James Cameron's Avatar cyoa V 1.0
JumpChain compliant
Created by KOTOR Anon

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- ## Intro
  - Welcome to the wonderful, dangerous, and beautiful alien world of Pandora. This lush and fertile moon is home to many exotic creatures, as well as a tribal species know as the Na'vi. Humanity has discovered that this world is rich in valuable minerals, and has set up a massive mining operation to support the failing economy of Earth. Relations between Humans and Na'vi are uneasy, and things will only get worse in the future. You arrive in 2144 and you'll be here for the next ten years, If you survive. Good luck, and remember, the air's poisonous, the planet is sentient, and Humanity has completely destroyed Earth. BYE!

- ## Age & Gender
  - Roll 1d8 + 25 to determine you're starting age and keep your current gender. You may also pay **50cp** to decide on a new age and gender yourself. Note; your starting age must remain within the roll range.

- ## Backgrounds
  1. **Drop-In [Free]:** You suddenly appear in your starting location with all your equipment. You have no memories of this world, and no one here will have any knowledge of who you are.
  2. **Soldier [50cp]:** Your superiors back on Earth recognized your skills and recommended you for the Avatar program. Your main job will be to protect RDA assets and babysit scientists, but you'll also be sent on a various other missions all across Pandora. You're here to help fulfill the goals of the company, don't fuck up, and don't go native.
  3. **Scientist [50cp]:** Countless generations of intellectuals have dreamed about Humanity making contract with alien life, and now you get to help fulfill that dream. You're one of the RDA's many scientists, brought here to study Pandora and help improve relations between Humanity and the Na'vi. Everything you do will be watched closely, both by the RDA, and by the Na'vi.
  4. **Native [50cp]:** You were born on Pandora and have lived here with your clan for your entire life. You hold a position as a warrior, tasked with defending your people against anything that threatens them. You're observations of the Humans has made you suspicious of them, they tear apart the land with machines and disguise themselves with false bodies. (Avatars.) They're dangerous creatures, and you'd give your life to stop them from stealing your home.

- ## Body
  1. **Avatar [1000cp]:** Genetically engineered Human/Na'vi hybrids. These creatures act as living remote controlled drones for their Human operates. Avatars have no consciousness of their own, instead, the pilot has their conscious transferred into an Avatar via a psionic link. Each Avatar is unique to it's pilot, and if it dies, you won't be receiving another. The Avatars are almost indistinguishable from true Na'vi, they possess the same physiology and all the same psychical attributes and abilities.
     (Free: Soldier & Scientist) (Cannot be bought by Native)
  2. **Na'vi [1000cp]:** The indigenous population of Pandora. The Na'vi are a species of cat-like aliens who stand from 10 – 12ft tall and have stripped blue bioluminescent skin. The Na'vi are extremely agile and durable, they can easily overpower Humans and have no trouble breathing the atmosphere of Pandora. Intellectually they're similar to late paleolithic Humans. They possess language, culture, and know how to make tools and weapons. Finally, each Na'vi possesses a long neural braid on the back of their head called a queue. This appendage allows the Na'vi to connect to almost any living thing on their planet, they can literally command animals through thought and listen to information recorded in plants.
     (Free: Native) (Cannot be bought by Soldier or Scientist)

- ## Location
  - Roll 1d8 to determine where you begin your adventure. You may also pay **50cp** to determine where you begin yourself.
    - **1-2. Hell's Gate:** This sprawling facility is the main RDA base on Pandora. It's an impenetrable fortress designed to keep Humans safe, and aliens far away. Na'vi and other unauthorized personal caught trespassing here will likely be shot on sight.
    - **3-4. Omaticaya Clan territory:** A small clan that lives in a single Hometree in one of Pandora's many jungles. Unfortunately their home just happens to be sitting on top of a massive vein of unobtanium, a rare mineral that Humanity uses to generate energy.
    - **5-6. Tipani Clan territory:** A large clan with multiple villages spread out around their Hometree. The Tipani were one of the first clans to make contact with Humanity, they still greatly distrust Humans however and conduct very few negotiations with them.
    - **7-8. Free choice:** Congratulations, you may chose to start in any of the above locations for free! You may also chose to start in any location on Pandora not listed above.

- **Skills:** Boost your knowledge and abilities In a particular field. All skills cost **100cp.**
  (The Drop-In background grants a discount on all skills.)
  1. **Acrobatics:** You can easily pull off gymnastics and parkour. Your body is fit, you have a high amount of stamina, and your sense of balance is perfect.
  2. **Leadership:** People will always flock to you for guidance, and you'll almost always know what to say when they do. You're able to lead people in mundane objectives, and you can serve as a symbol of inspiration in times of crisis. **(Free: Soldier)**
  3. **Marksmanship:** The ability to properly operate firearms like pistols and rifles, plus your precision when aiming such weapons. You'll be able to skillfully use any RDA weapon you come across. **(Free: Soldier)**
  4. **Piloting:** You've been trained in the operation of RDA vehicles. You know how to handle land vehicles better, and you could fly aerial vehicles without the assistance of a computer. **(Discount: Soldier)**
  5. **Analytical:** You have all the skills necessary to be a scientist. You can think quickly, solve complex problems, use logic to make decisions, gather and analyze information, and formulate plans. **(Free: Scientist)**
  6. **Medicine:** You know both First-Aid and herbalism. You can fix up a wounded soldier on the field and identify what plants would be perfect to repel wild animals. **(Free: Scientist)**
  7. **Repair:** Both mechanical and crafted items can be easily fixed by your hands. You know how to repair vehicles and weapons, and you could easily mend simple items like containers or clothing as well. **(Discount: Scientist)**
  8. **Archery:** Measure of skill with a bow and arrows. You're strong enough to hold and fire longbows with deadly precision. **(Free: Native)**
  9. **Melee:** You know how to hunt and fight using blades and blunt weapons. **(Free: Native)**
  10. **Riding:** You know how to handle animals and how to command them to their maximum efficiency. Alien creatures will also naturally like you more. **(Discount: Native)**

- ## Items, vehicles and Companions
  1. **Exopack [0cp]:** A lightweight rebreather that allows Humans to survive in the hostile atmosphere of Pandora. This device consists of a mask, a filter pack, and solar battery, it is able to function indefinitely but requires cleaning every three weeks to function properly. **(Free: All)**
  2. **Standard Equipment**
     - **Avatar Gear [50cp]:** A durable set of clothes large enough to fit your Avatar form, and a long sharp machete to help you defend yourself. **(Free: Avatar)**
     - **Na'vi Gear [50cp]:** A set of light armor made from animal skin, bones, and cloth. It covers very little skin and offers almost no protection. You also receive a massive hunting bow and ten arrows. **(Free: Na'vi)**
  3. **RDA Handgun [50cp]:** A standard semi-automatic pistol. It fires 8mm rounds and has a 12-round magazine. **(Free: Soldier)**
  4. **Na'vi Staff [50cp]:** A long light staff made of bone. It's blunt on both ends and is used for both hunting and fighting. **(Free: Native)**
  5. **Computer Tablet [50cp]:** A rugged handheld computer capable of connecting to local and satellite networks. It comes equipped with a calculator, video recorder, camera, and GPS. It runs off of solar energy and is immune to electromagnetic interference. **(Free: Scientist)**
  6. **Survival Equipment [50cp]:** A backpack with items and rations to help keep you alive in the wilderness. It has food and water packs, bandages, ammo, a flashlight, rope, a fire starter, a mirror, a compass, a survival knife, and a flare gun.
  7. **Standard Issue Rifle [100cp]:** A fully automatic bullpup rifle that uses 6.2x35mm ammunition stored in an 80-round magazine. It has an integrated ammo counter and a rate of fire of 600 rounds per minute.
  8. **Dual Blades [100cp]:** Two large, incredibly sharp bone swords designed for quick close range fighting.
  9. **Link Shack [500cp]:** A mobile structure equipped with all the materials needed to operate Avatars in the wild. It comes with living quarters, solar panels, a medical station, a research lab, and a link unit. The Link shack is also light enough to be carried by an SA-2 Samson. **(Free: Drop-In)**
  10. **Swan [200cp]:** A six-wheeled armored assault vehicle with two seats and a huge, mounted, rotatable 60mm turret.
  11. **AMP Suit [300cp]:** A four meter tall mech armed with an autocannon and a huge knife. It's strong and durable enough to fight a Na'vi one-on-one, but it's protective canopy can still be pierced by alien weapons.
  12. **SA-2 Samson [300cp]:** This dual fanned helicopter is mainly meant for non-combat missions, but it comes equipped with rocket pods and door mounted machine guns just in case. It can carry 4 passengers plus the pilot and co-pilot. It's extremely agile and is able to carry loads weighing hundreds of pounds. **(Requires Piloting)**
  13. **Dragon Assault Ship [500cp]:** A massive VTOL gunship (42 meters long-32 meters wide.) armed with enough firepower to wipe out a small city. Automatic guns, ATA and ATG missiles, incendiary rockets, gas, grenades, and two quad gatling guns make it obvious why this ship is called a dragon. In addition to it's massive array of firepower, this gunship is also protected against electronic assaults, and it is capable of deploying multiple AMP suits and soldiers. (Soldiers and suits not included.) **(Requires Piloting)**
  14. **Direhorse [100cp]:** The horse-like mounts of the Na'vi. These creatures have 6 legs and are just as massive as their riders. They're quick, tough, and extremely loyal, and having one as a mount will make it much easier for you to traverse the wilds of Pandora.

15. **Thanator [200cp]:** An enormous alien predator with long sharp teeth and smooth black skin. These creatures strike fear into the hearts of both Humans and Na'vi, but this one will readily serve as your loyal mount so long as you treat it well.
16. **Mountain Banshee [200cp]:** A winged, pterodactyl-like beast that can fly and carry the weight of a single rider on it's back. Banshee's only bond to a single rider in their lifetimes, and capturing one is a major rite of passage for many Na'vi.
17. **Leonopteryx [400cp]:** The most revered and mystical creature is Na'vi mythology. Very few have ever ridden one of these creatures, and the one you purchase here will serve as your loyal mount for as along as you wish. It is several times larger than a Banshee and much more powerful.
18. **Companion Import [200cp]:** You can bring in up to 8 of your companions from previous jumps. Companions will share your Location and Background, and each companion will receive a body similar to your own (I.E. Avatar or Na'vi.) plus 300cp to spend on themselves. Companions cannot buy complications or the Companion Import.

- **Complications:** You can select up to +800cp worth of complications.
  1. **Romantic Subplot [+50cp]:** You're destined to fall deeply in love with someone from this world, and you'll have an unsuppressible desire to prove yourself to that person to gain their affection. An imported companion can fill the role as the object of your desire, but no matter what previous relationship you had with them you'll still feel the need to prove yourself all over again, and no amount of protest will be able to dissuade you.
  2. **Sit Back and Enjoy [+50cp]:** You forget everything you know about Avatar and have to rely on the memories you've gained from your origin. (if you have one.) You still remember that you've been sent here from another universe, but you no longer know what this universe is or anything about it's story.
  3. **Going Native [+100cp]:** You seem to REALLY like the Na'vi. Giant blue cat people will occupy your thoughts almost constantly, and other Humans will be slightly disturbed whenever you describe or discuss the natives. This drawback will also make it much more difficult for you to harm the Na'vi. **(Soldier and Scientist Only)**
  4. **Banished [+100cp]:** A major incident recently caused you to get kicked out of your home clan. You've been marked as an exile and are barred from ever returning home or receiving assistance from your old clan members. You may still be able to join another clan, but there's very little chance that they'd trust someone who's both an outsider and an exile. **(Native Only)**
  5. **Rival [+100cp]:** There's a Na'vi or Human from your background who's determined to prove that they're better than you. This individual will do everything they can to ruin your reputation and undermine your activities. They'll also act like a massive asshole and talk down to you every chance they get.
  6. **Us or Them [+200cp]:** You absolutely refuse to make peace with aliens. If you're Human, your only desire will be to see the Na'vi destroyed and Pandora mined dry. If you're a Na'vi, you'll begin to do everything in your power to drive the Humans off your world.
  7. **Dropped Connection [+200cp]:** Your Queue was permanently damaged and you've lost the ability to connect to Pandora's natural flora and fauna. For some reason any mounts you've purchased will still allow you to ride them, but you'll have a much more difficult time issuing them orders and communicating with them.

8. **Crippled [+200cp]:** If you're going through the jump with your Human body intact (Soldier, scientist, or drop-in with an Avatar.) you'll be crippled from the waist down and be restricted to a wheelchair whenever you're out of your Avatar. If you opted to take a Na'vi form you'll lose your sight instead, however if you still have the use of your Queue then you'll be able to see through any animal you connect to.
9. **Not in the script [+300cp]:** Your warehouse, along with any supernatural powers you may have are locked away for the duration the jump. You still retain all your knowledge, memories, and skills, but any abilities like super strength, or photographic memory are gone
10. **Rouge Asset [+300cp]:** The RDA have decided that you're no longer needed in your current position, and would serve them much better as a test subject. Corporate forces all across the planet will attempt to capture you, and if they're successful, you'll be subjected to countless cruel and painful experiments. If you manage to evade capture long enough, the RDA may simply decide to kill you instead.
11. **Eywa's Ire [+300cp]:** The planet hates you. All the animals will try to kill you as well as the Na'vi. This does not affect any mounts you may have purchased.

- **Future**
  - **Go Home:** It's time to retire and settle down. You're sent back to Earth with all your companions, items and skills, plus your Avatar/Na'vi form. It's highly recommended that you don't let James Cameron see you as a Na'vi.
  - **Stay Here:** This whole planet's a prehistoric paradise, why would ever want to leave! You remain in the Avatarverse for the rest of your life, have fun hanging out in giant trees, or maybe you just want to go back to this world's Earth and try to fix it?
  - **Move On:** It's been fun, but you have to keep going. Like “Go Home” you keep everything you've bought, stolen or learned during your time here, and your memories of this life will be stored in your mind for access.

Notes

- Natives that rolled either 3-4 or 5-6 are members of that clan. Natives that rolled 1-2 can be either Omaticaya, Tipani, or rouge. If you rolled 7-8 you can be a part of any Na'vi clan/faction.
- Losing your Avatar does not count as losing the jump.
- If you decide to move on at the end of the jump then your Avatar/Na'vi form will become an alternate form you can shift to at will. This will happen even if you lose your Avatar at some point during the jump.
- Your rival will never purposely do anything that could kill you, and they'll slowly grow to respect you the more you put up with them.
- Native background gives you the knowledge to make more arrows.
- The rival for the Drop-In background will just be some guy who appeared out of nowhere like you. They are NOT another jumper, they're just someone the universe created to be your rival.
- The food, water and bandages in the Survival Equipment bag automatically replenish once every week.
- The link shack is stacked with a months worth of supplies. No it does not replinish.
- Companions receive all the benefits of their origins. (E.X. Drop-Ins get free link shacks.)
- You don't have to buy an Avatar or Na'vi body if you picked Drop-in, but you're going to be pretty screwed if you don't and lack any powers or skills that would help you survive.

- If you're Human and start in any location other than Hell's Gate, then you begin in your Avatar and your real body is in a link station back at Hell's Gate. However, if purchased a link shack it'll be placed nearby and your body will be in there instead.