.
- **Thrown:** The middle ground between Melee and Projectile weapons, Thrown weapons have the best of both worlds. Adequate in both melee and ranged combat, Thrown weapons retain the blocking capabilities of Melee weapons without sacrificing long-ranged combat. Be warned, however - your supply of weapons is much smaller than a Projectile weapons ammo supply. You usually only have one to three copies of your weapon, so be sure to retrieve them. If you can't, you'll get a new one in five or so minutes.. if you survive that long.
- **Projectile:** For those who have no desire to get near the foe, these weapons can strike at long range, making short work of flying enemies and distant attackers. Your ammo is theoretically limited, but your stocks are quite large, and they replenish whenever your weapon respawns. However, these weapons have no blocking ability, and do the least damage out of all the weapon types. Hope your aim is good enough to hit tiny targets.

Weapon Advantage

- **Built-in:** Your weapon is built into your Avatar. You will never lose it or be disarmed. In the case of thrown weapons, this usually means it is attached to a tether of some kind, so that you can return it to you. Unfortunately, this makes the weapon a bit awkward to wield; it may take some practice.
- **Enormous:** To put it bluntly, your weapon looks like its compensating for something. It's huge, heavy, and easy to drop, but while this makes disarming you easier, it also means you're less likely to miss, and that you'll do *significantly* more damage on a hit.
- **Controlled:** You can independently control your weapons movement, allowing it to move through the air at your will. For projectile weapons, you may control the trajectory of fire projectiles instead. Be warned; this takes concentration and focus.
- **Multipurpose:** you may select a second weapon type. By taking a moment to reconfigure your weapon, change stance, or adjust your grip, you may switch your weapon between one of the two types with a few seconds of preparation. Once switched, it has all the advantages and disadvantages of the new type, as if it had always been that way.

Minor Features

Below is a list of all the minor features a Lyoko Avatar may come equipped with. Be advised, these features only work while in your Lyoko Avatar form.

Roll	Feature	Description
1	Glitch	You may roll on the Major Feature table, but the feature develops a glitch that makes it unpleasant or difficult to use, or is just unreliable.
2	Speed	You can enter an accelerated state, where you run much faster and jump much higher. However, maintaining this state requires focus, and you cannot perform complex actions while in it.
3	Climber	Your Avatar is a natural at climbing, or perhaps simply has built-in climbing gear. Either way, you find scaling nearly any vertical surface child's play.
4	Agility	You are exceptionally agile, lending you additional faculty with jumping and dodging. This does make you faster than normal, though not to the same degree as the Speed feature. However, it does not require focus to maintain.
5	Sturdy	Your Avatar is just plain built tougher than others. In Lyoko, this doubles your starting number of Life Points; elsewhere, it just increases your durability.
6	Powerful	Your Avatar is much stronger than normal. Your attacks deliver much more damage, and you find yourself a more capable fighter than before when in your Avatar form.
7	Shield	You either carry or can generate a protective shield, large enough to cover your entire body if you crouch slightly. This shield is tough enough to take a few hits from most attacks, but sustained fire will eventually get through.
8	Future Flash	You are highly sensitive to the world around you, and take in incidental information without even noticing. On random occasions - completely outside your control - you will receive a brief vision of impending doom, which will occur within three minutes if you do not avert it. These visions leave you temporarily helpless for several seconds, but will never occur if you are in immediate danger.

Major Features

Below is a list of highly powerful features a Lyoko Avatar might have. As with the minor features, these can only be used in your Lyoko Avatar form.

Roll	Feature	Description
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1	Power Surge	You may roll twice on the Minor Feature Chart instead. These features are noticeably more potent and/or useful than normal.
2	Minions	You may summon a small group of minions, each as capable in combat as you are. These minions are highly fragile, disintegrating after a single hit. You control these minions manually; this grows more difficult the more you create. However, any attack from a minion deals just as much damage as one of your own attacks.
3	Dazzle	You are capable of some form of illusionary display. This requires slight concentration to use, but any enemy ensnared by it will be confused and immobilized. Usually only works on a single target, but may affect multiple targets that are close together.
4	Telekinesis	By focusing all your attention on an object, you can cause it to move with nothing but sheer force of will. You are capable of lifting an enormous amount of weight, but the more you lift, the more strain it puts on you, and the slower and more rudimentary the movement will be.
5	Teleport	You can instantly teleport short distances, simply by looking at where you want to go and focusing for a brief moment. You can only teleport to a location you can clearly see. Select whether momentum and velocity is preserved between teleports when you first obtain this feature.
6	Flight	Either by levitating, having built-in propulsion, or using literal wings, you are capable of flying through the air under your own power, roughly as fast as you could run at top speed.
7	Blast	You have a powerful secondary attack which does not require a weapon. This normally requires a second or two to charge, but has excellent range and does significantly more damage than a normal Signature Weapon.
8	Upgrade	Your Avatar is just plain <i>better</i> than the others. You receive the benefits of the Speed, Agility, Sturdy, and Powerful Minor Features. If you already have any of these Features, their effect is doubled. Your leadership skills and charisma are also enhanced while in your Avatar form; you'll find you can even think faster and more clearly.