

Avatar: The Last Airbender

A Jumpchain Adventure by u/guyinthecap

Warning: Spoilers below for Avatar: The Last Airbender and Avatar: The Legend of Korra



Water. Earth. Fire. Air.

Long ago, the four nations lived together in harmony. Then, everything changed when the Fire Nation attacked. Only the Avatar, master of all four elements, could stop them, but when the world needed him most, he vanished. A hundred years have passed and the Fire Nation is nearing victory in the war. Some people believe that the Avatar was never reborn into the Air Nomads, and that the cycle is broken. But others haven't lost hope. They still believe that the Avatar will return to save the world.

Welcome to the world of Avatar, an eastern-inspired fantasy setting where some skilled individuals can bend the four elements to their will. Amongst these "benders" is the Avatar, a reincarnating spiritual leader who strives to guide the world towards peace and harmony. Unfortunately, the near-total destruction of one of the four nations and the century of warfare that followed has made that goal seem impossible. In just a few short months, Sozin's Comet will return and grant the Fire Nation the power they need to finally end the war. No one knows whether the Avatar will return to stop them. Your actions here, or lack-thereof, may have drastic effects on the conflict to come. Take these points, Jumper. You're going to need them...

+1000cp

Origin

Choose one Origin to determine your background, discounts, and starting location. Any of these Origins may be taken as a Drop-In. See the Notes section for additional details.

Nomad

There are some who call no one place home; folks who live for the journey, rather than the destination. Whether your old life was destroyed by the war or you left it behind willingly, you are accustomed to having few connections to your surroundings. After all, your visit to this world is just the next step in a larger cosmic voyage. Perhaps you want your stay in this world to reflect that larger perspective. All of life's a journey, Jumper. Where will it take you next?

Civilian

Though most individuals have been touched by the Hundred Year War, the vast majority are not warriors. Most of the people you'll meet here are just farmers, craftsmen, and other folk simply trying to make the best life for themselves as they can. You are one of these simple souls, though your own ambitions will determine the scope of your ventures. Will you prefer the quiet, agrarian life of a homesteader, or do the fires of enterprise fuel your economic ambitions?

Noble

In this world, there are the haves and the have-nots. You are definitely one of the former. Born to important parents, your family enjoys a measure of status and power in your home nation. Whether you are an aristocrat of the Fire Nation, Earth Kingdom, or Water Tribe, your station has granted you both the privileges and responsibilities of the ruling class. You're not at the top of your nation's hierarchy, but you're certainly above the vast majority of its citizens.

Soldier

A war that rages for a hundred years demands plenty of warriors. But you're not any common thug, you're a trained soldier and proud member of your nation's military. Whether you are a common grunt in the Earth Kingdom's army, a sailor in the Water Tribe fleets, or serve in the myriad branches of the Fire Nation military, you have the training and discipline to set you apart in a world at war. Hope you're ready to do some fighting, Jumper.

Rogue

Every society has its outcasts; criminals, pirates, bounty hunters, and rebels all cling to the communities they harry and profit from. Whether you're fighting for your own cause or just looking to get rich, you too find yourself outside of the usual pecking order. Are you a small-time sellsword fighting for freedom, or do you claim membership to the more clandestine organizations that permeate this world?

Spirit

Bender or not, almost all the denizens of this world are human. You are not. Instead, you are a spirit, and while you may be influenced by the perceptions and emotions of mortals, only a fool would think of you as human-like. You may be *very* old, or you might be quite young. You may embody an emotion, represent a specific place, or symbolize an aspect of nature itself. Whatever the case, humans know to respect your kind if they wish to avoid misfortune.

Age & Gender

This world is filled with different cultures and peoples, and while some cling to stricter gender roles, you'll find that most of this land's inhabitants are quite accepting. Children and elders alike can prove to be powerful benders, and Avatar themselves transcend all boundaries of identity.

You may choose your age and gender freely, or you may roll to determine these details for +50cp each. For gender, roll 1d4; 1-2 is male, 3-4 is female. For age, roll 3d10+10. Note that some Drawbacks will override your age and any CP you would normally gain from rolling.

Nation

In the time of the Hundred Year War, cultural identities are still deeply tied to the nation of one's birth. This is compounded by the connection between one's bending ability and one's lineage.

As such, picking a nation to call home is an important decision. *You may pick your national identity freely, or can roll 1d4 for an extra +100cp. Those with the Spirit Origin cannot choose a nation and do not receive discounts on Nation perks or items.*

Water Tribe

Water is the element of change. The people of the Water Tribe are capable of adapting to many things. They have a deep sense of community and love that holds them together through anything. That community has unfortunately grown smaller over the years, as Fire Nation raids have cut the Northern and Southern Water Tribes off from each other, with the south in particular sustaining heavy losses. Whether you stand firm in the north, cling to life in the south, or have found another place to settle down, you'll always find a warm welcome amongst your clan.

Earth Kingdom

Earth is the element of substance. The people of the Earth Kingdom are diverse and strong. They are persistent and enduring. And endure they have, for more than a century of war. The Earth Kingdom stretches across the largest continent of this world, and while some territory has been lost to the Fire Nation's colonies, many major towns and cities in the Earth Kingdom remain firmly out of enemy hands. The Kingdom's capital, Ba Sing Se, has stood in unconquerable defiance against the ambitions of three separate Fire Lords, though coming events may threaten even the impenetrable city. Whether you find yourself in the smallest village or the largest metropolis, the spirit of the Earth Kingdom will be on full display.

Fire Nation

Fire is the element of power. The people of the fire nation have desire and will, and the energy to drive and achieve what they want. Unfortunately, this drive is largely to blame for the current state of the world. With his country prospering, Firelord Sozin started the Hundred Year War in an effort to expand his nation and fuel its growing industry. Now, almost a century later, the Fire Nation is nearing victory in their war as their rapidly-innovating military overwhelms what few holdouts remain. But Sozin's grandson Ozai has an even greater hunger for power, and the darker ambitions loom in his shadow. What endeavors will *you* fuel with your everburning passion?

Air Nomads

Air is the element of freedom. The Air Nomads detached themselves from worldly concerns and found peace and freedom. At least, that was what they *were* known for. Before the Hundred Year War, the Air Nomads lived simple, fulfilling lives pursuing spiritual enlightenment. Knowing that the next Avatar would be born an Air Nomad, Firelord Sozin began the war by attacking the four Air Temples, annihilating the Air Nomads as a people and nearly eradicating their culture. Fortunately, young Avatar Aang was spared this fate by chance and wound up frozen for almost a century. When he awoke, however, all that remained of his people were a few crumbling temples and some scattered, rotting relics. But perhaps your arrival will change that.

Choosing the Air Nomads has unique implications for your Origin. See the Notes section for possible ways to adapt your in-world history.



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Location

Where does your journey in this world start? Roll **1d8** to see where you begin your journey, or pay **50cp** to choose.

- 1. Major City:** You begin your journey in the capital of your nation. Fire Nation citizens would start outside Caldera City in the Imperial Capital, while members of the Water Tribe and Earth Kingdom would start in Agna Qel'a and Ba Sing Se respectively. Surviving Air Nomads would start their journey at the Northern Air Temple, currently the most populated of the ruins. Given the importance of these cities to their mother nations, nobility and aristocrats often live here. **Nobles may start here for free.**
- 2. Minor City:** The capitals of nations aren't the only urban centers you'll find in this world. Smaller cities like Fire Fountain City in the Fire Nation, Omashu in the Earth Kingdom, and Wolf Cove in the Southern Water Tribe are all examples of smaller, developed communities. Air Nomads would find themselves at the Eastern Air Temple, a more-accessible ruin that is still visited by wandering gurus and spiritual leaders. The infrastructure and importance of these cities often make them important postings and staging grounds for their nation's militaries. **Soldiers may start here for free.**

3. **Town:** Of course, not everyone enjoys an urban life. The vast majority of this world's people live in small towns and villages like Shu Jing or Jang Hui in the Fire Nation or Kyoshi Island and Gaoling in the Earth Kingdom. Even the Water Tribe village on Whaletail island offers a relatively quiet life. Air Nomads would find themselves at the Western Air Temple, remote enough to avoid notice but close enough to the Fire Nation that civilization isn't too far away. No matter which of the countless towns you choose to begin in, you can expect to find lots of ordinary folk just trying to live their lives. ***Civilians may start here for free.***
4. **Frontier:** You'll find many front lines in this war-torn world, both the boundaries between factions and the boundary between wilderness and civilization. Whether you find yourself at the Misty Palms Oasis, the unimaginatively-named Plains Village, or the abandoned town of Tu Zin, the settlement you start your journey in is secluded and rustic. Air Nomads would find themselves at the Southern Air Temple, the most remote and abandoned of the Air Temple Ruins. The unfrequented nature of these communities make them perfect for anyone looking to avoid scrutiny. ***Rogues may start here for free.***
5. **Foggy Bottom Swamp:** The Swamp is a strange place. Grown from the interconnected roots of a great banyan-grove tree, the vegetation here seems strangely more conscious of travelers, and it is not uncommon to feel like you're being watched when passing through the Swamp. Strange visions are also frequently reported here, as this nexus of growth and life seems to blend past, present, and future. It is a strange place, no doubt, but one of the best locations for seeking answers to the big questions. It's also home to a rather unique tribe of waterbenders, if you're looking for company. ***Nomads may start here for free.***
6. **Spirit World:** Oh dear, it seems you took a wrong turn upon entering this world. This strange reality exists alongside the physical world, and is the origin of all spirits. Normally, travel to the spirit worlds is possible only through deep meditation or with the help of a powerful spirit, though the borders between realities grow dangerously thin on the summer and winter solstices. If you want to get back to the physical world, you'll need to either make a deal with a local spirit or look around for a crossing point. But be warned, not all the spirits who dwell here are friendly, and even the land can present strange and otherworldly dangers to the unwary. ***Spirits may start here for free.***

Timeframe

You may freely choose the timeframe for your Jump. Keep in mind that drastic actions may change the expected course of events, leading to unpredictable futures. The timeline of this world is measured relative to the start of the Hundred Year War, with dates either marked **BG** (before genocide) or **AG** (after genocide).

- **12 BG:** You arrive before the war as global tensions are building. Later this year, Avatar Roku will lose his life and Avatar Aang will be born. With Roku gone, his friend Sozin will finally enact his vision for the future, starting the Hundred Year War.
- **0 BG:** You arrive a few days before Sozin's Comet appears, granting every firebender immeasurable power and allowing Sozin to wipe out the Air Nation. At the same time, Aang will run away from home, stumbling into the storm that will leave him trapped in an iceberg. War is practically upon you. Will you try to avert it, or will you intervene in a different way?
- **1 AG - 85 AG:** You arrive during the War. Depending on your exact entry time, you may be witness to the first invasion of the Earth Kingdom, the decades of raiding suffered by the Southern Water Tribe, or countless other historical events. There was a century of fighting before Aang's adventure began. What stories lay untold in those forgotten years?
- **95 AG:** You arrive at a critical point in the Hundred Year War. In a few weeks, General Iroh's siege of Ba Sing Se, and the subsequent death of his son, Lu Ten, will spark massive changes within the Fire Nation. Seeing an opportunity to usurp his father and brother, Ozai will conspire to poison Firelord Azulon, ascend the throne, and name his son Zuko as his heir. A mere two years later, Ozai will banish his son following an ill-fated Agni Kai. There is great political unrest here, but also great possibilities...
- **99 AG:** You arrive in the final year of the Hundred Year War. The Fire Nation is nearing victory, but unknown to everyone, Avatar Aang will soon return. In just a few short days, Sokka and Katara will discover Aang's iceberg, starting a journey that will restore balance to the world. What role will you play in this time of new hope?
- **100 AG:** You arrive amidst a time of joy! Yesterday, Avatar Aang defeated the Firelord and brought an end to the Hundred Year War. But there is little time for celebration. Many problems still plague a world wracked by a century of war, and the scars that remain will test Avatar Aang and his friends in new and unexpected ways.
- **153-170 AG:** Avatar Aang has passed away and the Avatar has been reborn anew, this time in Korra of the Southern Water Tribe. You may begin your story when Korra is first born, when she moves to Republic City, or any time in-between. The world is changing rapidly, and the role of the Avatar must change with it.
- **Free Choice:** Perhaps none of the above options appeal to you. Perhaps, you have a more specific moment in mind. By choosing this option, you may begin your stay in this world at any point between **9832 BG** and **176 AG**. Whether you want to witness the story of Avatar Wan or explore the future of Republic City, this world and its opportunities lie before you.

Perks

Perks that match your Origin can be bought at half price. Perks that match your Origin and cost 100cp can be taken for free. You may take one 100cp perk that matches your Nation for free. The other 100cp perk may be purchased at the standard discount.

Undiscounted Perks

[Free] Chakra Wellspring: The people of this world are special, even without their bending. The energy that flows through each living thing not only grants strength, but allows for the manipulation of the elements in the first place. While you may or may not have the ability to bend an element, you still enjoy the fringe benefits of this wellspring of chi. You are heartier than a normal human, capable of falling great heights without injury or being thrown through brick walls with only minor bruises. If you took the effort to train your body, your physical feats would astound any professional athlete. Finally, this vigor will serve you throughout your life. Even at an advanced age, maintaining your physicality will take no more time than it did in your prime. *See the Notes section for additional details.*

[50] Mir & Zuckerman: This world is almost too beautiful to leave behind. By purchasing this perk, you may apply the art style of this Jump to future settings you visit. Additionally, you also receive a stunning soundtrack to accompany you on your journey. You may choose to have this music play out loud, in your head, or be turned off completely. Whatever your choice, this accompaniment will never interfere with your actions or conversations.

[200] Born Lucky: Born at noon on the summer solstice, your life has always seemed brighter than most. Fortune always seems to favor you, granting you opportunities that those with less luck would miss out on. More importantly, you've learned to make your own success. You're a natural prodigy, capable of learning new skills at an astounding rate. With hard work and the help of good teachers, you could accomplish incredible things. Hope those high expectations don't come back to bite you!

[200] Lucky To Be Born: Born at midnight on the winter solstice, you've had to struggle for your place in this world. And yet, your fight has left you with a strength all your own. You are physically tougher than your peers, capable of withstanding injuries and setbacks that would crush someone with less resolve. As a chronic survivor, you've gained a sixth sense for danger and deceit. You can spot ambushes, smell lies, and know how to slip out of the traps that others set for you.

[300] Sage: Some people spend their entire lives chasing mastery. Fortunately for you, there is an easier option. Upon purchasing this perk, you may add +30 years to your age and gain a lifetime of experience with your abilities. A novice bender with this perk would gain the skill to master their chosen element, while an apprentice of the sword could use this perk to rival the legendary Pian-Dao. Even abilities from beyond this jump gain an additional three decades of experience, making you an expert with your otherworldly powers.

If you took the **Spirit Touched** perk, you are no mere expert, but a true master of your skills. Like the Dragon of the West, your incredible breadth of experience has granted you a degree of control and understanding that few individuals *ever* approach, let alone attain. You have complete mastery and perfect control over all of your abilities and powers, both from this world and beyond.

[300] Spirit Touched: Something's off about you, Jumper. It seems as though the stranger side of this world has touched you in some profound way. Perhaps you were blessed or cursed by a powerful spirit. Perhaps you were abducted on the solstice and had to escape the Spirit World. Whatever happened changed you deeply, attuning your energies to the spirits around you.

You can see nearby spirits and other supernatural creatures, whether they want to appear to you or not. You can also interact directly with spirits when you wish, just as Jinora and Aang did, and have an intuitive sense for the natural balance of the world. Your interesting nature also makes spirits more likely to treat and communicate with you, rather than hide or show hostility. You're no Avatar, but if anyone could act as the bridge between worlds in his stead, you could. The snow-white hair is optional.

*In addition to these effects, this perk also serves as a **Booster** to several perks and items below. See the individual perk descriptions for additional details.*

Nation Perks

Water Tribe

[100] Seaborn: As a culture based around the ocean, the Water Tribe has a strong sailing tradition, from fishing to warfare. Now, you've been steeped in this culture beside your fellow tribesmen. You've gone ice dodging with your family, have manned a ship in a storm, and are one of the best swimmers around. When it comes to handling yourself and your vessel, you're as comfortable on the waves as you are on dry land.

[100] Community: In the Water Tribe, one's neighbors form an extended family. The village supports each other, even in times of hardship. With this perk, you find it easier to nurture the same attitude in your neighbors. Friends and acquaintances will be more willing to support you and those around them, especially if you give back to *them* from time to time. With this sense of community, it's easy to convince others to care about each other for the betterment of all.

[200] Water Tribe Charm: You're quite a catch. Like the great figures of the Water Tribe, you have much more success than most when it comes to romance. From your smooth banter to your passionate heart, you have a lot of attractive qualities. Of course, this inner beauty is equally reflected in your outward appearance. Your figure won't just win you admirers, but will also prove far easier to maintain and more resistant to the world's harshness. It doesn't matter if you're facing your tenth bowl of noodles or a global expedition, you'll always be a stunner.

Earth Kingdom

[100] Sturdy As Stone: You represent the strength and endurance of the Earth Kingdom! You're strong enough to lift small boulders and kick down doors, and you're tough enough to consider being thrown through a wall as only a mild inconvenience. With twice the stamina of an average person, you'll be working or fighting long after they've given up.

[100] Guerilla: The Earth Kingdom has been defending its borders for nearly a century, and while some of that was done through direct action, plenty was accomplished by more covert means. Your experience in hit-and-run tactics would rival any freedom-fighter, and your ability to organize would let you and your friends resist a city occupation should your home be conquered. You may not have the strength to directly cross swords with your enemy, but a thousand small cuts will bleed them just as quickly.

[200] Lake Laogai: There is no war in Ba Sing Se. Here we are safe. Here we are free. The Earth Kingdom has gone to some extreme lengths to manage their population and avoid existential panic. With careful psychological cultivation, they've accomplished a great many things. Now you too are trained in hypnotism, brainwashing, memory modification, and other forms of conditioning. Note that this is a lengthy process, and your programming can be overcome if the subject feels any strong emotions, but for subtle nudges and prods, there is nothing better.

Fire Nation

[100] Precision Fire: When one wields such a destructive element, it pays to be exact. Even with mundane tools, warriors like the Yuyan archers have shown unrivaled accuracy in their attacks. With this perk, you have inherited their exceptional skill with ranged weapons. You could easily replicate a certain sullen woman's ricochet shots with throwing knives, or even immobilize your foes with a few well-placed attacks. Put in the practice, and soon you too will be nonlethally pinning flies to trees at a hundred yards.

[100] One Weapon, Two Halves: Only two kinds of people try to wield two weapons at once; inexperienced fools and skilled experts. Thankfully, you're one of the latter. Whether you specialize in dual broadswords, the more exotic hook swords, or another form of paired weaponry, you're just as if not more effective with a weapon in each hand. This also makes you ambidextrous, letting you apply this perk to more mundane skills.

[200] Eternal Flame: The Sun Warriors aren't the only keepers of an everburning fire. You have an unending determination that will let you surpass nearly any obstacle to achieve your goals. With your willpower, you'll never have to worry about letting your emotions control you, like some of the less-mature firebenders around. This perk also makes you an exceptional tracker. Whether you're tracking your quarry across the world or persisting in the face of crushing defeat, you'll only give up when you *choose* to.

Air Nomads

[100] Light Hearted: Just because the Air Nomads detached themselves from worldly concerns doesn't mean that they weren't lively. Infact, many were known for their sense of humor! Now you too have the heart of an airbender. As a master of wordplay, comedic timing, and even sarcasm, you'll have no problem keeping everyone's spirits up.

[100] Great With Animals: From their sky bison to the local lemurs to even the creatures they encountered on their travels, the Air Nomads extended their compassion to all. You too have a knack for handling animals, and know how to approach and interact with most beasts without prompting hostilities. So long as you take care and aren't aggressive, most animals will be friendly towards you, and those that aren't will at least treat you with indifference.

[200] A Different Way: While the life of an Air Nomad might have seemed lackadaisical and carefree, the truth was far more difficult. Adherence to Air Nomad philosophy meant following strict principles; swearing off meat, forgoing selfish possessions, and always seeking nonviolent solutions to your problems. Many would buckle or compromise under such restrictions, but not you. In true airbending fashion, you excel at finding alternative solutions to your problems. Are you asked to tackle a problem head-on? You can accomplish the same goal by being quick and clever. Does violence seem like the only solution? You'll find a different way. Don't just see what *they* want you to see, open your mind to the possibilities!

Origin Perks

Nomad

[100] Destination Fever: Too many people focus on where they're going instead of how they're getting there. Not you! You have an unwavering sense of direction and a knack for finding both the *shortest* and *most interesting* routes to your ultimate destination. You're also pretty talented when it comes to music. Your skill with song and instruments would make you a fine bard, should you ever want for a tune.

[200] Rock-Shaped Nuts: A long journey can be perilous, especially if it takes you through the wilderness. Often the land itself can be more dangerous than any pack of bandits. Thankfully, your instincts and survival skills can see you through any environment. Whether you find yourself in the harsh tundra of the North Pole or the unforgiving expanses of the Si Wong Desert, you can find any food or shelter present. Confidently travel beyond the clearly defined paths of this world!

[400] Anthropologist: Like the great Professor Zhe, you're an expert when it comes to understanding lost civilizations, uncovering forgotten knowledge, and finding hidden locations. You can wrestle lore and knowledge from ancient ruins, discovering clues about past and present cultures through your travels. Of course, you can't be an adventurous professor without being at least a little bit scholarly. This perk also grants a vast knowledge of world history, diverse cultures, and varied languages, on par with a doctorate level of research and study. This knowledge will expand with each new world you visit, ensuring you are a well-read anthropologist wherever you go!

[600] Fortune Teller: Benders aren't the only ones who can tap into the spiritual arts. Like Aunt Wu, you specialize in glimpsing into the future. Whether you're reading tea leaves, charred bones, clouds, or a number of other prophetic signs, you can decipher clues about events to come, helping you build a better picture of tomorrow. This isn't infallible; after all, even Aunt Wu needed some outside help sometimes. But don't discount the influence you can have by knowing even a little about coming events.

If you took the **Spirit Touched** perk, your spiritual connection has grown to rival even Guru Pathik. Your knowledge of chakras and spiritual energy allow you to tap into the invisible strings that connect us all. Like Pathik, you may glimpse at a creature's emotions and history merely by making physical contact with them. Additionally, you can follow the emotional bonds held by this creature, letting you locate individuals from across the world. Finally, your attunement with the spirit world has granted you an unnaturally long life. Like several of the Avatars, you may live double or even triple your expected lifespan while still maintaining much of your abilities. So long as you maintain your spirituality, even the illusion of time will have very little sway on you.

Civilian

[100] Trade or Craft: From mighty merchants to humble farmers, everyone in this world has something to offer. Choose one mundane profession or trade. You now have a wealth of experience in this trade, allowing you to earn a living with your skills. Whether you are a potter, an herbalist, or a fisherman, your hard work will ensure you never go hungry. You also have a fair amount of experience with the simple chores that make a home. Cooking and cleaning may not seem luxurious, but they can mean the difference between dependence and self-reliance.

If you took the **Spirit Touched** perk, you are more than a simple craftsman or artist; you are a peerless master of your skill. A humble mason would become an exceptional architect, while a common blacksmith would become a master metalworker. All you need is the opportunity to capitalize on your skill. You'd also see the same boost applied to your cooking skills. No one would ever turn you down as a traveling companion!

[200] Merchant: Anyone can sell what they produce. It takes a true visionary to turn a small-time business into a large-scale operation. All it takes is time, resources, and opportunity. Whether you're scouting out locations for new storefronts, hiring skilled workers to expand your dream, or planning your next caravan to capitalize on new demands, you have the business acumen and negotiating skills to turn a single shop into a burgeoning business empire.

[400] Mother: Sometimes the most powerful forces in the universe have nothing to do with bending. Your compassion and kindness can touch even the coldest hearts. By spending time with others, you can inspire them to grow and improve. Even acts done for complete strangers would spur them to lift themselves out of hardship. Additionally, you excel at taking care of children. From delivering babies to consoling angry teenagers, no one mothers like you.

[600] Engineer: Soldiers may arm themselves with swords and spears, but make no mistake; this is a time of innovation. From Omashu's mail system to the manufacturing plants of the Fire Nation's war machine, creative and intelligent people like you continue to design machinery and systems to improve the lives of your fellow citizens. From city planning to shipbuilding, your understanding of construction and design would make the most of this pre-industrial world.

If you took the **Spirit Touched** perk, you can forget about *pre*-industrial; your designs would rival even the inventions of the mechanists. Creating machines like airships, submarines, and the Fire Nation's drill would be well within your abilities. Lead the industrial revolution from the front as you change the world!

Noble

[100] Protocol: There's a big difference between not knowing how to conduct yourself in high society, and choosing to ignore those customs willfully. Whether you obey them or not, you know all the rules, big and little, that fancy folk hold themselves to in order to feel sophisticated. Whether you're attending the Earth King's birthday or holding court in the Fire Nation, you'll know how to behave properly.

[200] Favors: It's not about what you know, it's *who* you know, and who *owes* you something. You're exceptionally crafty when it comes to bullying, intimidating, and persuading people to give you what you want. Don't they know who you are? Even when your authority shouldn't apply, you can often get people to try and appease you on status alone. Just be careful how far you stretch this. Wouldn't want to cross someone *more* important than you, would we?

[400] Diplomacy: Some folk bend elements, others bend people. You are a master negotiator and mediator, skilled at resolving conflicts without resorting to violence. If you're a peacemaker, like Aang or Yue, you could resolve great feuds and disputes while optimizing the outcome for all parties. If you're a manipulator, like Azula or Long Feng, you'd know how to use blackmail and intimidation to enforce your agendas. Whether you use it for good or ill ends, no one can deny your silver tongue.

[600] Royalty: The right to rule, the *divine* right, is something you're born with. By purchasing this perk, you've gained membership to a powerful noble family. You might be an immediate member of a regional power, like the Beifongs, or an extended member of a more prestigious family. You're not the highest in the line of succession, but sitting on the throne isn't completely out of reach either. Thankfully, you are well suited to ruling. With a keen mind towards administration and bureaucracy, you could handle the responsibilities of your station better than most. In future worlds, you may choose to occupy a similar position in an equally powerful family.

If you took the **Spirit Touched** perk, you're someone *very* important. You're an immediate family member of your country's ruler, whether that makes you a Fire Nation prince, a Water Tribe princess, or consort to the Earth King. Sharing the royal bloodline also has more... metaphysical benefits. Your bending abilities are significantly more powerful than the common folk, letting you bend more of your element for a longer duration than almost anyone. *See the Notes section for additional details.*

Soldier

[100] Boot Camp: There is one main factor that separates the common thug from a true soldier; training. Through constant drills and practice, you have been shaped into a warrior befitting your nation. Your training has given you reliable fighting skills, both unarmed and with basic weaponry, though you're far from a master of either. You also know how to march, salute, and conduct yourself in your branch of service, whether you're fighting with the Fire Navy or the Earth Kingdom Army. Most importantly, you've received instruction in one specialization relevant to your current assignment. Whether you be a scout, sailor, or mechanic, you'll know how to get the job done.

If you took **Spirit Touched**, you're much more than the average grunt. You've been part of this war long enough that you've picked up two additional specializations. After all, if your medic or cook goes down, it helps to have someone who can fill in for them. What's more, these specializations aren't restricted to common rank-and-file jobs. Do you want to be part of an elite unit like the Royal Firebenders or the Terra Team? Now you've got the experience to do so.

[200] My Request Is Now An Order: When everyone is the same rank, it pays to have powerful friends in your corner. You have a knack for requisitioning special assets for your own use. Do you have a side project? Commandeer some elite soldiers to make sure it happens. You can always pull rank, but you're also pretty good at convincing others to sponsor these enterprises. You're still responsible for the outcome of these ventures, and you can only push the chain of command so far, but as you climb in rank, so too will this skill.

[400] Wolf Tail: You're the planning guy. You excel at coming up with plans, both long-term and on the fly. Need a battle strategy to take down a never-before-seen metal drill? You'll put something together. Planning a world-spanning journey with your friends? You'll figure out how and when to get where you're going efficiently. With your powers of observation and intuition, even the toughest problems and mysteries only take time to crack.

Your ability to plan is also reflected in your martial prowess. You've spent countless hours practicing, turning you into an expert with your chosen weapon. Your keen mind allows you to analyze your opponents mid-battle, picking out weaknesses in their technique and tactics for you to exploit. With your creativity, versatility, and intelligence, only time will tell how impressive a warrior you become.

[600] Battle Hardened: No single warrior, no matter how skilled, can win a war alone. It takes leadership and coordination to win battles, more than individual prowess. Thankfully, you've got plenty of both. With a mind for both small unit tactics and large-scale strategic planning, you can lead squads and divisions with equal proficiency. What's more, each battle you participate in will quickly add to your knowledge and skill as a commander. Your troops benefit greatly from this too, as your tactical skill rubs off on them. Lead a small band of soldiers for a while and you'll have an elite team. Lead an army through several victories and you'll have battle-hardened shock troops capable of overcoming greater numbers or long odds. With time and experience, you and your soldiers will be a force to rival any army of this world.

If you took **Spirit Touched**, you are no simple leader of men. Instead, you are a once-in-a-generation visionary when it comes to warfare, on par with the Dragon of the West. Your stratagems could revolutionize warfare, and your tenacity on the battlefield could bolster even the most pitiful of levies into a passable fighting force. Get a few battles under your belt and there will be few people in this world who could stop you.

Rogue

[100] Circus Freak: Whether you've actually spent some time in show business or not, you've picked up a rather odd set of skills. You're exceptionally agile and about as flexible as a person can be, capable of running across tightropes and flipping across your environment with an acrobat's ease. You're supremely coordinated, whether you be balancing on an impossibly-high ledge or juggling an assortment of objects. Finally, your time on stage has given you a lot of experience in the performing arts, from dancing and costuming to magic tricks and other forms of sleight-of-hand. Whether you're entertaining your friends or dodging like an airbender, you can make the most of your odd skills.

[200] Blue Spirit: People might mistake you for a spirit for how easily you disappear. As a master of stealth, you could vanish without a trace in the time it takes observers to turn their heads. Infiltrating or escaping a high security prison would be child's play for you, and while you can't escape detection by supernatural senses with these skills alone, only the exceptionally perceptive will be able to detect you when you wish to remain hidden.

[400] Sapper: Whether you're an ex-demolitions officer like Che or have learned through hard experience, you're an expert when it comes to explosives. From smoke and gas bomb to civilian fireworks and civic demolitions, you know how to place and shape your charges to get the job done. You've also got great skill when it comes to blending and fabricating explosives from scratch. Black powder and blasting jelly? All within your wheelhouse. Just make sure to avoid any interruptions or sudden surprises.

[600] Pai Sho Player: Scattered bandits and pirates aren't the only rogue elements in this world. Some factions move entirely in secret, shaping the world from behind the scenes. Like Long Feng and the Dai Li, you have the skillset to gather and keep secrets. With time and effort, you could build a similar organization, shaping even a city the size of a small country to your ambitions. Whether your intentions are noble or nefarious, shape the future with a subtle hand.

If you took **Spirit Touched**, your influence now reaches across the globe. The organizations you found could rival the reach and influence of the White Lotus itself, layering secret members and safehouses within a complex web of rites, codes, and rituals. Of course, a secret is only as good as your ability to protect it. You're an exceptional liar and have the training to resist interrogation. Even the earthbending skill of truth seeing wouldn't be able to perceive your lies.

Spirit

[100] Domain (Exclusive to Spirit): Like every spirit, you represent a concept. Unlike other spirits, you get to choose. Pick a specific place, aspect of nature, or other abstract concept. This can't be anything too grand (unless you take the **Great Spirit** perk), but even minor spirits enjoy the benefits. You will persist so long as your domain does, and will change as your domain is affected by mortals. *See the Notes section for additional details.*

[200] Mutable Form: All spirits change with their domains, but you seem to have more control over the process than others. So long as you remain true to your central theme, you can craft unique appearances and alter your physical form to fit your needs. A homely knowledge spirit may take the form of a menacing feathered dragon if his archive was threatened, while a forest spirit may appear as a young cub in spring and an adult bear in winter. Whether you choose to appear intimidating, accommodating, or otherworldly, leave the perfect impression on those pesky humans. *See the Notes section for additional details.*

[400] Possession: Spirits are beings made of spiritual energy, and as such, they can interact with the chi of a person. While few spirits ever exercise this power, it is possible for a particularly daring spirit to overlap their energies with a human, taking physical control of their body. Such a process almost always leaves the human at least partially transformed, with some of the spirit's features, like animal ears or bark-like skin, as a reminder of their encounter. You have this capability too. Over time, however, you can learn to form a more symbiotic bond with a mortal, granting them some of your powers much like Raava does with the Avatar. Alternatively, this perk can also be used to grant visions and share memories, allowing you to communicate across social and language barriers. Find strength through teamwork, Jumper!

[600] Great Spirit: You are no trivial spirit, you are a powerful and ancient being. Like Koh or Wan Shi Tong, your power as a spirit is exponentially greater than the vast majority of your kin. Like the Mother of Faces or her son, you have a unique ability that you may bless or curse humans with. Your influence may even attract weaker spirits, such as the Knowledge Seekers, to aid you in your duties. You can even travel between the spirit and human realms without a solstice, though the process is taxing. Demand the humans respect you or give them reason to fear you!

If you took the **Spirit Touched** perk, you stand above even the great spirits. You are a force of nature, representing a core aspect of the world much like Tui and La embody the moon and ocean. Your presence in this world is fundamental to the point where your destruction would cause irreparable damage to the natural balance. Alternatively, those who purchased both **Great Spirit** and **Spirit Touched** may instead choose to be a Lion Turtle. These absolutely *ancient* creatures resemble entire islands more than a common turtle, and have powers that touch the very source of bending. Only one other example of this creature exists. Perhaps you will play an equally big role in coming events.

Items

Items that match your Origin or Nation can be bought at half price. Items that match your Origin and cost 100cp can be taken for free. You may take one 100cp item that matches your Nation for free. The other 100cp item may be purchased at the standard discount.

General Items

[Free/50] Clothing: Journey across this world and you'll see fashions and finery to suit every culture and occasion. With each purchase of this item, you receive a set of garments suited to your home nation. This might be the cold weather garb of the Water Tribe, the ceremonial robes of an Earth Kingdom Noble, or the common clothes of a Fire Nation peasant. With additional purchases, you may receive more specialized garments. Perhaps you want a patchwork disguise for sneaking about at night, or a fancy dress to attend an aristocratic party? Whatever your choice, these clothes will refresh and repair themselves at the start of each day.

[50/100/200] Money: Even the Air Nomads, who willingly shared whatever they had, sometimes required a few coins when interacting with others. Purchasing the first tier of this item will grant you a small purse of assorted coinage. This is enough to live frugally on, though you'll still need to forage or work to support yourself. Purchasing the second tier will net you a sizable income; enough to live alone comfortably or modestly with a small family. Purchasing the final tier will make you quite rich. *Beifong* rich. You'll never need to worry about keeping you and your family comfortable, though you'll need other income streams if you want to live lavishly.

No matter which tier you purchase, this purse will refresh each week. Additionally, when visiting other nations or cultures, you can choose to convert the money in this pouch into whatever form the local currency takes. You wouldn't want to use Water Tribe money when infiltrating the Fire Nation, would you?

[50/Free to Sage] Tea Supplies: This compact kit of pots, cups, and saucers is perfect for the tea aficionado in your life. With a selection covering everything from common green tea to the rare White Dragon Bush, you have everything you need to prepare an excellent batch of tea whenever you wish. Be sure to share!

[Variable] Weapon Upgrades: For a pre-industrial society, this world's weapons have some pretty fantastical qualities. You may apply some of these amazing attributes to your own weapons. Each trait costs **50cp**, and you may stack these purchases on as many or as few weapons as you choose. *See the Notes section for additional details.*

- **Paired:** This weapon splits into two identical copies, allowing for both one-weapon and two-weapon fighting styles. Wield two halves of the same whole.
- **Platinum:** Weapons made from this exceptionally pure metal become completely inert to outside bending influence. Never be disarmed by a metalbender again!

- **Launching:** Taking the form of either bracers or anklets, these contraptions can fire a wide variety of ammunition at ranges just shy of an average crossbow. Why wade into a melee when you can fight from afar?
- **Returning:** This weapon has a knack for coming back. If thrown, this weapon will arc back towards you. Even if it's misplaced, fate will ensure it finds its way back to you.
- **Transforming:** Different tools are suited for different jobs. Like the fan-shields of Kyoshi Island, your weapon can transform between two different forms in the blink of an eye.
- **Spacemetal:** Forged from a fallen meteorite, this weapon is incredibly sharp and durable. Cut through a block of steel or a stone wall with equal ease! This weapon is also more susceptible to influence, allowing it to be manipulated with bending.

Nation Items

Water Tribe

[100] Waterskins: What good is a waterbender with no water? Refilling each day, this pair of waterskins will each hold a gallon of water, giving you either a plentiful source of bendables or a solid ration of water when you're out in the wilderness. If you somehow manage to damage these impressively durable pouches, they will be repaired at the start of the following day.

[100] Betrothal Necklace: Announce your courtship to the world with this beautifully carved necklace. While you or your partner wears this band, those you meet will recognize your commitment to each other. It will serve as an excellent reminder of your love, helping you two to always reconcile and rebuild, no matter what difficulties your love faces.

[200] Spirit Oasis Water: This small vial contains water from the spirit oasis at the north pole, granting incredible healing properties to those who come in contact with it. Drinking it, pouring it on a wound, or adding it to a remedy will all prove effective, but this water is best used by a waterbender skilled in healing.

Though even if you aren't a waterbender yourself, this item can still save your life. Should you or another sustain mortal injuries in your travels, you may expend this item to revitalize a person. This won't completely heal them, and additional treatments may be necessary, but even the recently deceased can be rescued from the brink with this item. If used in this manner, the Spirit Water remains expended until the start of your next jump. If used up normally, this vial will refill after one year has passed.

Earth Kingdom

[100] Musical Instrument: The diversity of the Earth Kingdom has led to a great variety in musical traditions, as well as a wide spectrum of musical instruments. With this purchase, you receive one musical instrument of your choice, whether it be a flute, a set of strings, or even a great tsungi horn. Brighten everyone's day with your melodious tunes!

[100] Picnic Basket: Well-crafted of fine wicker, this humble basket is perfect for an outing in the park. Once each day, you may open this basket and draw out a filling, home-cooked meal of your choice. The basket provides enough food for two; enough for a roadside chat or a sunset occasion.

[200] Chi-Enhancing Tea: Carefully cultivated by the Earth Kingdom military, this exceptionally rare tea can increase a warrior's strength and energy ten-fold! Okay, that might be a bit of hyperbole, but the energy granted by this tea *is* downright mystical. Upon consumption, this tea grants the drinker the alertness, wakefulness, and energy to make the most out of the next twenty four hours. Additionally, this tea enhances one's chi. Any bending or other supernatural abilities will double in strength for the duration of tea's effects as the subject's natural energies are bolstered. Once consumed, you will receive another dose of this wondrous tea after one week.

Fire Nation

[100] Fireflakes: Flameo, hotman! This tasty pouch of fireflakes make for a tasty and spicy snack, no matter the occasion. This small bag of savory treats will always have a handful of flakes ready when you want some, letting you nosh with impunity!

[100] Secret History: You need to know the truth behind your ancestor. This scroll contains the complete, unaltered life story of an important individual in your family. This could belong to an ancient ancestor, or someone in your own generation, but the benefits remain the same. Contained in these words, you'll find wisdom, insight, and even a few secrets. Who knows, you could pick up a few of their tricks by reading this. No matter how cultivated their public story is, you can always count on this text to be completely reliable.

[200] Nuo Mask: This carefully carved opera mask protects a person's most fragile aspect; their anonymity. While worn, this mask hides the wearer's identity by obscuring their features behind a bright, intricate facade. The visage of the mask will draw notoriety away from the wearer as their deeds contribute to the reputation of the mask. What better way to hide an obvious facial scar than by giving observers something more vibrant to remember?

Air Nomads

[100] Glider: Even expert airbenders required gliders like these to truly fly. This sturdy staff conceals both a pair of wings and a pair of guide fins compacted along its length. When deployed, these wings can allow an airbender to soar great distances. Additionally, the staff itself can enhance an airbender's power when incorporated into their bending techniques. Upon purchase, you may decide if this glider is in the antique style of the Airbenders or the modern style of the Mechanists.

[100] Bison Whistle: Call your animal companions to your side with this trusty bison whistle. When blown, this instrument releases an ultrahigh-pitched sound beyond human hearing. With very little training, you could teach your pets to come to you at this whistle's call. Audible over great distances, you'll rarely be out of contact with your furry friends.

[200] Saddle: If your sky bison is going to carry you everywhere, you might as well make them comfortable. This saddle will adapt to fit any mount you have, shaping itself to maximize comfort for both you and your animal companion. Strangely, even in the form of a large bison saddle this item hardly seems to weigh anything. In fact, your mount's capacity for carrying both people and cargo will improve dramatically while this item is in use, letting you bring far more with you on your journey.

Origin Items

Nomad

[100] Camping Supplies: Living on the road means carrying your home with you, and while some of the places you visit may be comfortable and temperate, it's best to be prepared. This set of bedrolls, tents, and other basic supplies give you and your companions everything you need to make camp. Whether your journeys take you to the arctic or the desert, you'll have what you need to make a little slice of wilderness your own.

[200] Map: While you enjoy the journey, it would be nice if you could eventually get to your destination. This set of charts and maps detail major settlements and locations, methods of travel, and popular landmarks all over the world. With references like these, you'd not only know the fastest way to get to the otherside of the world, but also what attractions might be worth visiting when you get there. You may wander, but you'll rarely be lost!

[400] Traveling Partner: You may walk a long road, but you don't have to walk it alone. By purchasing this option, you receive **400cp** to spend in the Companions section of this Jumpdoc. You can use this stipend on as many or as few companions as you wish.

[600] Library Card: You're going to spend your vacation at the library! This simple slip of paper grants you access to the greatest repository of knowledge in this world; Wan Shi Tong's library. You may withdraw a text from this library once a week at most, returning it at most a month later. This might seem limiting, but given the size and scope of the knowledge in this library, you could do some incredible things in that time. In future worlds, this great library will only expand as Wan Shi Tong's foxy Knowledge Seekers collect more and more media. Just make sure you don't damage anything you borrow, or you'll lose your access for a month. Though admittedly, that is a better alternative to having the whole library sink into the desert.

Civilian

[100] Fresh Groceries: Always have the fixings for the perfect meal! From produce like ocean kumquats and sea prunes to proteins like komodo sausages, you'll receive regular deliveries of high-quality ingredients for use in your cooking. This may seem fairly simple, but don't underestimate a steady supply of wholesome, nutritious food.

[200] Home: Everyone deserves a place where they can feel safe. A place they know belongs to them. This homestead is humble, but comfortable, and comes with a significant amount of both land and livestock. Depending on which nation you call home, this might be a place where you can raise ostrich-horses, grow crops, or breed arctic hens, but one thing is certain. No matter the wars that rage around you, you'll always have this place to return to.

Alternatively, this purchase could net you a comfortable townhouse or an apartment. In future worlds, you may import this home into any property you own.

[400] Business: You don't need to be royalty to change the world. Sometimes, all you need is a dream and the will to follow it... plus a little capital. With this purchase, you have the starting investment and facilities to run your own business. This could be a tea shop in Ba Sing Se, a remedy business run out of an old conservatory, or another personal business venture. With a little time and effort, this could earn you quite a comfortable living.

If you took the **Spirit Touched** perk, you may expand this business in either scope or status. You could increase your reach and influence, turning your fishing boat into a small fleet of private vessels supplying half a dozen towns with food. Or you could refine your business to appeal to wealthier clientele. Maybe a big break has let you relocate your restaurant into the Upper Ring of Ba Sing Se or Caldera City? Whatever the case, expect your income streams to expand appropriately.

[600] Wealth of the Land: Even the simplest of products require materials to build, from majestic buildings to simple pottery. Now you have a claim to some materials of your own. These natural resources could take many forms; you might own a large forest of valuable hardwood, a mine where precious metals can be extracted, or a secret bay where fishing is plentiful. Whatever your choice, these replenishing resources could make you a fortune on their own. Use them to fuel your endeavors, and who knows what you could achieve! Best of all, these resources are environmentally friendly! No need to worry about angry spirits.

Noble

[100] Pedigree: Not everyone will take your word; sometimes you'll need to prove who you are. This collection of documents and certificates stand as proof of your identity. Additionally, these references will convey any special skills or education you've received, both in this world and elsewhere in your travels. Never be caught without your passport again!

[200] Proper Pampering: There's nothing like a day of being doted on to refresh the spirit. This lifetime membership grants you and your friends access to the Fancy Lady Day Spa, including mud baths, saunas, pedicures, and a whole cosmetic makeover should you wish. Follow up your day of relaxation with a meal at the adjoining restaurant, enjoying fine cuisine with all the other wealthy clientele. Wherever you go, always look forward to a personal indulgence with these reliable reservations.

[400] Procession: Whenever you travel, you travel in style! This purchase ensures that you always have accommodations befitting your station. A minor noblewoman would receive a full staff of house servants and a modest carriage, while someone with the **Royalty** or **Spirit Touched** perks would travel by gilded stagecoach, palanquin, or perhaps even your own watercraft. No matter how highly you are ranked in your home society, you'll always have people to take care of you, transport you, and perform the other menial labor that is beneath your station.

[600] Estate: Every ruler needs a place to rule from. This massive dwelling can take many forms, from a sprawling compound like the Beifong household to a stoic keep like Master Piandao's residence. Whatever your chosen aesthetic, this house has everything you need to establish yourself as the local fancypants, from luxurious living accommodations to large dining halls and ballrooms. If you took the **Royalty** perk, this purchase is further upgraded into a full-blown palace. From art fixtures to sheer size, everything about your estate has no equal!

Soldier

[100] Kit: Only the cruelest of captors make their soldiers fight unarmed. With this purchase, you receive a uniform matching your nation of origin, as well as a set of armor, weapons, and equipment befitting your role in your nation's military. To a mechanic in the Fire Navy, this might grant the tools needed to service a warship's engine. For an Earth Kingdom ostrich rider, this would take the form of their signature glaive and round hat. If the equipment is considered standard-issue, it's fair game.

[200] Platoon: In the military, experience begets responsibilities. Whether the soldiers around you are fresh replacements or seasoned veterans, you've been charged with their command. You now lead a group of between ten and thirty soldiers. Your unit's size and equipment will vary based on their duties, but leading a section this large grants you access to company-level assets. *See the Notes section for additional details.*

If you took the **Spirit Touched** perk, most of the soldiers under your command are just as experienced as you are. There might be some green replacements sprinkled in, but most are hardened veterans and skilled specialists prepared for the crucial jobs your commanders are likely to assign to an elite unit like yours.

[200/400] Flotilla: Naval supremacy has been one of the most crucial elements of this war. Now, you've got some of your own. This item can be purchased in tiers. For **200cp**, you are granted the rank of Commander and receive either a single Fire Navy frigate or a few Water Tribe or Earth Kingdom vessels. While you won't be invading a nation on your own, these ships are enough to give you and any troops you command mobility and support.

For **400cp**, your options expand as your rank increases to Admiral. Sailors of the Water Tribe or Earth Kingdom would find themselves commanding at least two dozen ships, each crewed by experienced sailors. They may be technologically inferior to Fire Navy vessels, but the sheer scale of your fleet makes you a threat to any enemy. Those serving the Fire Nation may choose to receive either a small fleet of eight frigates or a single mighty battleship with a pair of escorts. Sail the seas on the Fire Lord's most advanced and imposing warship!

One final option exists for those who also took the **Engineer** perk. The more mechanically minded may instead choose to receive a small fleet of cutting-edge vehicles. Perhaps you've been given command of the first Water Tribe submarine, or are testing the Fire Nation's first airship fleet. Whatever the case, you'll travel like few others in this world.

[600] Base: An army can't do much without fortifications to man. Your superiors have seen fit to grant you command of an outpost of your nation's military. With this posting comes the rank of Colonel, increasing the number of soldiers under your command to include the fort's garrison. You may be holding back the Fire Nation's advance in this region or helping it along, fortifying an important location or occupying it. Whatever the case, you've got a serious staging point to launch operations of your own.

If you took **Spirit Touched**, you've become a full-blown General in your nation's military, and your base has a much greater strategic importance. This might be a critical refinery for

producing Fire Nation tanks, a shipyard that services Earth Kingdom warships, or even a prison where very important prisoners are kept. Whatever its purpose, the garrison of your base has swelled to ensure you have enough troops and material to protect this crucial asset.

Rogue

[100] Weapons Cache: Even if you have nothing nefarious planned, living outside the law means being able to protect yourself. This collection contains everything from basic spears to more advanced weapons like bows with grappling arrows. There's even a few shirshu venom darts. This collection is hardly uniform, but it might just be perfect for your motley crew.

[200] Blasting Jelly: Make an impact! This barrel of blasting jelly is enough to destroy a sturdy structure, like a dam, if used all at once. That said, someone more savvy could use this to scuttle a half-dozen Fire Navy frigates if placed carefully and efficiently. At the end of each month you receive a new barrel of explosives, replenishing any that you have used. This cannot be used to stockpile more explosives, but at least you'll rarely run low.

[400] Hideout: What band of freedom fighters is complete without a headquarters? Whether this takes the form of an advanced tunnel network under an occupied city, an abandoned village in the desert, or a network of treehouses similar to Jet's hideaway, this refuge is both hidden and secure. It has the amenities to support you and a small group of rogues, but it's still pretty rough around the edges. Regardless, you know an escape tunnel or two will serve you far better than drapes and doilies.

[600] Network: Whether you're a thief, rebel, or another brand of scoundrel, you know you can accomplish a lot more by working together. Upon purchasing this item, you receive control of a half dozen cells, each consisting of between three to eight members. These members come with a diverse set of skills, but generally have a similar background and persuasion to you. At the time of purchase, you may decide how these cells are distributed, letting you spread them out across a large city, a province, or even a country depending on how independent you want them to be. Any growth or recruiting after that will have to be done the old fashioned way.

If you took the **Spirit Touched** perk, your network instead consists of twenty cells, each composed of between ten and twenty members. Each of these cells is led by an experienced crew leader loyal to you, and who are trained to work both independently and in coordination with each other. This organization is still small compared to some of the other secret orders in this world, but it's still far larger than any small-time, amateur outfit you'll run across. With time and effort, you could build a frightening criminal syndicate or rebel movement from these beginnings.

Spirit

[100] Shrine: Humans would be wise to show you respect, and what better place to do that than your very own shrine? This simple pavilion or rustic statue serves as a focal point for your domain, representing your importance and giving locals a place to make offerings to you. These sacrifices may start frugal, but will grow based on your commitment to your duties. And if the locals don't show your shrine respect? You'll be able to justify a rampage or two.

[200] Spirit Oasis: Groves like this one used to be common place when the spirits walked among mortals, but have almost all disappeared in the Age of the Avatar. No bigger than a garden pond, this pool of water is infused with spiritual energy. Anyone who submerges themselves in the pool will find most of their injuries healed, though mortal wounds may require additional aid to counteract. Even the healthy have something to gain from this place, as the trees that surround this pool constantly bear delicious fruit. The mortal world may change around you, but you'll always have a small slice of the spirit realm!

[400] Banyan Grove Tree: In the Foggy Bottom Swamp, a fantastic banyan grove tree spreads its roots. By connecting to life across the world, this tree has collected an incredible amount of spiritual energy, creating some very strange phenomena around it. With this purchase, you have a small sapling of this tree to call your own. Though it will take hundreds of years to reach the same size as its parent, this plant seems to offer several of the same effects when planted.

Those who sit beneath this sapling will occasionally glimpse visions of the past and future. After all, time is just as much an illusion as the separation of life. By concentrating, it is also possible to detect the location of specific individuals and lifeforms, even casting your sight across the world to wherever they might be. With a connection to the world like this, it's no wonder so many sought enlightenment beneath the branches of this tree.

[600] Old Iron Armor: Most spirits are limited to subtle interactions with the physical world, lacking the presence to cause any large-scale changes. This construct changes that. Standing fifty feet tall, this impressive body is made of durable stone and interlocking metal plates, though its exact aesthetics are for you to determine. Given the rarity of metalbenders, there are very few individuals who could challenge your might when inhabiting this armor. Enjoy a physical form equal in power and majesty of your spiritual self!

If you took the **Spirit Touched** perk, this form is even more impressive. Platinum armor makes you immune to metalbenders, while a deep reservoir of spiritual energy allows you to release destructive beams from your hands and chest. Whether you use this colossus to protect or subjugate, only the Avatar would have even a hope of stopping you.

Companions

You may transfer your CP to any companion you purchase at a 1:1 ratio.

[50/100/150] Animal Companion: In a world of such fantastic creatures, why *wouldn't* you want to take one with you? For **50cp**, you may purchase a small pet such as a winged lemur or messenger hawk. For **100cp**, this animal companion is large enough to ride, though its efficiency as a mount will depend on its species. Animals like ostrich-horses, komodo-rhinos, and even the rare bear-bear fall into this category. Finally, for **150cp**, you may purchase something truly special. The third tier is reserved for creatures with incredible abilities. Should you want your own badger-mole, sky-bison, or dragon, this is the tier for you. Though these animals have immense potential, they start young. Like you, they must grow into their full power.

[100] Import/Custom Companion: Why go alone when you can bring friends? With each purchase of this option, you may create or import a companion. They receive a free origin and national background, as well as 600cp to spend on perks, items, and bending. Companions created with this option cannot purchase the **Sage** perk. Imported companions will appear with you at your starting location. Companions you create will encounter you naturally a short time after your arrival.

[200] Canon Companion: Perhaps someone from this world has caught your eye? You may recruit one canon character with every purchase of this option. While buying this doesn't force them to come with you, it will ensure a favorable meeting with the character, and will give you a strong opportunity to convince them to join you.

[200] Soulmate: Some bonds are so strong that they transcend time itself. This Companion is your natural complement, supporting and contrasting you in all the best ways. Whether their relationship to you is platonic or romantic, you'll find that even the harshest of arguments will never separate you for long. This companion receives a free Origin and national background, as well as 800cp to spend on perks, items, and bending. In future worlds, you may import this companion at no additional charge, where they receive the same spending stipend.

[300] Master: Even the most gifted students need someone to teach them. By purchasing this option, you ensure you'll cross paths with an individual of exceptional skill who is invested in your success. This Companion comes with the **Sage** perk, as well as a free Origin, national background, and 600cp to spend on perks, items, and bending. Whether they're correcting your sword stance or just coaching you through life's challenges, this faithful teacher will stand by you in all the worlds to come.

[50] Ember Island Players: This option works a little differently than the Companions listed above. Instead of being joined by a new traveling partner, this purchase ensures that in all future worlds you visit, you will be followed by the most mediocre acting troupe to grace stages. Tasked with portraying your adventures, these actors will recount your story with their typical lack of accuracy. At least the effects are nice.

Bending

What separates this setting from countless others is the way some of this world's people can harness their chi to shape the elements to their will. This *bending* of water, earth, fire, and air can accomplish incredible feats, but requires both time and effort to master.

You, like many in your nation, can bend one of the four elements. The element you can bend matches your national background (or your original home if you took the **Pariah** Drawback). You may not purchase bending perks for elements that don't match your national background. After all, only the Avatar can bend more than one element.

*Jumpers with the **Spirit** Origin who purchase bending may only use their abilities during their Jump if they also took the **Great Spirit** perk as well. To compensate, Spirits may purchase techniques from the **Spiritbending** section at a discount. See the Notes section for further explanations.*

General Perks

Rather than grant you new and exciting techniques, the following perks represent general talents that can apply to all of your bending. Additionally, these perks can also apply to any other supernatural abilities you possess.

[100] Household Bending: Rather than use your abilities to fight, you excel at employing them to aid others. Whether you are cooking with firebending, crafting artwork with earthbending, or cleaning with waterbending, you can apply your talents to more peaceful challenges with masterful skill. This talent also increases your fine control with your element, letting you do delicate work more easily.

[100] Combat Bending: You are a warrior, and can expertly integrate your weapons and powers into a seamless style of fighting. Developing new offensive and defensive techniques to meet new challenges comes naturally to you, and you see enhanced results from your bending when you use weapons and armor to focus your techniques.

[100] Inventive Bending: Your mind is alight with the possibilities of your bending! With your creativity, you could easily design mechanisms that interact with your abilities. From doors that are unlocked by bending, submarines powered by waterbenders, and more, you know how to blend the modern machines with ancient powers.

[100] Constructive Bending: You want to create! You're a master at forming more complicated shapes and constructs from your bending, from sculptures of earth and ice to carnival dragons made from fire! This talent also increases the raw amount of your element you can bend at once, allowing you to form grand constructions with only slightly more effort.

[200] Psychic Bending: Most bending is done through a combination of mental intent and physical technique, requiring a motion or effort from the bender to produce the desired effect. You are not most benders. Whether through *exceptional* talent or some freak ability, you do not require the physical motions most need to bend their element. Instead, you can produce the same effect with merely a thought. This does not diminish the energy required to perform your techniques, but it does make you impossibly subtle and difficult to predict.

[300] Bending Prodigy: To most, bending is an extension of one's self. But to you, bending is a core part of *who you are*. Like Katara, Toph, or Azula, you are a once-in-a-generation bending talent. Your natural skill with your element would let you go from an untrained novice to an unparalleled master with blinding speed. What's more, you are an excellent innovator. Not only could you master existing specializations and techniques, but inventing your own would only be a matter of time and effort. It will take intense dedication to reach your full potential, but few will have a greater right to call themselves master. *See the Notes section for additional details.*

The Four Elements

Waterbending

Waterbending is arguably the most versatile of the elements, adapting to the bender's needs much like the element itself. Warriors of the Water Tribes learn to turn their defense into their offense, blending blocks into counterattacks. Waterbenders who don't fight often use their talents to heal, controlling the flow of energy in the body. While they are extremely dependent on the availability of their element, many forget that there's water in places people never think about.

[100] Healing: Normally taught to the women of the Northern Water Tribe, this technique uses water to catalyze the healing of the body. By adjusting the flow of energy in the body, waterbenders can heal almost all injuries and maladies, especially recent ones. Mortal wounds, however, are usually beyond the help of these specialists. True masters of this art can even manipulate the energy of spirits, calming them with positive energy or agitating them with negative energy.

[200] Plantbending: Developed by the reclusive waterbenders of the Foggy Bottom Swamp, this technique allows the bender to control and alter plants by manipulating the water they contain. Though novices may only manage simple movements with large vines, experts of this style were able to craft incredibly durable armored forms from the plants around them. Master these secrets, and you might even discover how to influence the growth of the plants themselves!

[300] Bloodbending: Invented by a mistreated and vengeful waterbender, this technique reaches into the bodies of living things and allows the user to control the water within. This leaves the targets of this style as puppets on your string, letting you control their movements, incapacitate them, or worse. Even so, this powerful technique is not without limitations. Bloodbending normally requires the enhancing effect of the full moon to perform, and cannot be used against waterbenders more skilled in this technique. Master this form, however, and you may find yourself able to waterbend independent of the Moon's phase. Just be careful who you reveal this power to.

Earthbending

Earthbending is a stable, unwavering element. Like the earth itself, earthbenders endure the attacks of their opponents until an opportunity to strike arrives. In this sense, they are masters of patience and neutral jing. Don't let that fool you, however. They can still be incredibly dynamic when the situation calls for it.

[100] Sandbending: Developed by the tribes of the Si Wong Desert, sandbending involves the precise control of sand and other sediment. Due to sand's more fluid nature, sandbending resembles waterbending and airbending more than traditional earthbending. Indeed, desert-dwelling sandbenders often emulate airbenders by creating miniature sandstorms to propel their sand-sailers. Masters of this technique can manipulate glass, compress and decompress earth, and even crudely mimic flight with the ancient secrets of dust-stepping.

[200] Metalbending: For thousands of years, metal was thought to be an unbendable element. Then a little blind girl came along and changed everything. This soon-to-be-invented technique targets the impurities and trace amounts of earth in metal, allowing an earthbender to manipulate all but the purest of metals. Eventually, Toph and her students will refine this technique to offer the same versatility as standard earthbending. But for now, you and a rare few are on the forefront of unexplored bending territory! Purchasing this specialization also gives you training in Toph's Seismic Sense technique, allowing you to visualize your environment using vibrations.

[300] Lavabending: Much like how waterbenders can change the state of their element, a *very* rare few earthbenders can transform even a few stray rocks into a useful reserve of molten lava. Lavabending offers an incredibly potent combination of offense, defense, and utility by effectively giving the user access to the benefits of earthbending, firebending, and waterbending all at once. Of course, this added power comes with added risk; a stray stone will not throw itself, but a pool of molten rock may ignite fires if left unwatched. All that said, the potential a master of this technique wields is absolutely earth-shattering!

Firebending

Firebending is unique amongst the elements in that firebenders can generate their own flames. Its offensive capabilities made the Fire Nation a ferocious and devastating military force, but do not underestimate the hidden versatility of this element. As appealing as shooting fire from your fingertips might be, there is a lot of nuance to be found here.

[100] Chromatic Flames: Like the dragons of old, masters of this technique have incredible control over the properties of their flames. With intense heat, this technique can turn ordinary fireballs into concussive blasts or precise cutting lances. With lower temperatures, collateral damage can be avoided, allowing you to scorch only what you intend to. As a side-effect, this precision also gives you stunning control over the colors of your flames.

[200] Lightning Generation: Known as the cold-blooded fire, this secret technique is normally kept by the Fire Nation royal family, with only a precious few members capable of performing the feat. By separating positive and negative energy, then allowing them to crash back together, these select firebenders can create and channel bolts of lightning. As devastating as this technique is, it requires inner peace and emotional tranquility to perform correctly. As part of your training, you also receive instruction in the redirection of lightning. Should you master this technique, as the prodigious Fire Nation princess has, your fine control will allow for incredible achievements.

[300] Combustion Bending: This barely understood but highly coveted technique often paints a target on its practitioners. With intense focus, these extremely rare firebenders can create a beam of energy that explodes on contact with an object. Combustion benders are devastatingly effective at range when they have a clear line of sight to their target, but their aim diminishes *greatly* if they attempt to curve their attacks around obstacles or cover. These attacks have the explosive power to shatter stone pillars and knock adult dragons out of the air, but be cautious. This volatile energy cannot be diffused once summoned, and will explode on contact with *whatever* object it strikes first. Lose your focus or hit an object too close to you, and all that destructive potential could tear you apart. Optionally, you may choose to have a focusing tattoo inscribed on your forehead when purchasing this specialization.

Airbending

Airbending revolves around redirection and finding the path of least resistance. Airbenders are constantly mobile, flowing around obstacles and attacks before escaping. When airbenders are forced to fight, they focus on turning their opponent's energy against them. Whether in the skies or on the ground, Airbenders are hard to pin down.

[100] Hypersensitivity: A skilled airbender is always aware of their surroundings, sensing nearby air currents to detect movement, obstacles, and even threats. Coupled with the natural agility of airbending forms, experts in this technique could effortlessly dodge attacks from any angle, whether they could see them or not. It would take lightning-fast strikes or lopsided odds to overwhelm this defense.

[200] Pressurebending: Just because an airbender's element is gaseous doesn't mean it has no substance. Expert airbenders are capable of controlling the density of the air they bend, forming both hardened shapes from compressed air or vacuums and suction from the lack thereof. In the beginning of your training, this might take the form of simple shields or hand-held air funnels, but given time you'll be forming windblades, airwalls, and even full-blown cyclones with this style. Purchasing this technique also grants you proficiency with Aang's signature airscooter, letting you move at great speeds across varied terrain and even vertical surfaces.

[300] Flight: Normally reserved for the majestic sky bison, this technique was discovered by Guru Laghima after he unburdened himself from worldly tethers and found true freedom. By purchasing this technique the user may become as weightless as the wind, hovering and flying without the need for gliders or the other typical airbender aids. This is the ultimate expression of airbending; a form of freedom unmatched by any other bending ability. However, this technique is not infallible. Even though the user becomes weightless, they can still be burdened and even restrained by heavy weights. Additionally, they are still vulnerable to environmental influences while in flight, such as strong winds and weather. Even still, if you ever wanted to fly like a sky bison, there is no better way.

Spiritbending

If any of the above techniques seem to overlap with each other, it's because they do. After all, the greatest illusion in this world is the illusion of separation. We are all one people, and the four elements are all just different forms of energy. As such, philosophers, sages, and spiritual masters have unlocked abilities that transcend the four elements and explore the possibilities of long-lost ages. *You may purchase these abilities in addition to your regular elemental bending.*

*All Jumpers may buy techniques from this section. Jumpers with the **Spirit Origin** receive a discount on this section, and may purchase these perks at half price.*

[100] Chi Blocking: Considered the most mundane and blunt form of energy bending, the manipulation of a person's chi is still quite effective. By precisely striking a target's pressure points, the user of this technique can not only paralyze their opponent but also temporarily disable any bending abilities. Though it requires physical contact to work, this style can even let nonbenders contest with even the Avatar.

[200] Spirit Projection: Pioneered by the Air Nomads, this technique allows one to separate their spirit from their body using intense meditation. Unrestricted by physical boundaries, a detached spirit is capable of moving independently of the body, allowing the user to observe distant places and people so long as focus is maintained. As a novice of this technique, your spirit-self will only be visible to spirits and those who can naturally perceive them. However with practice, you'll be able to make your spirit-self visible to others, allowing for distant communication. Further skill in this technique will allow you to project yourself across further distances and even meditate into the spirit world. But be warned, this ability comes with risks. Your detached spirit is still vulnerable to spiritual attacks, and your body is defenseless while you meditate. Additionally, your body will grow weaker the longer your spirit is separated. Don't stray too far, or else you may not have a body to return to.

[600] Energybending (Free to Lion Turtles): Normally reserved for the Avatar and the Lion Turtles, this technique is the ultimate culmination of bending. By bending the life energy of yourself and others, incredible things are possible. In its crudest form, this technique allows for the projection of control of pure beams of energy. This has enormous destructive potential, as the Empress Kuvira will discover in many decades. But this offensive power is nothing compared to the ability to bend the spirits of others. Like the Avatar, users of this technique can reshape a person's spirit, bestowing or removing the ability to bend the elements. However this tremendous ability is not without risks or consequences. To bend another's spirit, your own soul must be *unbendable*, otherwise you could be warped, corrupted, and destroyed by the process. Only the Lion Turtles truly mastered this technique, and only one of those is believed to remain. Who can say for certain what you can achieve with this power?

Drawbacks

Perhaps you seek additional challenges! You may take as many drawbacks as you wish and add the accompanying point stipend to your budget.

[0] Character Insert Toggle: Perhaps instead of forging a new path, you want to explore the journey of another. With this option, you may replace one canon character in the Time Period of your jump. This option does not grant you any of their powers, merely their starting circumstances. The only character you may *not* replace is the Avatar of your era. For that option, please see the Scenarios section below.

[0] Alternate Universe Toggle: This isn't the story you remember. Taking this option allows you to enter your jump in an alternate version of the world of Avatar. Rather than dealing with the events of canon, you may substitute an AU or fanfiction of your choice. Maybe you prefer a modern-day coffee shop AU, or a What-If universe where Aang never ran away, or even the Shyamalan-verse if you hate yourself. Alternatively, if you have visited this world in any of your other Jumps, you may import your actions (and their historical consequences) into this setting.

[0/+100] Extended Stay: Ten years may not be enough time for you to fully explore these lands. For those who want to immerse themselves more in this world, you may choose to spend an additional decade in this setting. You may take this option multiple times.

Alternatively, you could sign on for the full ride. For **+100cp**, you may choose to live a complete life in the world of Avatar. Instead of inserting into this world on your start date, you will begin a number of years before your start date equal to your Age. You can still break your Jumpchain with this option, as any death besides passing from old age will be considered a chain-fail, but for Jumpers who want to see it all, there is no better option. *See the Notes section for additional details.*

[+100] Dramatic: YOU'RE COMPLETELY CALM! Okay, so maybe you're a bit emotional at times. Whether you have trouble controlling your temper or get so emotional you tearbend, you have more difficulty than most when it comes to controlling your feelings. This doesn't make you any less intelligent, but it will be trickier to keep a cool head.

[+100/+200] Cabbage Curse: The universe just loves knocking you down. Just like Team Avatar's resident planning guy, you often wind up as the butt of the joke. You might get caught out in the rain without an umbrella, knocked around by some stray earthbending, or just get stuck in a crevice for an afternoon. This is never enough to put you in *mortal* danger, but expect fate to knock you down a peg any chance it gets.

For another **+100cp**, this goes beyond simple bad luck. Your time here will test your patience and optimism as fate and circumstance undercut your accomplishments. Planning to open up a new store in Omashu? All of your product is labeled contraband and destroyed. Setting up an ambush to catch the Avatar? The smart money says that *you'll* wind up in that trap before the day's done. If things can go wrong, they will go wrong. Better plan ahead, Jumper.

[+100/+200] Rough Childhood: One hundred years of war has left almost everyone in this world devastated, but you've borne more hardship than most. At its first level, this drawback ensures that during your formative years you faced some significant hardship. Maybe one of your parents was killed or imprisoned during the war. Maybe your family has fallen on hard times recently and struggles with poverty. These aren't the worst circumstances, but you've faced more challenges than most people your age.

For twice the points, you've had to overcome significant trauma in your struggle to survive. Maybe instead of losing one parent, you were orphaned at a young age. Perhaps your parents are alive, but they're terrible people. It's likely that you don't just bear emotional scars from these experiences, but physical ones as well. Moving past these circumstances will be challenging, Jumper. It may take time, friends, or both to overcome your beginnings. Just remember that your past doesn't define you; it merely marks the start of your journey.

[+200] Nonbender: There's nothing wrong with being a nonbender. Plenty of the colorful characters you'll run into around here aren't benders and still manage to kick plenty of ass. Still, you deserve a little something extra to help you keep up. Until the end of this jump, any purchases from the Bending section (with the exception of **Chi Blocking** and **Astral Projection**) of this jump are locked away, only accessible once you have completed your jump duration.

[+200/+300] Pariah: I've heard of you, you're an outcast! For one reason or another, you're not where you belong. Maybe you are a war child, a terrible product of this war. Or maybe you're a refugee, laying low in a foreign land. Whatever the case, you often find yourself ostracized by the people around you. This doesn't make it *impossible* to find friends, but the vast majority of those you meet will be very reluctant to trust you at first glance.

For an additional **+100cp**, this exile is legally enforced. You are banished from your home nation, and must either start your journey in a location other than your mother country, or leave immediately! If you ever return to this territory and are found out, you can be executed. Be very careful which borders you cross, Jumper.

Note: taking this drawback allows you to start in a location that doesn't align with your national background or bending. For example, a Jumper from the Fire Nation who rolls a 2 for their location couldn't start in Fire Fountain City, but could start in Omashu.

[+300] Just A Child: How cruel is it that the world that was supposed to protect you now calls on you to protect it. **Roll 1d6+10**. This number replaces your starting age. Whatever adventures, dangers, and emotional trauma that lie before you, you'll have to face them as a child. The experience you've accumulated in your travels will only be of limited help, as you find yourself acting and reacting more like a child. You'll need to grow physically *and* emotionally during your time here.

[+200/+400/+600] Locked Chakras: Your entry into this world did not go as smoothly as you hoped. To restore balance, the universe has locked one or more of your chakras, limiting your resources and abilities. You may take up to three of the following options, earning an extra **+200cp** per drawback:

- **Thought Chakra:** The Thought Chakra deals with pure cosmic energy, and is blocked by worldly attachments. With this chakra sealed, you cannot access your Warehouse or any otherworldly items you brought with you. I hope you can make do with the purchases you made above.
- **Light Chakra:** The Light Chakra deals with insight, and is blocked by illusion. With this chakra sealed, you cannot use any of your supernatural abilities or perks not purchased in this jump. You'll have to rely on your skills, your wit, and your bending to get by.
- **Sound Chakra:** The Sound Chakra deals with truth, and is blocked by lies. With this chakra sealed, your own personal truth and past memories are locked away for the duration of the Jump. You remember only the memories that came with your chosen Origin and Drawbacks. Any knowledge about your extraordinary nature, or the characters and coming events of this world have been wiped clean. Can you handle not knowing what to expect?

Scenarios

Perhaps you seek greater adventures? These extra challenges will test your strength, wits, and resilience in new and unexpected ways, but offer unique rewards you can only find here! If you fail to complete a Scenario before your Jump duration is complete, you do not fail your Chain, but instead move on without receiving that Scenario's reward.

Major Scenarios

You may choose ONE of the following scenarios to augment your adventure.

The Last Airbender

*(Cannot be taken with the **Teach the Avatar** Scenario.)*

Something's wrong, Jumper. Instead of entering this world through your chosen Origin, you find yourself waking up in the arms of a Water Tribe girl amongst the shattered remains of an iceberg. You have taken Aang's place as the Last Airbender. You are the Avatar, and you must master all four elements so you may restore balance to the world. The only problem is that you have a *long* way to go before you're ready to save anyone. Thankfully you are not alone. Whether you choose to journey with Katara, Sokka, and the other friends you'll make along the way, or if you choose to recruit your own Team Avatar, there are many in this world that could help you on your quest to defeat Firelord Ozai before he wins the Hundred Year War.

This will not be an easy task. Though you are *capable* of bending all four elements, you begin your journey only with whatever Bending skills you purchased above. You will have to learn the rest as you journey across this world, helping to heal a world and its people from a century of war. But should you manage to defeat Ozai and restore balance, the results will be worth it.

Alternatively, you may choose to become another Avatar entirely. Perhaps your chosen Timeframe puts you in the fur-lined boots of Avatar Korra, or perhaps Aang died in the iceberg and you've been born as the next Avatar in the cycle. No matter what nation you are born into or what time you find yourself in, you must still restore and maintain balance in the world. Every Avatar faced challenges, and your journey will be no different.

[Reward] Avatar Cycle: All of your hard work has allowed you to fully step into your role as the Avatar. Mastering all four elements and restoring balance has left you a fully-realized Avatar, giving you control over not just the four elements but also the Avatar State. You may call upon this power and wisdom at will, and are fully conscious of your actions when you do so. Finally, you have been left with a piece of the Avatar Spirit, even as you continue your journey. Should you perish in future worlds, you will be reborn into a child's body. As with the Avatar, this new person will bear your abilities and memories, though they will require time and guidance to fully master them. You can still fail your Chain should you be killed in the Avatar State, but short of spiritual destruction, your legend shall endure. See *the Notes section for additional details*.

Join the Gaang

Aang would have never restored balance and mastered the elements if he hadn't had friends by his side. Katara and Toph taught him bending, Sokka helped him plan, and even Momo chipped in on occasion to help the team pull through whatever challenges came at them. Now you will find yourself along these soon-to-be-heroes.

However you choose to enter this world, circumstances will soon give you a chance to join Aang's group. You may decide what skills you bring to this new Team Avatar, but whatever role you choose to play, know that new challenges await you. Your presence here will create new opportunities and challenges for Team Avatar to face, meaning you won't be able to coast on previous knowledge alone. But together, you'll have a fighting chance at overcoming these obstacles and helping Aang complete his quest to become the Avatar the world needs.

[Reward] Hero's Journey: Aang surrounded himself with remarkable people. These teenagers, who barely understood their powers and potential, would eventually grow into confident, capable heroes in their own right. By accompanying Aang and his friends on their worldwide journey, you too have proven that you can rise to almost any challenge. When faced with adversity or harsh circumstances, you find yourself learning and improving at an accelerated rate. This increase will scale with the hardship and danger you face. Need to attend the Earth King's birthday? You *might* be able to learn fine etiquette in an afternoon. But join a world-spanning expedition to save the world, and all that experience will turn you from a novice waterbender to a full-blown master by summer's end. Additionally, this perk also makes it easier for you to make friends with aspiring heroes and other noteworthy individuals in future worlds.

Capture the Avatar

You must capture the Avatar! Your honor depends on it! Whether as atonement for some crime or as part of a royal mandate, you have been tasked with capturing Avatar Aang before he can defeat the Firelord. He is surrounded by powerful allies, and is an incredibly strong bender in his own right, but as long as the Avatar is alive, he is an intolerable threat to Ozai. Should you manage to capture and subdue the Avatar, your rewards will be great.

[Reward] Pohuai Prison Cell: Your reputation as a hunter of powerful individuals has grown, so it is fitting you have accommodations to match. This structure may be imported into either your Warehouse or an existing property that you own. With unbendable walls, unbreakable chains, and suitable arrangements to keep your prisoner *just barely* alive, this holding cell can contain even the most powerful prisoner. You'll still need to protect this facility from infiltrators, but escape from inside these walls is impossible.

Night of Black

An ambitious admiral once thought he could obliterate the Water Tribes by killing the spirit of the moon itself. In the story we're familiar with, he was stopped and the world was saved. But surely someone who could succeed where Zhao failed would become a legend. Before your time in this world is through, you must slay the Moon Spirit Tui and bring the Water Tribe to its knees. The deed itself is straightforward enough, as Tui gave up their immortality to become a part of the mortal world. The consequences, however, are far more deadly. By killing the Moon Spirit, you will draw the wrath of the Avatar, the Water Tribes, and the Ocean Spirit La itself. The remainder of your Jump will be spent constantly defending yourself against those who seek retribution, to say nothing of enduring the consequences of your actions.

[Reward] Slay the Moon: For doing the unthinkable, you can now accomplish the unachievable. In future worlds, you may personify aspects of nature or abstract concepts as living, mortal beings. By killing these creatures, you can destroy the concepts that they are associated with. Be warned that not all embodiments will be as weak as Tui and La. Additionally, destroying what these creatures represent will almost-certainly have dire consequences on whatever world you find yourself in. However you choose to interact with these personified beings, be wary of the consequences you might unleash.

Nationbuilder

Every nation has been deeply affected by this war to some extent. The Air Nomads are all but extinct, the Southern Water Tribe has been reduced to a few shattered villages, and the Earth Kingdom is slowly eroding under the constant pressure of war. The Fire Nation has faced different effects as the war has forced the country and its people to rapidly industrialize and expand, creating a strange new culture of colonialism and eating away at the traditional separation of nations. Now it's your turn to shape the geopolitical landscape of this world.

Before your time in this world is through, you must uplift a society or nation of your choice into a dominant power on the world stage. For some, this could mean rebuilding the Southern Water Tribe or the Air Nomad culture. For others, this might mean founding a new nation, akin to the United Republic that will soon emerge in the post-war climate. For Jumpers seeking domination, this could even mean ensuring Ozai's plans come to fruition and the Phoenix King reigns over a wholly-conquered world. Whatever outcome you seek, you must ensure your nation rises to prominence and is globally recognized before you depart.

[Reward] State: For your efforts, you may take the country you have built with you to new worlds. You may determine how this integration happens (whether new land is created, old land is occupied, or some combination of the two), but you may bring a slice of your country, its culture, and its people into each world you visit. As your country expands, grows, and improves, it will retain these changes on subsequent imports. Pretty soon, the nation you nurtured may rival even Ozai's wildest dreams.

Minor Scenarios

You may select as many of these scenarios as you wish.

Earth Rumble Seven

You've managed to stumble into a competitive bending league! No matter what element you bend, you face a full bracket of experts, each with their own quirks, techniques, and theatrics. It will be a tough fight, testing your creativity, strength, and endurance, but the winner will go home with it all!

[Reward] Belt & Purse: To the winner goes the spoils! This full-sized championship belt will proclaim to all that you are the greatest bender of them all! Even in far-away lands where your abilities are less understood, all who see this waistband will *know* you are an undisputed champion and a force to be reckoned with! Of course, there's also the prize money. Upon winning, you will receive a hefty sack of gold pieces; enough for a few months of lavish living! These funds will replenish at the start of each jump, giving you a solid chunk of cash to play with.

Protect The Earth King

Once the Hundred Year War was revealed to him, the Earth King decided that he wanted to travel his kingdom in disguise to learn more about his country and his people. While this is an admirable decision, it is also a perilous one. Between bandits, corrupt soldiers, and even vengeful Dai Li agents, there are plenty who would not hesitate to take the Earth King out. Thankfully, you're here to stop that from happening. You must ensure the Earth King and his bear Bosco safely complete their year-long tour of the Earth Kingdom. Should you do so, you will have proved to all that you are a trustworthy friend to leaders everywhere.

[Reward] Royal Ear: You must have a trustworthy face. You find it easy to win the attention of monarchs, presidents, and other important leaders. While they might not always agree with your opinion, they *will* always at least give you a chance to explain yourself. Prove yourself an ally, and you could have a lot of friends in high places.

Royal Rehabilitated

With Ozai defeated and Zuko on a better path, the last fragment of the old Fire Nation is the ruthless and cunning Princess Azula. Deciding whether her problems are due to nature or nurture is a bit like choosing which came first; the komodo-chicken or the egg. But at the end of the day, she's a fourteen year old child with deep-seeded issues and her whole life ahead of her. You've decided that you're not giving up on her, and have made it your mission to help Azula grow into a better person. You have many challenges before you; Azula is untrusting, calculating, and rarely sees other people as more than tools. But if you manage to unravel the tangle of issues that plague the princess, you will have truly made a difference in her life.

[Reward] Fire Nation Princess: Your efforts haven't gone unnoticed. The work and unconditional compassion you showed Azula has proven to her that you can be relied on and trusted. Eager for a new beginning, Azula would like to join you on your journey through Jumpchain. She comes with the **Protocol, Diplomacy, Royalty, and Wolf Tail** perks. She is also a **Firebending Prodigy**, and will have fully mastered both **Chromatic Flames** and **Lightning Generation** by the time your Jump duration is complete.

Teach The Avatar

*(Cannot be taken with the **The Last Airbender Scenario**)*

The Avatar must master all four elements, and he must do it by the end of summer! On his own this task would be impossible, but thankfully he has examples like you. At some point on your journey, a young Avatar Aang will ask you to teach him. He may ask for help learning the three remaining elements or with another skill entirely, but you must aid him either way. By the end of the summer and the conclusion of the Hundred Year War, Aang must be an expert in your area of knowledge. Should you succeed, you will have proved your effectiveness as an instructor.

[Reward] Sifu Jumper: Your hard work with the Avatar has shown what an exceptional teacher you are! Whether your students have prior knowledge or are coming in completely blind, your training can elevate them to experts and beyond. You can even bestow some of your supernatural abilities through your training. Show your student a few waterbending forms and pretty soon they'll pick up the practice. Reveal yourself as a mighty magician? Your pupils will start to kindle their own arcane talents. *See the Notes section for additional details.*

Notes

Item & Property Importing: Any property purchased here may either be attached to your Warehouse or inserted into a physical property you own. Instead of purchasing a new item, you can instead choose to import an existing item you already own to receive its properties.

The Main Story: If you enter in the normal timeframe and do nothing, the series story will progress normally and Aang will defeat Ozai. This can allow you to lay low and avoid the conflict, but be warned. The final days of this war will have widespread effects, no matter where you decide to settle. There may not be many places left to hide from this conflict.

Air Nomad Origin Adaptations: The near-extinction of the Air Nomads presents several problems for Jumpers taking the Air Nomad national background. In general, you may fanwank reasonable explanations to blend your story into that of this world. Below are some offered suggestions but they are by no means an exhaustive list:

Nomads and **Civilians** might begin as members of secret enclaves of airbenders who escaped the genocide and subsequent purges by going in to hiding. **Nobles** may be Air Nomad sages who lead hidden communities or otherwise guard the traditions and culture of the lost Air Nation. **Soldiers** and **Rogues** might be captured or secretive airbenders who were rescued from their fate in order to serve a greater nation or organization. Perhaps the Dai Li started recruiting airbenders a century early, or the White Lotus sequestered any survivors they could find to keep the Air Nation alive.

All and all, I favor story over balance. Jumpchain is a singleplayer game, and if you can create an excellent story by adapting the perks and items found above, then go for it.

Taking Both 'Born Lucky' and 'Lucky to be Born': The flavor text attached to these perks is not indicative of your actual in-jump birthday if you don't wish it to be, and both these perks may be taken concurrently if you choose.

Stacking Physical Perks: Perks that offer similar benefits, such as **Sturdy as Stone** and **Chakra Wellspring**, do combine to offer increased benefits. The previous example would represent fortitude to match Avatar Korra's legendary durability and physical strength, while stacking **Eternal Flame** and **Lucky to be Born** would harden you into an absolute juggernaut of willpower like Zuko. When in doubt about how similar perks interact, use outliers in the source material to draw comparisons.

Royalty Perk & Special Abilities: In future worlds, the Royalty perk will allow you to insert as a member of an equally important family. If capstone-boosted, this perk will also grant you access to any special bloodlines or hereditary abilities that are part of that family. This is meant to reflect the innate power the benders of each royal family seem to possess.

Spirit Domains: Spirits endure so long as their domain exists, meaning that your strength is tied to whatever concept you represent. For the Painted Lady, this meant existing for as long as her river existed, but also waning in power as the river became polluted. You too can be changed by domain, and might even be destroyed should your domain cease to exist, but this is quite rare. Nature often transforms instead of destroying, and even Hei Bei remained as the protector of his forest following the great fire.

Mutable Form: While this perk offers a limited form of shapeshifting, it does not allow you to mimic specific individuals or even drastically alter your appearance. Instead, this perk allows more moderate changes to reflect different emotional states or intentions. This perk would let a river spirit assume a leaf-covered appearance in the autumn and an icy appearance in the winter. If you wanted to assume a monstrous form when your domain was threatened, like Wan Shi Tong or Hei Bai, you could manage.

Humans who take this perk will be able to slightly alter their appearance in cosmetic ways. Just as a spirit might imitate the seasons, a human might take on a child-like or elderly appearance to suit their situation, or perhaps they might appear especially handsome or squalid to blend into their environment. These alterations can only offer minor physical benefits, and cannot replicate the benefits of perks like **Sturdy as Stone** or **Water Tribe Charm**.

Astral Projection and Spirits: Jumpers with the **Spirit** origin who purchase the spiritbending technique "Astral Projection" have no physical body to leave behind. Instead, they create an insubstantial copy of themselves to project to distant locations, granting them the same abilities as a human using the technique. This copy cannot interact with the spirit world as a mortal spirit's can, but it also presents less of a danger to the user. If this copy is destroyed, the Jumper's true spirit is not affected, whereas a Jumper with a human origin must project their core spirit with the technique.

Weapon Upgrades: Purchasing the **Platinum** upgrade makes the weapon in question immune to any outside influence, including bending, telekinesis, magic, or allomancy. Purchasing the **Spacemetal** upgrade makes the given weapon *more* susceptible to these forces. Should you purchase both upgrades, you may decide whether the weapon can or cannot be influenced by outside forces.

If you don't have a weapon you want to apply this to, you can instead receive an individual weapon with this upgrade. This is cheaper than the Soldier's **Basic Kit** item, but doesn't offer as many benefits.

Fresh Groceries: In future worlds, this item can allow the delivery of unique ingredients and foodstuffs from current or previous settings. So long as it can be purchased at a market, you can have it delivered to your current residence.

Wealth of the Land: The form these natural resources take may be chosen at the start of each jump. These resources replenish steadily, but can still be temporarily depleted if you extract too quickly.

Platoon: Depending on your specialization, this band of soldiers may change drastically. If you are part of the cavalry, this might be a Fire Nation tank platoon with three tanks and their supporting crews. If you are in the infantry, this might be as many as thirty warriors with several benders to support them. No matter your specialization, this purchase comes with equipment that would only be issued on the company-level of your military. For example, you might be issued siege equipment, fast mounts like mongoose-lizards, or even a tank-train to deploy your unit from. These soldiers are considered Followers instead of Companions, unless you spend the points to import them as such.

Extended Stay & Other Age-Affecting Drawbacks: For Jumpers who took the **Extended Stay** drawback and also have supernaturally long lives, your Jump duration is capped at 250 years. This is 20 years beyond even ol' Kyoshi, and should give you plenty of time to accomplish your tasks. If you took the **Just A Child** drawback AND **Extended Stay**, you may adjust your Jump duration and Timeframe so that your rolled "child age" marks the start of your adventures.

If you took any drawback that affects your age or lifespan, you may not receive extra CP from rolling your age in the "Age" section of this Jumpdoc, and instead receive the corresponding points from your drawbacks. No double-dipping.

Avatar Cycle: When reincarnating as a new person as per the **Avatar Cycle** perk, you may decide if your Jumper becomes a past life of the new individual or if the reincarnation simply creates an empty vessel for the Jumper to inhabit. For example, if Bob-Jumper died, they could choose to be reborn as Bob-Jumper in a new body, or allow for the mantle of Jumper to pass to the new Jane-Jumper, with Bob-Jumper becoming one of Jane's past lives.

You may also decide how this reincarnation affects your existing Jump duration. You may choose to "pause" your Jump duration until your reincarnation reaches maturity, or you may let the timer run as your reincarnation grows. You may fanwank responsibly given the variable duration of other Jumps and the addition of drawbacks and supplements.

Sifu Jumper Perk & Teaching OOC Powers: Only abilities that can be traditionally trained or learned can be passed on through this perk. For example, bending and systems of magic that require study and tutelage can be granted to your students. Biological powers like heat vision or allomancy cannot. The normal restrictions and incompatibilities of these abilities still apply, so you couldn't teach waterbending to a firebender. Even still, this is a great way to teach OOC powers to those who would otherwise never have access to them. Houserule these restrictions as you see fit.

Born Lucky vs. Hero's Journey: Both of these perks include training boosters in their effects, but while **Born Luck** is a constant, simple multiplier, the **Hero's Journey** perk activates and scales to match the adversity you face. Purchase both and pit yourself against long odds and you'll be amazed at how much progress you'll make. This doesn't guarantee your success, but it does ensure you can rise to the challenge.

Spirits & Bending Restrictions: Though bending does have a spiritual aspect, not many spirits are seen bending. Per canon, only very powerful spirits like Wan Shi Tong, La, and Yue

demonstrate any ability. As such, Jumpers who took the **Spirit** Origin may only use their purchased bending abilities in-jump if they also purchased the **Great Spirit** perk. All other Jumpers with the **Spirit** Origin cannot use their bending until after their Jump duration is complete.

Just like human Jumpers, those with the **Spirit** Origin may only purchase one kind of elemental bending. Only the Avatar may *directly* bend all four elements, though workarounds have been discovered by clever individuals.

General Bending Notes: Though not discussed directly in the show, it can be inferred that bending relies on a person's internal reserve of chi. As such, bending too much can exhaust a person. Perks that boost stamina and other internal reserves of energy will increase this pool of chi.

Purchasing Bending vs Training: There are very few bending arts that cannot be unlocked given enough time and dedication. Even a novice waterbender can learn to bloodbend in the right environment and with enough practice. Purchasing specializations from the Bending section of this jump merely grants solid proficiency in each specialization, letting Jumpers skip the years of training often needed to unlock these arts. These purchases DO NOT make a Jumper a master of the techniques, meaning that further practice and experimentation is necessary to get the most out of their bending.

For balancing purposes, consider the standard jump duration of one decade as enough time to master a single element and become proficient in one or two specializations. These accomplishments represent an intense time commitment with no outside factors present. The addition of training boosters, such as the **Born Lucky**, **Bending Prodigy**, and **Hero's Journey** perks will speed up the process and somewhat lower training requirements. You may determine how much these perks and their interactions allow you to learn, but keep in mind that even the greatest benders of this world went their entire extended lives without unlocking every technique and mastering every form. There are always more secrets, Jumper.

Clarifying Bending Prodigy: This perk represents a level of innate talent and skill that stacks with other training multipliers (like **Born Lucky**) and other perks that would increase the potency of your bending (such as the **Constructive Bending** perk). This perk alone would place you amongst the revolutionary benders of this world, while additional perks would get you closer to achieving the true outlying feats seen in this show. This perk also gives you the same innate talent when working with other supernatural abilities you've acquired or inherited. For example, a Hogwarts wizard using this perk might distinguish themselves as top of their class. You may fanwank appropriately when determining how different boosters and other perks interact with this talent and focus.

Energybending, Chiblocking, and Chakra Wellspring Post-Jump: The nature of chi and energybending is purposefully mysterious, even within the source material. Following this jump, Jumpers with the **Chiblocking** technique will be able to disable any supernatural abilities that

rely on an internal reservoir of energy, such as Chakra from the Naruto-verse or magic from the Dresden Files. **Energybending** can be used to “bend” or rewrite a person’s spirit or soul, which can still grant them the ability to grant one of the elements listed above in the Bending section. At the *very* least, you can grant an individual the benefits of the **Chakra Wellspring** perk via Energybending. However, unless you have a friendly spirit willing to bond to that person, the same one-element restrictions apply. Fanwank responsibly when determining if Energybending can be used to grant a person access to other supernatural abilities.

Changelog:

V1.0 - Initial Public Release

V1.1 - Clarified many perk descriptions, fixed formatting/spelling errors, added a capstone boost to the “Platoon” item, and altered the “Last Airbender” scenario so that Jumpers could insert as avatars other than Aang.