

降世神通
AVATAR
LEGEND OF KORRA
CYOA

Earth. Fire. Air. Water. Since the beginning of time the elements had been in balance, and four nations existed in harmony. Then, everything changed when the Fire nation attacked. The world was engulfed in a hundred years war that nearly destroyed everything, but it was stopped when the Avatar, a unique individual capable of bending all four elements, came back after a century long absence, defeated the Fire Lord and established a new era of peace.

Now, almost seventy years later, a new Avatar is about to begin her journey. The world has drastically changed in the past several decades, technology has advanced, bending has evolved, a new nation has been born, and danger has taken on a few new faces.

You arrive one year before Avatar Korra arrives in Republic City, and you'll leave five years after the end of the series. (169 A.G to 179 A.G.) You have **1000cp** to spend here, good luck.

Graphical Version 2.2 - Jul/29/2016

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JumpChain Compatible

Special thanks to; Wild Card for making an Avatar-TLA jump I could ~~copy~~ take inspiration from, the anon who created the original LOK pastebin, and the JumpChain threads for answering all my questions and giving me feedback.

ORIGIN

Regardless of whether or not you chose to gain new memories of this world, all origins will grant you a new body. Roll 1d8+15 to determine your starting age, and keep your current gender. You may also pay 50cp to determine either one of these yourself. Age must remain within the roll range.

WANDERER [0CP]: You're dropped into this world with no history and no new memories. People you met will assume that you're just a traveler, and even though you don't gain any innate knowledge of this world, you also won't have anything affecting your judgment.



CIVILIAN [50CP]: You have a simple and peaceful life, you've rarely ever had to deal with any criminals, and you've always had enough money to live comfortably. This life has given you many practical and social skills, but it's left you lacking in combat experience.



PEACEKEEPER [100CP]: Whether you're a cop, a soldier or a vigilante, you've made it your job to keep your home safe from danger and free of criminals. You've been trained in both martial-arts and melee weapons and you can solve conflicts either with or without violence.



INVENTOR [100CP]: You've spent a large part of your life learning about science and technology, mesmerized by the new age of innovation you were born into. You're a very well educated person and you even have the potential to make a few breakthroughs yourself. However, you have very little worldly experience, and your knowledge of combat doesn't extend beyond what you've read about it.



NATIONALITY

Now that you've selected your origin, you must pick which nation you've been born into. Not only will this affect your memories, personality and beliefs, but it will also determine which of the four elements you'll be able to bend.



EARTH KINGDOM: The largest and arguably strongest nation on the planet, the people of the Earth Kingdom are proud and diverse, they have a traditionalistic culture and a strong military history. Political unrest, corrupt governments, and banditry are all unfortunately very common in this country. The Earth Kingdom uses its vast amounts of natural resources to generate wealth.

EARTHBENDING: The ability to move and manipulate rocks, dirt, mud and sand. Specializations include seismic sense and metalbending. Earthbenders need to be strong and decisive in order to take advantage of the great defensive and offensive abilities their element offers.



FIRE NATION: Newly reformed after the hundred years war; the Fire nation has lost some of its importance on the world stage, but it's still very rich and powerful. This nation stretches across a volcanic archipelago west of the Earth Kingdom, and it's usually a very safe place to live.

FIREBENDING: The ability to manipulate and generate fire. Specializations include combustion and lightningbending. Firebending relies primarily on emotion, and the user must have a strong inner drive to fuel their flames.



AIR NOMADS: A monastic order devoted to peace and harmony with nature, these people were all but completely wiped out by the Fire Nation. After the return of Avatar Aang and the end of the war the Air Nation began steadily rebuilding. So far only a single family of Airbenders exists but they're supported by many Air Acolytes, people who've dedicated themselves to preserving the Air Nomad culture.

AIRBENDING: The ability to manipulate air. Specializations include flight and pressure bending. Air is the element of freedom so airbenders must be spiritual and flexible in order to harness their element. Unlike the existing airbenders you were not born with your abilities, instead you recieved them from an ancient and mysterious creature known as a lion turtle.



WATER TRIBE: The people of the Water Tribe are generally peaceful, but will not hesitate to defend themselves against any threat that may arise. The north and south poles belong to this nation, and while they're both very similar, the north is much more traditional than the south.

WATERBENDING: The ability to move and manipulate water, ice and steam. Specializations include healing and bloodbending. Waterbenders have the unique ability to change the state of matter of their element, but they must be able to flow, adapt, and be patient in order to use their element.

LOCATION

Roll 1d8 to determine where you begin your journey, or pay 100cp to decide yourself.

1. NATIONAL CAPITAL: The largest and most heavily populated city in your nation. Earth Kingdom citizens will arrive in the middle ring of the walled city of Ba Sing Se, Fire Nation denizens will be placed in the Harbor area of their capital, people from the Water Tribe will start in the icy northern capital city, and Air Nomads will find themselves at the mountainous Northern Air Temple with some confused Air Acolytes.



2. MAJOR CITY: It's not as impressive as the capital, but this place is still a major settlement in your nation. The towering city of Omashu will serve as the destination for Earth Kingdom citizens, followed by Fire Fountain City for Fire Nation citizens, then Harbor City in the South Pole for members of the Water Tribe, and finally the Southern Air Temple will be the point of arrival for all Air Nomads.



3. RURAL SETTLEMENT: You've landed in one of the many small villages or towns that dot your home nation. A lot of these places are unremarkable, but some of them have a unique culture or history that may draw some attention. The Earth Kingdom and Fire Nation have a lot of industrial towns, but the Water Tribe only has a few small villages outside their main cities. Instead of arriving in a village, Air Nomads will be placed in the deserted Eastern Air Temple.



4. ZAOFU: Home to the metal clan, Zaofu is an autonomous city-state in the southern Earth Kingdom. This city is the safest and most technologically advanced place in the entire world and its leader, Suyin Beifong, is willing to accept almost anyone seeking a second chance.



5. REPUBLIC CITY: The capital of the United Republic of Nations and one of the largest and most modern cities in the world. Republic City is home to millions of people from every ethnicity and background, both Benders and non-benders prosper here, and the unparalleled amount of social interaction has given the city a unique new culture.



6. PRISON: Uh oh, it looks like you've somehow landed in a maximum security prison guarded by the White Lotus. People of the Earth Nation will find themselves on a wooden barge in the middle of the ocean, Fire Nation Citizens will end up deep below the frozen wastes of North Pole, Water Tribe members will be trapped in a cage chained up above a volcano and Air Nomads will be locked up in a cell at the top of a mountain. The guards won't be freeing you anytime soon, but maybe you could escape by using something they wouldn't expect you to have?



7. SPIRIT WORLD: Ok, double uh oh. Instead of arriving in the real world you've arrived in the Spirit world, a separate plane of existence inhabited by powerful eldritch beings who don't really care for humans. This world is endless and almost impossible to navigate, it also holds a unique property that prohibits benders from using their powers. If you want to escape this place, then you'll either need to find a location where the physical and spiritual worlds meet, or try to convince a spirit to help you get home.



8. FREE CHOICE: Today's your lucky day, you may now pick any of the above locations to start in for free.



PERKS

Special abilities and skills that'll help you out while you're here.

TRAVELER'S LUCK [100CP]: You have a knack for running into important things while you're on a journey. You'll meet important people, find essential items and be witness to historical events much more often. Keep in mind though, this perk won't protect you from anything you come across that might be dangerous. (Discount: Wanderer)

COMMON FACE [300CP]: You're able to completely conceal your identity with just some lies and a few cosmetic changes. People who know you will question your identity, but if you act convincingly enough you'll be able to make people lose interest. (Discount: Wanderer)

QUICK LEARNER [600CP]: You can easily pick up new skills and adjust to new powers and abilities. You'll be able to learn new things in about half the time it'd normally take you. (Discount: Wanderer)

HARD WORKER [100CP]: You can complete any menial job with a smile on your face. Boredom just doesn't affect you when you're working, you can always find something to keep your mind occupied and make time move faster whenever you're doing what should be an idiotic and mind numbing job. (Free: Civilian)

IT'S CALLED AN ENGINE [300CP]: The age of innovation has created many different new and incredible vehicles, and you've taken to them with gusto! You're able to drive any mechanical vehicle without any formal training or experience. Cars, trucks, planes, motor bikes, so long as it's powered by an internal combustion engine, and lacks any computers or cybernetic parts, you're able to control it. (Discount: Civilian)

CREATURE TAMER [600CP]: You have an aura around you that pacifies both supernatural and mundane creatures. Domesticated animals will always follow your commands and wild animals will ignore you until you either provoke or befriend them. (Discount: Civilian)

FIGHTING LESSONS [100CP]: You've been trained in martial arts for several years and know how to defend yourself with hand-to-hand combat and melee weapons. Your able to take on low-level soldiers, bandits and police forces, but expert fighters are still out of your league. (Free: Peacekeeper)

INVESTIGATOR [300CP]: A lot of people often accept that the most obvious solution is the correct one. You on the other hand do not. You're able to notice small details and clues that slip past others and you gain the ability to sense whenever someone is lying. (Discount: Peacekeeper)

THE GREAT RECRUITER [600CP]: You've learned how to get extremely favorable results out of your "negotiations." You can dissuade potential enemies from attacking you and intimidate defeated foes into becoming your allies. People who are significantly stronger than you, or hold you in completely hostile regards, cannot be dissuaded. (Discount: Peacekeeper)

FUTURE INDUSTRIALIST [100CP]: Pick one field of Science to specialize in, you gain ten years worth of practical knowledge in that field. (Free: Inventor)

LOVABLE MADMAN [300CP]: People will become instantly enthralled with you whenever you act quirky. You can tell nonsensical stories that could turn strangers into allies, conduct dangerous groundbreaking experiments without raising any attention and even cover up your plans world domination by telling a few distracting jokes. (Discount: Inventor)

DEUS EX MECHA [600CP]: You're able to push the boundaries of modern science and create things that shouldn't be available for decades. You could make a working integrated circuit in the 1930's, or cobble together a coilgun that could take out ironclads in the 1800's. (Discount: Inventor)

TALL [100CP]: You're just bigger than everyone else. You'll always be whole foot taller than the average height of your race. (Discount: Earth Kingdom & Fire Nation)

STRONG [200CP]: You can lift boulders and break down wooden doors with you fantastic strength. (Discount: Earth Kingdom)

TOUGH [300CP]: You have a large reserve of stamina and you're extremely resilient to surface damage. It'll take enemies about twice as long to inflict noticeable wounds on you and you can keep fighting up until you receive a crippling injury. (Discount: Water Tribe)

ACROBATICS [100CP]: You're capable of performing great feats of athletic and acrobatic skill. (Discount: Water Tribe & Air Nomads)

EXPERT FIGHTER [200CP]: You gain extensive combat training in both martial arts and weaponry. You're as skilled as a special forces soldier. (Discount: Fire Nation)

CHI MANIPULATION [300CP]: A natural energy known as chi exists within all living organisms in this world, and you know the location of critical points on the human body that allow chi to flow. You've been trained to utilize this knowledge during combat to temporarily paralyze foes and disable other people's bending. (Discount: Air Nomads)

BENDING ABILITIES

Some of the inhabitants of this world are able to manipulate natural elements and use them for various purposes. These "benders" are usually widely accepted by society, but recent incidents have begun to stir tension between benders and non-benders.

BENDER [100CP]: You've been born with the ability to bend the natural element of your nation, and you have a lifetimes worth of experience in bending. In order to harness your powers you have to be able to move, most of your bending will be conducted through a unique set of movements and gestures but some feats can be accomplished with something as simple as waving your hand. All other bending abilities require you to have this.

MOBILE BENDER [200CP]: You're skilled at using your bending to get around quickly. Earthbenders can create huge waves of dirt to surf on, firebenders can propel themselves on jets of flame, airbenders can manipulate the atmosphere around them to glide or levitate and waterbenders can propel themselves across waves and create slides out of ice. (Discount: Wanderer)

UTILITARIAN BENDER [200CP]: Bending can be used for more than just combat and you're one of the people who know how to apply your powers to every day life to make simple tasks easier. Construction, transportation, energy generation, healing, each element has its own unique practical application. (Discount: Civilian)

COMBAT BENDER [200CP]: Despite being useful for more than just combat nothing can compare to the martial applications of bending. You've been trained to use your powers in combat, you know how to shape your element into lethal and non-lethal attacks and also how to defend yourself against both benders and non-benders. The hand to hand combat experience you've gained from this can also be applied to non-bending combat, and any existing martial arts you already know could easily be adapted for bending as well. (Discount: Peacekeeper)

ANALYTICAL BENDER [200CP]: You're incredibly innovative when it comes to bending. You can figure out new bending skills and techniques faster, come up with new uses for the skills you have, and adapt your forms to overcome new situations and enemies. (Discount: Inventor)



EARTHBENDER SPECIALIZATIONS

SEISMIC SENSE [100CP]: This skill enables earthbenders to detect vibrations in the ground to perceive objects, people, and other aspects of their environment, essentially acting as sonar through earth and metal.

METALBENDING [300CP]: A skill commonly taught to soldiers and police forces that allows earthbenders to control processed and liquid metal in a similar fashion to bending regular earth. This ability only works on impure metal, earthbenders cannot manipulate heavily processed metals like platinum.

LAVABENDING [500CP]: The very rare ability to manipulate molten earth, it is believed this power can only be learned by skilled earthbenders who also have an affinity for firebending. Lavabending allows the user to melt earth into lava, solidify lava into earth, create temporary constructs like lava discs, and manipulate existing sources of lava with great dexterity.

LIGHTNING [100CP]: Much more common now than it was seventy years ago, this power allows firebenders to produce lightning by separating positive and negative energies internally before directing them up through the arm and out the fingertips. Generating lightning requires peace of mind and control over ones emotions, however, this can be overcome if a firebender is particularly skilled. In addition to lightning generation you'll also be granted the ability redirect lightning.

BLUE FLAMES [300CP]: A highly intense variant of normal fire. Blue flames generate more heat and produce a powerful combustive effect upon impact. Blue fire also allows the user to propel himself across surfaces and through the air far more easily than users of regular fire bending.

COMBUSTION [500CP]: The ability to channel chi through the forehead, often marked by an intricate third-eye tattoo, superheating the surrounding air and producing a beam of explosive energy capable of immense damage, both in short and long range. Unlike conventional firebending, which produces a flame from the body, combustion creates a powerful beam that explodes upon contact with a solid surface.



FIREBENDER SPECIALIZATIONS



AIRBENDER SPECIALIZATIONS

PRESSUREBENDING [100CP]: A unique form of airbending that allows the user to manipulate the density of air to create vacuums and constructs of solid air.

SPIRITUAL PROJECTION [300CP]: The ability to temporarily separate one's spirit out of their body to travel to another location in a matter of seconds. Through projection, an airbender is able to explore locations that would otherwise have been inaccessible, such as moving around freely under water or in sealed locations by passing through solid matter. The user may also speak to and be seen by others while projecting.

FLIGHT [500CP]: Normally only achievable by releasing ones earthly tethers, you can achieve the power of flight through sheer willpower alone. You can freely levitate at will and fly at subsonic speeds, you're highly agile while in the air but strong winds will be able to pull you down or knock you off balance. This technique is so rare that only a single airbender is known to have unlocked it.

HEALING [100CP]: The ability to heal wounds by redirecting chi throughout the body, using water as a catalyst. Healing is able to repair almost all cellular damage and can remove many known diseases, however, it is unable to reverse mortal injuries or conditions unless water with special spirit based properties is used.

LIFEBENDING [300CP]: You've mastered several rare abilities that let you manipulate the water within living organisms. You can control plants to use them as armor or extra appendages and under the full moon you gain the dark power of bloodbending, a forbidden skill that allows its user to control living things by bending the blood in their bodies. Bloodbending inflicts intense pain on its target, but the user is able to completely control the physical movements of any organism. With enough time and training you'll be able to use bloodbending without the aid of the full moon.

SPIRITBENDING [500CP]: A new unique skill that utilizes knowledge in both healing and spirituality to alter and affect spiritual energy. Users of this power can restore balance to corrupt spirits and corrupt pure spirits. It also has the potential to be used on humans to either purge and individual of evil, or completely destroy someones soul. The only drawback of this ability is that it's virtually useless in combat, as it requires a great amount of time & concentration to use.



WATERBENDER SPECIALIZATIONS

BENDING GENIUS [600CP]: You're a natural savant capable of manipulating of your element on a level that most benders could spend a lifetime trying and failing to achieve. In addition to starting off stronger than any average bender you'll also have an easier time unlocking new sub-forms of bending (Such as metalbending, blue fire or bloodbending) and you can easily grasp unconventional uses of regular bending. Despite your prowess you still cannot learn genetically unique forms of bending. Specializations purchased along with this perk now start off at master level and any Bender perks you've purchase (Such as Mobile or Combat Bender.) will become twice as useful.

STORE

Useful equipment and gear. Some of this stuff is unique, but other things can be found later on in your journey.

MONEY [50CP]: A large supply of your nations currency, enough to live comfortably for five years or make a single large purchase. Can be purchased multiple times, with each purchase you'll receive the same amount of money. (1 Free: Inventor)

PERSONAL WEAPON [50CP]: A single (Or paired.) weapon of your choice. There any many different kinds of weapons available in this world, from the simple and ancient sword to the complex and innovative shock glove. Despite the existence of explosives and ranged weaponry, guns do not exist in this world. (Free: Non-bender Peacekeeper)

MARBLES [50CP]: Small clay and stone balls covered in decorative patterns. They're mainly used for games, but some earthbenders can find other uses for them. (Free: Earth Kingdom)

CANTEEN [50CP]: A large plastic water container, it comes with a strap and is resistant to heavy amounts of damage. Aside from providing a source of drinking water, it can also be used by waterbenders as a portable source of their element. This canteen also has a unique feature, it can rapidly condense and absorb atmospheric water, allowing it to automatically refill in almost any area. (Free: Water Tribe)

PORTABLE RADIOS [100CP]: Small radio/microphone devices that allow individuals to communicate from up to 500 sq miles away. Comes with 8 radios and can be purchased additional times at a discount. (Discount: Inventor)

SURVIVAL EQUIPMENT [100CP]: A backpack filled with food, water, medical supplies, camping equipment, a map and a flashlight. (Discount: Wanderer)

BENDING SCROLLS [100CP]: Instructions on different forms of bending and how they're executed. These scrolls can teach you a number of offensive, defensive, and utilitarian moves, but they're no replacement for a real teacher. You'll receive a dozen scrolls for your nation's element, and you may purchase additional scrolls for any element at a discounted price. (Discount: Civilian)

PERSONAL ARMOR [100CP]: A suit of tough leather armor with your choice of design. It should protect against most attacks, elemental or otherwise, and will last you for a while before eventually wearing out. (Discount: Peacekeeper)

MOTORCYCLE [200CP]: A quick little personal motorbike that works best in urban areas. It has incredible fuel efficiency and it could stop on a dime at any speed. (Discount: Inventor)

MECHA TANK [400CP]: This is an anti-bender vehicle that wont be invented for another year. The mecha tank is made entirely out of platinum, allowing it to resist metalbending. It can launch and electrify the claws connected to its fists, fire metal discs that ensnare and shock enemies, and even activate electromagnets that can attract nearby metallic objects. Despite the incredible strength, durability, and versatility of the mecha tanks, they're still vulnerable to excessive force and can be knocked off balance.

MECHA SUIT [500CP]: An upgraded version of the mecha tank that won't be invented for another five years, it has an entirely humanoid design that allows for greater mobility. The mecha suits are even more powerful and durable than their tank predecessors, and posses extra weapons as well such as a flamethrower and grappling hook. (Discount: Peacekeeper)

COLOSSUS BLUEPRINTS [600CP]: You seem to have come across the designs for an extremely huge and powerful mech suit. It looks like it's over twenty stories tall, and it's equipped with some kind of energy cannon as its main weapon. You don't know how something like this could be built at this worlds present tech level, but the multiple references to something called "Spirit Energy" may have something to do with it. (Discount: Inventor)

COMPANIONS

People and creatures you can buy or import who'll help you out so long as you treat them well.

PET [100CP]: Whether you want company or an evil minion, this strange little creature will serve as a loyal and friendly companion to you throughout your adventures. Flying lemurs, Fire ferrets and Iguana parrots are just a few examples of some of the many beasts that exist here. You may select any creature from the Avatar world so long as it's no bigger than a dog. Pets are clever enough to learn a variety of commands, and some may not even need them to be able to understand you.

ORIGIN SPIRIT [200CP]: The spirit of Twilight and Balance, this mysterious creature has taken an interest in you and wishes to become your companion by bonding with your soul. Taking it will help improve your relations with other spirits, and make it easier for you to enter the spirit world. The spirit itself will remain passive and uncommunicative most of the time, but you may be able to befriend it with enough prompting. (Requires Bender)

MOUNT [250CP]: Motor vehicles are nice, but nothing beats ridding around on a giant monster. There are many different incredible and dangerous creatures in this world, such as the poisonous Shirshu, the speedy Eel hound, and the ferocious Polar bear dog. Very few of these beasts have ever been tamed successfully, so you'll definitely draw a lot of attention by riding one around in public. You may select any non-bending creature larger than a human but smaller than a house to become your companion, and it'll remain loyal and friendly so long as you treat it well.

TEAM JUMPER! [100CP-300CP]: You can buy up to three new companions, each one has 400 points to spend on anything expect for complications and companion perks of their own. Every companion you buy may select an origin and nationality for free.

JUMP CLAN [FREE/50CP-400CP]: Turn up to eight of your current companions into inhabitants of this world, granting them a background and nationality as well as a new body for free. If you spend any amount from 50cp – 400cp on this option you can grant each imported companion double the amount of cp you spent (Ex. Spend 200cp your companions will receive 400cp each.) so that they may purchase perks, items and bending abilities of their own. Companions cannot select any companion options or drawbacks and they will only gain the free items and perks given by their backgrounds if you spend cp on imports.

COMPLICATIONS

If you really want some more points, you can take up to +800cp worth of drawbacks from the list below.

AND THE ADVENTURE CONTINUES [+0CP]: If you've already gone through the Avatar: TLA Jump, you may select this perk to allow your history to import into this world. The timeline will be altered to account for your actions, so the world you arrive in may be radically different from the one you know.

HOTHEADED [+100CP]: Your abstract problem solving skills and general cunning have taken a hit. You tend to jump into things without thinking about the consequences and you believe that most problems can be solved with brute force.

COLLECTORS [+100CP]: The local crime syndicate believes that you owe them a very large amount of money. Whether or not this is true is up to you, but they're determined to collect your debt one way or the other. Fortunately these criminals are rather weak and inept, so you should be able to easily dispatch them.

BOLIN'D [+100CP]: You're clumsy, you have an awful sense of humor and you're a terrible judge of character. You will have to work very hard to be taken seriously, but on the plus side, villains are more likely to see you as less of a threat.

IT'S A KIDS SHOW! [+200CP]: For some reason you can't bring yourself to kill anybody, and you'll also have an irresistible desire to try and save your enemies as well. It's a kids show after all.

MARK OF VAATU [+200CP]: Chaos and misfortune follow you wherever you go. You'll suffer from bad luck, lose control of your emotions more easily and be regarded with suspicion by the people around you.

EQUALISTS FOREVER [+200CP]: The anti-bender terrorists known as the Equalists have marked you as a target. If you're a bender they're coming after you to remove your powers, if not they'll frame you for murder and get you thrown in prison for the next ten years. After the defeat of their leader a small force of Equalists will remain, and they'll come after you for an imagined offense you've inflicted against them.

LOTUS EATERS [+300CP]: The Red Lotus, a dangerous and secretive group of rogue anarchists, have heard a prophecy that leads them to believe you're connected to the Avatar's destiny. They'll send their best agents after you in an attempt to kill you, and nothing you say will be able to dissuade them from their goals.

CRIPPLED [+300CP]: You've been badly poisoned. Moving around will be slightly painful for you and you'll also require much more sleep than you normally would. In addition, all your powers and physical abilities have been reduced to a third of their former strength.

AMPUTEE [+300CP/+600CP]: If you're really desperate for points, you can choose to either have your non-dominant arm removed for +300cp, or get both your arms removed for +600cp. It is strongly recommended that you DO NOT sacrifice both your arms!

ALONE [+400CP]: Welcome to your new life. This complication will lock away all your memories, along with your Warehouse, companions, and any other supernatural powers, skills and abilities you have from other worlds. You'll have to survive only with what you gain here. Your memories and everything else will all be restored at the end of the ten years, or upon your death and return to earth.

WHAT DID YOU DO!? [+400CP]: You've somehow managed to piss off the entire White Lotus organization. (The guy's dedicated to protecting and teaching the Avatar, also the organization that the Red Lotus split from.) Not only are you a criminal being hunted by White Lotus agents, you're also an enemy of every major character connected to the organization, including the Avatar herself.

OUTRO

If you survive the next ten years you'll be given three options for what you want to do next.

BACK WHERE YOU BEGAN: You decide to quit traveling and return to earth. You get to keep all your items, skills and abilities, plus any companions you may have. Also, it's worth noting that bending is genetic, so if you picked up that power and decide to have any kids later, they may inherit it from you.

CLOSING CEREMONIES: This place is wonderful, sure it's a bit dangerous, but it's still way better than earth. You remain in this world for the rest of your life.

INTO THE LIGHT: This was fun, but it's time to move on. You get to keep all your powers, abilities, skills, items and companions. There's a chance that you may figure out how to jump between worlds yourself in the future, so time will remain frozen here until the end of your travels.

NOTES

- 1.) Because the Origin Spirit is bound to your soul it will not count towards the companion limit.
- 2.) You must purchase the "Bender" perk from this jump in order to gain new bending abilities. Even if you already have "Bending Arts" from the Avatar: TLA JumpChain.
- 3.) If you have a multi-armed alt. form and chose the "Amputee" complication all the arms from one or both sides are removed. Additionally, you may not use any of your powers to regrow your lost limb(s).
- 4.) For "The Great Recruiter", you can dissuade any individual or group that isn't attacking you out of personal spite. (I.E, You could potentially stop someone who is only fighting you out of contractual obligation, but you can't stop someone who is out for revenge against you.) Also, in order to intimidate a defeated foe, you have to have beaten them with overwhelming force, and it has to be used on a foe who'd realistically be willing to join you to save their own life.
- 5.) Bending Genius only applies to the form of bending you bought in this jump. It will not affect a different form of bending you bought in the Avatar: TLA jump. (Ex. Firebending in TLA, Waterbending in LOK.)
- 6.) Nobody knows exactly what happens if purchase Bending Genius for the same element in both TLA and LOK, all that's known for sure is that you will become a gamebreaker.