AVATAR



BEGINNINGS

In the time before the Avatar...

It is a perilous time for humanity. The world has been overrun by spirits, and what survives of humanity only does so because of the generosity of lion-turtles who shield them and offer the power of the elements that they might forage for food.

Wan is a common thief, banished to the spirit wilds with only the power of fire to protect him. But he adapts, befriending many spirits and mastering his element to an unprecedented degree - before separating the warring primordial spirits of light and darkness, balance and chaos and triggering

the probable end of the world. Now, accompanied by the weakened light spirit Raava, he has only one year to master the elements before harmonic convergence.

He has a lot to learn, but I believe Wan can save the world.

===BIOGRAPHY===

Be a man or a woman, child or elderly. Be a bush spirit if you like. Just don't be boring.

===BACKGROUND===

Outcast - You were cast out from your Lion-Turtle city. What did you do? In each place you arrive as a stranger.

Noble - Or you could be the top of the upper crust in a Lion-Turtle city. It's a pretty sweet gig if you can just be born into the right family.

Settler - They didn't kick you out. You quit, and went to forge a better life for yourself from the Spirit Wilds.

Spirit (-200 cp) In this age, it's really only Spirits who have the run of the place. They cover a huge gamut in size, personality, and capability.

===STARTING LOCATION===

Start where you wish. Most cities and at least one island you'd know don't exist and won't for at least centuries.

===FRIENDS===

Animal (free!) You can have a faithful animal companion, like Moola.

Original Bender (-50 cp) An animal with natural bending abilities, like a dragon, badger mole of sky bison.

Wan (-50 cp) The first Avatar himself, a thief with a heart of gold, turned exile, turned defender of nature and spirits, who saved the world from the doom he caused.

Other (-50 cp) Anyone else you might want to bring in, go ahead.

Lion Turtle (-200 cp) Humanity's protectors, the great Lion Turtles can grant the power of the elements.

Raava/Vaatu (-400 cp) One of the Great Spirits of Light or Darkness. These two have warred forever, but you might be able to take one on trips to entirely new worlds, without bonding them to a human.

===ABILITIES===

One Jump (-100 cp, free Outcast) Now, how did you get so nimble? You're a master of parkour, able to sprint across rooftops and swing from lines as easily as going down a street. You could even eyeball an improvised catapult to hurl you hundreds of feet through the air to land safely at your destination.

Sharp (-200 cp, discount Outcast) One thing to be good at running away, another to fight while you do it. You're a master of putting your environment to use to help you fight or escape, luring people into bad situations, using the plants and animals to trip others up and so on.

The Dancing Dragon (-400 cp, discount Outcast) For most people the elements are a tool and a weapon loaned to them. You, however, use it like a part of yourself. You learned to use your element from one of the original benders, with all that implies for your skill level. In your future Jumps you quickly and intuitively develop a similar level of skill with any martial arts or supernatural powers.

Bridge (-600 cp, discount Outcast) Wan saved the world, and achieved cosmic power lasting long after his death, not because of what he was, but who he was. You have his gift for empathy and making friends, whether spirits hostile to humanity, or wild animals, or humans from around the world. Very few are the people you can't easily befriend.

Big Deal (-100 cp, free Noble) People accept you as being important, regardless of your actual abilities or status.

Actual Training (-200 cp, discount Noble) It sure is convenient to be the only guys with the weapons and the training to use them. Your martial arts skills let you face even a bender on a fairly even footing.

Who You Know (-400 cp, discount Noble) The Chu's control Wan's starting city because they control the food supply, which they control because they control the food runs, which rely on bending, given by the Lion-Turtle, who respects the Chu's authority over the other humans. Neat and circular. You have an instinct for seizing advantage and compounding it, using material control over a good to assert your fame, or authority, or acquire wealth, any one of which can be easily used to acquire the others. Your star only ever seems to rise.

People Person (-600 cp, discount Noble) The peasantry can learn to be quite charming, but the divine right to rule is something you're born with. You're a natural plotter and schemer, able to juggle dozens or hundreds of variables in your head and broadly anticipate what a person will do in any scenario.

Courageous (-100 cp, free Settler) It takes a lot of guts to go out into the unknown and start a new life, even Wan didn't really have a choice, but you did. Fear doesn't dictate your actions, and you never freeze or hesitate for it.

Survivor (-200 cp, discount Settler) You've learned to survive and thrive in the harsh spirit wilds, and if you can make it there, you can make it anywhere. You are an expert in all forms of wilderness survival.

Rapid Progress (-400 cp, discount Settler) They sure got that village set up in a hurry. Whenever you engage in a construction or similar project, it flies by at a rapid pace. All the little things just line up perfectly so there are no delays or complications.

Spiritual Combat (-600 cp, discount Settler) You can't kill spirits, but you can hurt them. It turns out, you're very good at that. Able to sever the cords binding the Great Spirits, when you strike with intention, the smug immortals will know they've been hit. You can even punch a possessing spirit out of their stolen body, and grapple with the otherwise immaterial. Just be wary of wounding what you can't kill.

Of Course There Are Other Lion-Turtles! (-100 cp, free Spirit) Spirits really live on a different timescale, and relate to the world differently. You

know all kinds of trivia about this and future worlds that may be lost to humanity.

Possession (-200 cp, discount Spirit) Apparently all spirits can do this. Just hop inside a material body and pilot it around for a bit. Just be careful, if you take more than a few minutes they could die or be irrevocably changed.

Dark Spirit (-400 cp, discount Spirit) Just about every spirit has a dark side to them, arguably even Raava (though that would be Vaatu? It's complicated). At will you can assume a dark form that is far more imposing and powerful, at least in matters of violence and brute force.

Great Spirit (-600 cp, discount Spirit) No humble bush or animal spirit you. You have vast powers on the order of the Mother of Masques, her child the Facestealer, maybe the Moon and Ocean spirits?



===POWERS OF THE ELEMENTS===

In this age, the power of the elements is given out by the Lion Turtles that men might defend themselves while foraging in the spirit wilds. Choose one element to wield for free. Or don't.

Power of Air - A far less combative power. Airbenders can nearly fly by creating clouds to carry them through the air and reach fruits or high shelves.

Power of Earth - A direct power for telling the ground “No. You move.”

Power of Fire - The power to conjure flames, a painful deterrent to hostile spirits.

Power of Water - Manipulation of the very seas. We don’t see so much of its users in this era.



===CHAKRAS===

The chakras are seven pools of energy in the body, chi, the same energy used to bend the elements. These pools can be blocked by various things in life which gunk them up, and can be unblocked with careful and rigorous meditation and spiritual growth. Or just paying points here for a two-sided benefit.

Earth Chakra (-100 cp) Located at the base of the spine, the Earth Chakra is concerned with survival and blocked by fear. Whether the darkest part of the spirit wilds or a churning sea, you can survive anywhere, if anyone can.

Having overcome all your fears once, you find they hold no power over you. You will be aware of risk, but capable of accepting them rationally.

Water Chakra (-100 cp) Found in the sacrum, the Water Chakra is concerned with pleasure and is blocked by guilt. You find you can enjoy life more, all the simple pleasures are more intense and never grow stale. If you lived to be ten thousand years old, you could still be awestruck by a thunderstorm or sunset, entranced by good tea. Further, you have learned to forgive yourself. Whatever terrible things you experienced, or did, they are in the past. To be a positive influence in the world you must learn the lesson and move on, something you now find easy.

Fire Chakra (-100 cp) Located in the stomach, the Fire Chakra is the source of willpower, and is blocked by shame. You have the kind of limitless resolve that would let you reincarnate through a thousand lifetimes of heartbreak and pain and never once contemplate giving up. You have faced your shame, and learned to accept and love yourself anyways. It has also taught you humility, to swallow your pride and assess yourself honestly.

Air Chakra (-100 cp) The Air Chakra is found in the heart and quite appropriately deals with love. It is blocked by grief. Love is an energy that swirls around you, that lives on in your heart and is reborn in the form of new love. You can love without fear or hesitation, because even if that love turns to loss, the pain will never be too great to face the memories, and you can always find new people to love without reservation. This easy confidence is also quite attractive to most people.

Sound Chakra (-200 cp) Found in the throat, the Sound Chakra deals with truth and is restrained by lies. You cannot lie to yourself, but accepting your truth has made you stronger. Having passed this trial, it is trivial to recognize the lies of others.

Light Chakra (-200 cp) The Light Chakra at the brow is the seat of insight, and inhibited by illusion. Your insight has pierced the greatest and most essential illusion of all: that of separation. Though humans and spirits come from different worlds, they are much alike. Though the elements appear in conflict, they are part of a greater whole. Perhaps this insight can help with your bending abilities, but your piercing intellect makes most forms of disguise and deception useless against you.

Thought Chakra (-400 cp) At the crown of the head, the Thought Chakra is the recipient of cosmic energies, interfered with by earthly attachments. It is said some time before the Avatar, people bent these energies instead of the elements. You have mastered the skill of energybending, capable of matching any feats with it from the Avatar Universe, including sharing out or rescinding the powers of the elements. As a final gift, you have learned to let go of the things you prize if need be, and could quite contentedly live as an ascetic guru, if that's what you want.

===ITEMS===

Period Clothing (free) Outfits suitable to the time and setting. These update to future Jumps.

Art Style (-50 cp) The breathtaking stylized aesthetic of Beginnings can be toggled on or off for your future Jumping experiences.

Soundtrack (-50 cp) The amazon Avatar soundtrack. You can make it so only you hear it, or everyone, and naturally can mute it.

Rope (-50 cp) A few hundred feet of sturdy rope. Will not give unless deliberately cut.

Teapot (-50 cp) A small metal teapot which nevertheless brews some fantastic tea. It's as if a little light is injected into each cup, warming you from within.

Spirit Oasis (-200 cp, discount Spirit) A sacred site that greatly aids meditation and boosts spiritual awareness and powers. Can be added to or used with other properties.

City (-200 cp, discount Noble) A secure city that keeps the spirits out, and wards off casual attention from hostile forces. If you bought Lion-Turtle it can be combined with this purchase. You can import other properties to gain this protection.

===CHALLENGES===

The First Avatar - Maybe you replace Wan, maybe he failed and died. In any case, you have just one year to find Raava, persuade her to join you, and master the elements before Harmonic Convergence - where the world will stand or fall based on your performance. No pressure.

Reward: **I'm the Avatar** - Having taken Wan's place in truth, you become the first Avatar of Raava. You can wield all the elements, and the Avatar State. In this and future Jumps, spirits recognize you as having great power and authority to bargain on behalf of humanity. Finally, should you finally perish, you will reincarnate. Your reincarnation will be their own person, but still have many core personality traits and all your powers (perks) while you linger as their spirit guide and mentor.

I Will Be the Bridge - Since Vaatu opened the door to the material world, the spirits have run amok and the humans lived in terror, and often hatred. Do what Wan and Raava never could, and Vaatu never tried, and forge a lasting peace between men and spirits without segregating them into separate worlds, but living together in peace and mutual respect.
Reward: **Mind the Gap** - The first and most harmful of illusions is separation. All beings are as brothers, or one, but few will see it that way. In your presence, the illusion falls away, old grudges are buried for the time being and even ancient enemies can consider each other fairly. This doesn't guarantee a peace, but it certainly never hurts.

Ten Thousand Years of Darkness - Well, it seems Raava has not weakened at all, but she has still bound to Wan and somehow, they've acquired the memories and skills of ten thousand years of future Avatars. Help Vaatu triumph at Harmonic Convergence and you will be suitably rewarded.
Reward: **Dark Avatar** - Vaatu cannot teach you all the elements, but bonded to you can supercharge the one you have via the Evil Avatar State. You can also manipulate plant growth, create spirit vines and corrupt spirits and

people with dark energies. Finally, you can turn into an enormous spirit form with all Vaatu's power.

===DRAWBACKS===

Saga (+50 cp) A legend cannot be written in a year, or even the ten of your stay. For each purchase, add five years, up to twelve times.

Clumsy (+100 cp) You trip, walk into things, or drop things a lot. Expect many pratfalls.

I Think He Looks Better (+100 cp) At some point, a spirit got inside your body and did some creative remodeling. You look like the hybrid of a human and something else, like a tree or a lemur. Your appearance is distinctive to say the least. Yes, even if you become a spirit you will seem freakish to them.

Stinky (+100 cp) You will be dealing with terrible BO throughout your stay, no matter how often you wash. At least you should get used to it after a while?

Hothead (+200 cp) Maybe you want to hear out both sides before severing the great spirits? No? Well, you do you, Leeroy Jenkins. You tend to leap without looking and do what feels right instead of assessing the situation carefully.

Banished (+200 cp) You have been cast out from your home on pain of death. Also, whether you left something or someone behind, you will need to go back at some point. Best of luck!

Rebel Spirit (+300 cp) You seem to draw dark and corrupted, or just surly and easily irritated, spirits. Have fun!

Vagabond (+300 cp) You have nothing. At least, not the Items of previous Jumps or a Warehouse to sleep in.

Four Elements, Four Seasons (+400 cp) The balance of this world is a fragile, precious thing. To preserve it, you are stripped of any powers, perks or items that wouldn't already fit in with the world of Avatar.



===ENDING===

Final Choice

Return

Settle Down

Move On