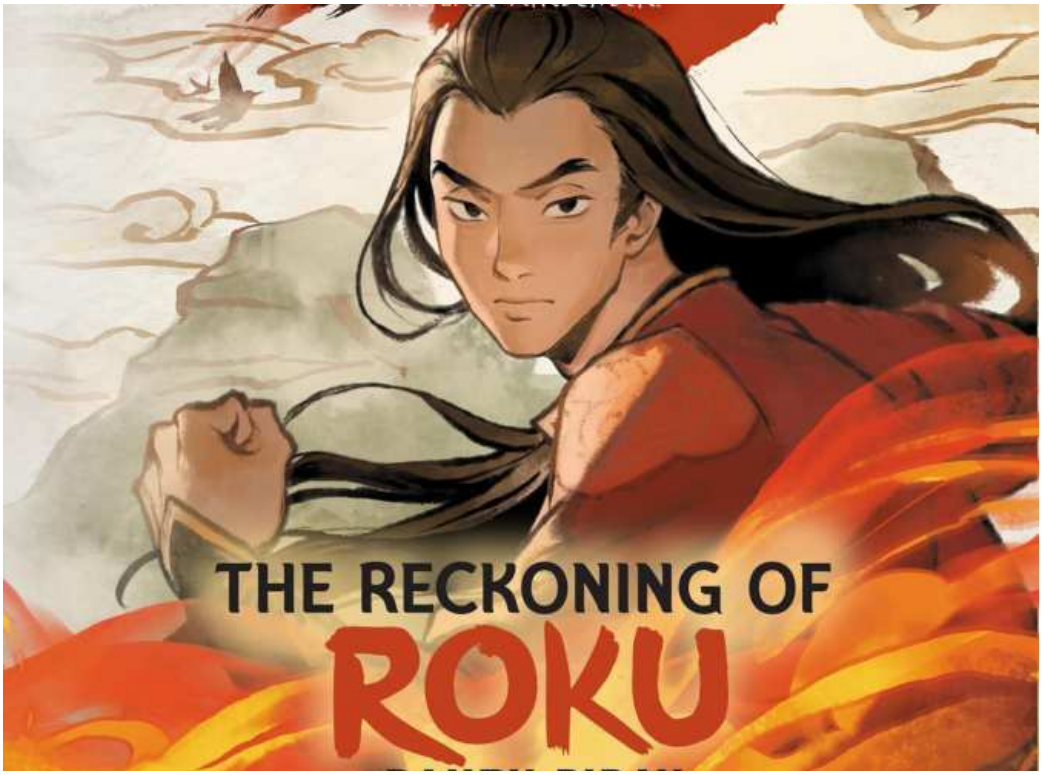
AVATAR



Novel by Randy Ribay. Jump by Aehriman

Roku never expected to be named the new Avatar, even his best friend Prince Sozin was shocked at the announcement. After all, Sozin is the strongest firebender in a generation while months into his Avatar journey Roku cannot manifest a puff of air.

The world is growing more complicated, following the long peace of Kyoshi and increased trade, communication and collaboration, the world stands on the brink of an industrial revolution. The Earth Kingdom is increasingly xenophobic and has purged the Earth Sages. So when Sozin smuggles a message asking Roku to investigate an Earth Kingdom

expansion into an island claimed by the Fire Nation, he wisely thinks twice, but an assassin from the Earth Kingdom trying to kill him settles it.

Have **1,000 choice points** (cp) to purchase things for your adventure. You will live in this era for ten years, assuming you take no drawbacks to the contrary.

=== BACKGROUND ===

Nomad [**Free**]**:** A wanderer, a vagrant, you wake in this world with no history, no friends or enemies or resources. No innate knowledge of this world besides the language and what you've seen or read.

Civilian [**Free**]**:** A humble tradesman or farmer, perhaps a merchant or even a servant. You know how to get along in this world.

Warrior [**Free**]**:** You may be a member of one of the various armies, or even a more martial member of one of the lawless gangs of pirates and bandits that seem everywhere these days.

Noble [**-100 cp**]**:** Your parents are people of power and influence in your nation, and some of that has rubbed off onto you.

Tribal [**Free**]**:** There are plenty of small societies that don't buy so much into the Four Nations, like the Sandbenders, swampbenders, or the Lambak. You come from a much simpler way of life.

Scholar [**Free**]**:** The long peace has led to more trade, more exchange of ideas. Technological development is picking up and a new generation of scholars are making exciting discoveries of new technologies and lost lore.

=== NATION ===

Besides these Backgrounds, pick one nation to associate with. This will determine the element, if any, you can bend.

Fire Nation - A volcanic archipelago, the Fire Nation has very fertile lands, and cramped space. Its people are driven and militaristic, and highly formal. The Fire Nation is increasingly centralized, starting to industrialize with an expanding population too great for their lands. Only a few holdouts to the supreme power of the Fire Lord remain. On the plus side, the Fire Nation is very progressive in some senses, there is exactly one male-only job, the Fire Lord, and no issues with same-sex relations.

Fire is the element of power and passion. The people of the Fire Nation have the will, the drive and the energy to achieve what they want. Firebending is direct and powerful, with little subtlety or defensive moves until you get good at it, and firebenders are the only ones to create their element from nothing but their own will and drive. Firebending is linked to the sun, becoming stronger in the daylight and vanishing during a solar eclipse.

Air Nomad - A bunch of monks, mostly, though some are true nomads and wanderers. The Air Nomads largely live in the four temples scattered throughout the world, keeping in touch via their sky-bison companions. Unlike the other nations, each and every member of the culture is an airbender. After a long period of isolation, the Air Nomads are mingling more, rendering aid and guidance to the other nations. This is opposed by

the Guiding Wind, a movement that sees involvement in politics and commerce as corrupting and against Air Nomad principles of detachment.

Air is the element of freedom. The Air Nomads largely detach themselves from worldly or material concerns, finding peace and freedom. Air is the most spiritual element, ephemeral and always in motion. You take air within you each time you breathe, but you cannot hold onto it. Airbenders are phenomenally mobile, capable of dashing with great speed or flight with a glider staff. Airbending incorporates many circular motions and nonviolent attacks, buffeting people but doing little real harm.

Water Tribe - Two tribes living on opposite ends of the world, at the frozen poles where water is all around. Don't let the name fool you though, the Water Tribes have cities and towns and all the trappings of civilization. But it is crucial to them, culturally, that each person knows how to survive and thrive in the relentless wilderness of their home. The Water Tribe is entering a period of great prosperity through trade, but often struggles with the idea of duties and tariffs versus the convenience of offloading cargo a few miles down the coast or in the dead of night.

Water is the element of change. The people of the Water Tribes are capable of adapting to many things. They have a strong sense of community and family that holds them together through any hardship. Waterbending is fittingly fluid and graceful, with much focus on redirecting force and changing to meet any circumstances, such as changing water to ice or vapor and back again. Waterbending is derived from the moon, becoming a little stronger at night, and far more so during a full moon. Like firebending, a lunar eclipse disables waterbending.

Earth Kingdom - Vast and variegated, the Earth Kingdom has green fields, brutal deserts, vast swamps and more. The new Earth King is somewhat paranoid and xenophobic, which will be the cause of much distress.

Earth is the element of substance. The people of the Earth Kingdom are diverse and strong, persistent and enduring. But most of all Earthbenders are decisive. Despite being the least spiritual of all the elements, the Earth will not respond to a wavering will or a bender unwilling to endure and strike back in a straightforward manner. Typically Earthbenders are stalwart and have both solid defense and offense, but truly excel in reshaping the battlefield to their advantage.



=== STARTING LOCATION ===

You may start anywhere, or get +100 cp for rolling a d8.

1. **Royal Caldera City** - capital city of the Fire Nation, nestled within the caldera of a volcano and arranged like pie slices radiating out from the palace of the Fire Lord.

2. **Southern Air Temple** - A remote mountaintop monastery, and a center for the Air Nomads. Gyatso lives here, as does Sister Disha, Roku's first master on his Avatar journey.

3. **Lambak Island** - A remote uncharted island North of the Fire Nation, shrouded in mist. Legend has it that five clans settled here before the Four Nations, but now only the Lambak remain, with benders of all elements enhanced by the power of the mysterious spirit Yungib. Recently, members of the Western Kingdom Trading Company have made landfall.

4. **Si Wong Desert** - A large desert in the Earth Kingdom, home to tribes of sandbenders and, it is rumored, the Great Library of Wan Shi Tong.

5. **Agna Qel'a** - capital city of the Northern Water Tribe, made of ice with glorious canals. The city is built around a sacred oasis where the Moon and Ocean spirits endlessly circle each other in the form of koi fish.

6. **Jasmine Island** - A small independent island South of the Earth Kingdom, the only place where the Golden Jasmine that makes the world's most prized tea grows. All nations and many private interests are interested in controlling the supply.

7. **North Chung-Ling** - for generations, people came to this sacred place in the Fire Nation where anyone could meditate and enter the spirit world (or, more cynically, hallucinate off volcanic fumes) but lately the magic seems gone. Now it's a tourist trap, full of carnies, fortune tellers and cheap charlatans, taking all the coin they can to stave off the town's slow but inevitable ruin. Who knows, perhaps you might find something real here all the same?

8. **Spirit World** - For generations it was claimed the Spirit World was a blank void, and parts are like that. Others are a vibrant wilderness, or barren desert. It is an entire world where mood is geography.

9. **Free Choice** - Lucky you! Pick one of the above, or anywhere else in the world.

=== FRIENDS ===

Animal Companion (free) Various Avatars have had animal companions, Kyoshi's turned out to be a fox. You too may now have a friendly animal that you share a special bond with. Just not something like a dragon, sky bison, or Unagi.

Team Jumper (variable) For each purchase, import any number of companions with double the cp you invest in the purchase. Companions may take perks and items, but not drawbacks or Companions of their own. Companions may not take **Avatar.**

Family Of Choice (free) Here purchase the right to invite any number of locals as Companions, to follow and aid you in your future adventures.

Bison (-100 cp) The original airbenders, and in many ways, still the best. Sky Bison are the fastest flyers around and can carry small groups all over the world in a matter of days. They are huge and powerful, and bond to a single rider for life, in this case you.

Dragon (-100 cp) Haven't really appeared in the books, but are presumably around. Dragons are pretty good fliers themselves, and the ultimate firebenders, even if they can't really transport large groups the way Bison can.

Badger-Mole (-100 cp) The first earthbenders, these moles are amazing at tunneling and are big enough to ride. They can sense vibrations in the earth from a great distance, and love singing.

Unagi (-100 cp) A massive sea serpent, technically an eel, that stores water for a great squirting attack. Very aggressive and territorial, but yours likes you.

Shirshu (-100 cp) The perfect hunter, a mix of wolf, anteater and mole. In nature, an ambush hunter striking from tunnels and pits, the *shirshu* can scent their prey anywhere in the world, are strong enough to bear a rider and have a long tongue that lashes out, coated in paralytic venom.

=== ABILITIES ===

Positive *Jing* (-100 cp) The ability to overwhelm others with strength and direct force, attack. Very common to the Fire Nation. Your attacks and blows seem to strike noticeably harder (say twenty to thirty percent, if you need a hard number) and are particularly powerful when forcing people back or beating down blocks and other defenses.

Neutral *Jing* (-100 cp) The art of going with the flow, doing nothing, patiently waiting for the moment to act. You are very patient and have an almost preternatural ability to recognize those moments of opportunity when they come.

Negative *Jing* (-100 cp) The art of defense and retreat, most often seen with airbenders. It is nearly impossible to overwhelm you while you still have ground to retreat to, and you are a master of making opponents waste their time and energy striking out at you, wearing themselves out, and getting distracted from your friends.

Adamant (-100 cp) Within you is a core of unshakeable commitment, the willingness to do the right thing even if you have to suffer, or break all the rules. Your sheer willpower is staggering, but you are aware of your own capacity to cross lines, and can relate easily to dangerous people.

Adrift (-100 cp) People always want to invest of themselves, to have a cause or a family, but it's always a risk, so many retreat into a shell of real or feigned apathy. Never you, you have come to a point of clarity about what really matters to you, and in all lesser affairs understand when to throw yourself entirely into an endeavor and when to walk away, to care just the right amount.

Architect (-100 cp) You love to come up with meticulous plans, you're good at it. You also love to problem solve and spot-weld issues on the fly. You understand when to take the helm and when to sit back and see where events take you.

Aspirant (-100 cp) All dreamers want to change the world, but to do so is often unpopular and people, well, people want to be loved or at least liked. You know how to leverage your reputation and influence to effect change, but most of all you understand how to connect your vision to the immediate needs and desires of your supporters.

Authority (-100 cp) In every nation and time, a leader must be able to balance their personal needs and desires with what duty demands, even if it means sacrificing a cherished goal or taking a harsh stance for justice. You can stamp any organization you lead with something of your personal values, guiding it to take actions in line with your values of the willing volition of the people within. As you inspire respect, others will come to emulate you.

Bold (-100 cp) You have a healthy confidence in yourself, and loyalty to your friends. Together these traits drive you to become the best version of yourself. You know when to take a stand and when not to be overbearing.

Bound (-100 cp) Often a person finds their duty or oaths conflicting with the moral thing as they understand it. There's a point where doing the right thing involves turning your coat, and you can always spot it.

Broken (-100 cp) There are experiences in a person's life that can shatter them, or at least irrevocably alter the trajectory of their lives. When this happens, you can choose to try and rebuild the person you were, or reinvent yourself. Or you could reject this binary and heal in a healthy way, acknowledging your past but not defined by it, moving forward with true humility, as you seem ever able to.

Destined (-100 cp) You have been marked for some grand fate, as proclaimed by the spirits or just a star atlas. But you are no mere plaything of destiny, you shape your own fate. You will know when this allegedly fated moment comes. You benefit from being a 'chosen one' but cannot be forced into any particular fate.

Elder (-100 cp) Being a Jumper you are probably much older than anyone here, whether or not you show it. You have learned a degree of wisdom, how to teach and how to be taught, for most of all you have learned the humility to accept when you don't know things, be aware of your limitations, and ask for help. Also to appreciate life's true delights and cut through the garbage to the heart of any matter.

Foundling (-100 cp) You are born caught between two heritages, but have learned to find the common ground and make the most of the strengths of both. True balance is

understanding that nothing exists in a vacuum, all are part of a greater whole and your two traditions cannot be easily separated.

Guardian (-100 cp) You are a protector, watchful, the first to alert to danger and the last line of defense. You have the skills of a great watchman or police officer, but have also learned not to be suspicious of all others at all times.

Hammer (-100 cp) You are strong and tough, incredibly so. Shame there are so many problems that can't be solved by punching or breaking things. So you have learned to be gentle and never accidentally harm things with your great strength.

Icon (-100 cp) You were born or are expected to inherit, a role of great honor. However you feel about it, you've learned to make such things your own. In future Jumps you may also choose to be born into great wealth and importance.

Idealist (-100 cp) The pain of this world can be overwhelming, but no matter what, you can keep hold of your ideals.

Outcast (-100 cp) All cultures have flaws, and you see those of your own clearly. Whenthat happens, you have a choice between your own integrity, and supporting your people. You have learned that silence in the face of injustice never does serve your tribe.

Pillar (-100 cp) You are a skilled leader and support, always knowing when to quietly be there and when to take charge, when to push your people to talk and when to let them have space.

Prodigy (-100 cp) You learn things impossibly quickly, since you were young, maybe ten times as fast as others. You are more capable and lucky when it comes to uncovering new ways of doing things.

Razor (-100 cp) You have learned to control yourself with an iron hand. At first, it may seem that connecting to others is a loss of control, but you have learned it is a source of strength. Your self-discipline is nothing short of astonishing, but it never deprives you of human contact.

Rogue (-100 cp) You learned early on that you do what you have to in order to survive. Now look at you! A proper thief, familiar with every part of running a con, casing a joint, breaking in, and slippier than an eel-hound to boot!

Successor (-100 cp) Legacy can be a complicated thing, especially an infamous or evil legacy. You can take the best of it and make it your own, people are surprisingly reluctant to judge you by your bloodline or ethnicity.

Power (-200 cp, free **Fire Nation**) You have a fire within you, a powerful drive. You know what you want, and you have the willpower to go for it, despite any obstacles or hardships. Your inner fire cannot be banked or smothered, not by fear or depression, and not by any outside force.

Honor (-200 cp, free **Fire Nation**) In the Fire Nation, a man's honor is his most prized possession. As long as you are truthful or deal straight with people, they are incredibly reluctant to lie to you, or to strike at you indirectly or unfairly. Only the most hardened scoundrels won't feel a need to at least match the honor you show them.

Freedom (-200 cp, free **Air Nomad**) You are very good at dodging, almost impossible to pin down. Imprisoning you is likewise an exercise in futility. If you don't spy some means of escape, an opportunity or rescue will come in a day or less.

Untethered (-200 cp, free **Air Nomad**) The Air Nomads detach themselves from earthly and material concerns, seeking truth in the spirits. You are very sensitive to sites or people of spiritual importance, and know how to meditate into the Spirit World.

Change (-200 cp, free **Water Tribe**) You are extremely adaptable. You could be dropped into a foreign city without money or even knowing the language, and get by fine. You roll with the punches, and incidental hazards or shifting circumstances in any fight are always a greater obstacle for your foes than you.

Community (-200 cp, free **Water Tribe**) The people of the Water Tribes are famously generous, and the transition from stranger to practically family is remarkably swift and smooth for them. You make friends very easily, and can build families and communities of choice with ease.

Substance (-200 cp, free **Earth Kingdom**) You can be more than a little stubborn, but that's not always a bad thing. Outside pressure only hardens your resolve, and physical or mental hardship are things you can endure almost endlessly, and recover swiftly from.

Face (-200 cp, free **Earth Kingdom**) Matters of face are deadly serious in the Earth Kingdom. You know how to keep your dignity in even the most hopeless, chaotic or humiliating circumstances. You are also very good at arranging situations to let others save face.

Camper (-100 cp, free Nomad) Nothing like sleeping under the stars. Having to move around a lot, you naturally have learned how to make camp, hunt, and generally survive in the wilderness. You know which plants and animals are edible and which are not, and this knowledge updates in future worlds.

Chameleon (-200 cp, discount Nomad) Here today, gone tomorrow. An old story for a wanderer like you. But you've learned to adapt to weird local customs and blend into the population, which might be a very useful skill for you in days to come.

Traceless (-400 cp, discount Nomad) As a consequence of moving around, you are almost impossible to track or locate if you don't want to be, whether by people asking around or complicated geomantic rituals, they will find no trace of your passing.

Chi-Blocker (-600 cp, discount Nomad) Apparently a technique developed by the Western Air Temple. By a series of precise blows to certain pressure points, you can disable bending and paralyze limbs, even rapidly, safely and easily rendering people unconscious. The only downside is almost any armor renders someone all but invulnerable to these pinpoint attacks.

Trade (-100 cp, free Civilian) You are skilled in one form of mundane craft or business, such as pottery, smithing, cleaning or even police work. Your experience is at least equal to that of someone who devoted themselves to the craft for twenty years. This may be taken multiple times for multiple trades.

Community (-200 cp, discount Civilian) You're a pillar of whatever community you happen to be in. You naturally and easily form strong bonds with people, as they do with you, and so you remember to check in when Old Lady Han hasn't been seen in a couple of days, and your neighbors are always happy to do you small favors or defend you when the *daofei* or authorities come.

Wheeling and Dealing (-400 cp, discount Civilian) There's a joke that the Earth Kingdom's people are always trying to conduct business or turn a quick profit. You may or may not hail from the Kingdom, but you know all about how business is done. You are

skilled in negotiation, better at balancing books than the Avatar is at balancing the world, and know how to make corruption and backroom deals work for you instead of your foes. Honestly or crookedly, you know how to make your businesses flourish.

Fortune (-600 cp, discount Civilian) Unlike a certain family discussing cabbage futures, the spirits smile upon you. Luck is a beast no crown can escape but it always seems to work out in your favor. Your ventures succeed beyond all reason, your enemies' plots are foiled by the smallest turn of fate and whenever you gamble, you win. In a world where many people are lucky even to be born, you were born lucky.

Fighter (-100 cp, free Warrior) You wouldn't be much of a warrior if you couldn't fight. You are a skilled martial artist in the style most practiced in your nation, and in excellent physical shape.

Everything Is A Weapon (-200 cp, discount Warrior) You are phenomenally skilled at finding a martial use for anything, whether it's pulling bendable earth from paintings, entangling opponents with drapes, or destroying innards with a healing technique, you can find a tactical application for anything.

Keep The Peace (-400 cp, discount Warrior) More important than how to fight is often when and how *not* to fight. You are skilled in de-escalation and non-lethal combat. You have the skills to talk down an angry mob or get between two brawling comrades.

The Thirty-Six Stratagems (-600 cp, discount Warrior) Your grasp of tactics and strategy is almost unsurpassed. You know how to accurately measure your strengths, your opponents weaknesses, and use each to your best advantage. You have learned how to be indirect, subtle to the point of formlessness and mastered the use of misdirection.

Manners (-100 cp, free Noble) It can be hard to get by in high society, especially ones as formal and hierarchical as the Earth Kingdom or Fire Nation. Fortunately, you have an innate understanding of the rules of polite society, wherever you wind up, and would never be so gauche as to publicly touch a Fire National's hair.

Feeling Special (-200 cp, discount Noble) You're a big deal, a VIP. People treat you as if you were the boss, or connected to the boss, or otherwise someone of great importance, more so than most people you might offend. Just don't go tweaking the Fire Lord's nose.

Hidden Rebellion (-400 cp, discount Noble) Open rebellion against the Fire Lord is a nonstarter, even more so the Earth King. Indirect sabotage though, is very much on the table, see the queen of Omashu. You are a master of undermining and subtle sabotage.

Play the Game (-600 cp, discount Noble) You are the consummate master of courtly politics, especially in mocking or undercutting people in just such a way they can't object without seeming petty or weak. You know not to interrupt your enemy when they make a mistake, and how to nettle them into providing opportunities. You know to speak rarely, so your voice has weight, and can seem to have more poise and majesty than actual kings. You anticipate your foes' moves with ease, and have no problem with wounding or poisoning yourself to escape suspicion when you eliminate them.

Perfect Memory (-100 cp, free Scholar) It turns out Sozin had an eidetic memory of anything he ever read, which helped immensely in his search for sources of power. You are similarly blessed.

Teacher (-200 cp, discount Scholar) Whatever discoveries you make are of little value if not passed on. You are a skilled teacher, who can make lessons interesting and quickly convey

the basics of whatever you are trying to instruct. Your students master in months what would take others a decade or more.

Detective (-400 cp, discount Scholar) You are great at noticing small clues and reading between the lines. Your logical mind makes you a skilled investigator of mysteries both in the ancient past and recent present.

Innovator (-600 cp, discount Scholar) This is an age of science and discovery, the dawn of an industrial age. You can interpret and adapt existing devices to invent machines decades ahead of their time.

Hunter (-100 cp, free Tribal) You are a skilled hunter, able to survive anywhere, creep up on your prey, track animals or men over many miles. You also make a fine scout.

Storyteller (-200 cp, discount Tribal) you're a fantastic storyteller, able to make the driest of histories into a thrilling epic with a suitable, meaning convenient for you, moral.

Blood Offering (-400 cp, discount Tribal) The chiefs of the Lambak used to sacrifice beasts and even men to the spirit of Yungib, but stopped long ago. Yungib never listened or responded. When you sacrifice something to the spirits, it is always noticed and appreciated, and you gain a boon proportional to what you give up.

Free (-600 cp, discount Tribal) You are free. You cannot be imprisoned but you will swiftly find escape. You can be deceived only briefly, the truth will soon come out. Even other nations will be forced to set you in a special category, so live free.



=== BENDING ABILITIES ===

Bender (-100 cp) You have the basic ability to bend your native element, moving it with martial arts and chi manipulation. Required for all the rest of this section.

Precise Bender (-100 cp) Like Lek, you can bend very small bits of your element with speed and precision. Shoot pebbles like bullets or give someone a haircut with water tendrils.

Overpowering Bender (-100 cp) You are strong, able to move far more of your element than most other benders, though masters of your bending style may still achieve more.

Psychic Bender (-200 cp) It is by will alone you set the elements in motion. Like Jianzhu, your mastery of bending has developed in a direction where you can bend by thinking or willing it as strongly as most benders can doing the motions with perfect form, though if you do fight with bending arts properly your bending will be even stronger.

Dust-Stepping (-200 cp) The secret technique of the Flying Opera Company. You can seem to fly short distances, by bending bits of dust and gravel into small platforms for your feet. And if you can't earthbend, no worries, waterbenders can mist-step just as easily, while fire and airbenders use jet-stepping. This can be exhausting though.

Channel (-100 cp, **Firebenders** only) You have learned to bend not just fire, but to transfer heat, including how to draw the heat out of something.

Shocking (-200 cp, **Firebenders** only) You have found within yourself a power that in this era only a rare few possesses, the ability to bend lightning. Not only can you generate electricity by violently clashing your chi, you can redirect lightning.

Eternal Flame (-300 cp, **Firebenders** only) Sozin learned of many secrets in his brief time in the Great Library, of the importance of the Great Comet, lightning bending and redirection, combustionbending, but there is one secret that he never mastered and it burned later to know it existed - the ability to stoke one's vital energies and achieve ageless immortality, immunity to the ravages of time and disease, if not accident or violent death. You have learned this secret.

Sensitive Scalp (-100 cp, **Airbenders** only) Airbenders can feel the air currents around them, and are especially sensitive to the breeze caused by fast motion. It is very difficult to attack you from behind, unless someone knows to go slow enough to be unremarkable.

Projection (-200 cp, **Airbenders** only) A rare skill among airbenders, you can leave your body behind to scout, explore, or communicate with distant people.

You Will Believe (-300 cp, **Airbenders** only) A skill known to be possessed only by the legendary Guru Laghima, almost four thousand years ago, you can fly freely without using a glider staff. Indeed, such flight is so effortless you can remain airborne indefinitely.

Plantbending (-100 cp, **Waterbenders** only) Not a skill seen much, most waterbenders living in the tundra and all, but you have learned to move plants by bending the water within. With time and subtlety, you may learn to accelerate their growth. At the very least, you can pull water from plants to have some to bend.

Healing (-200 cp, **Waterbenders** only) Any fool can punch someone with water. You can punch dying people's energy pathways with water in such a way that they live for decades more. You are a master healer equal to Atuat, said to be able to pick Death's pockets and steal a life back, and can even work on yourself, as long as you're conscious and have water at hand.

Cold Shoulder (-300 cp, **Waterbenders** only) While yes, most waterbenders can change water to ice and back easily enough, they tend to treat it as a binary. You, on the other hand, can chill a space with water vapor to any degree you wish, whether to slow metabolic processes and give you more time to heal, or keep a drink frosty. If you get high enough, you can bend clouds to make it rain or snow. Your mastery of ice also allows you to instantly freeze an enemy's innards if you can touch them.

Tremorsense (-100 cp, **Earthbenders** only) You can sense vibrations through the ground and with a stamp effectively create a form of sonar that works through the Earth and any earthen medium, like metal or pavement.

Glassbending (-200 cp, **Earthbenders** only) Earth can take many forms, like sand, which can be melted down into glass. But separation is an illusion and you understand this. So you can bend glass objects, moving them, shattering them into razor shards or grinding them to powder.

Liquefaction (-300 cp, **Earthbenders** only) You can, without heat, liquefy stone and other forms of earth, letting you bend earth like water, reshaping it instantly to your needs, whether turning pottery to daggers or sinking enemies into the ground.

Bending Genius (-400 cp) Perhaps you are a born prodigy, or studied bending from one of the original sources, but you already show power and skill to surpass many masters of

bending your particular element or elements. Any other bending perk you have is greatly enhanced in scope, and your learning speed for martial arts and bending approaches instant mastery, as if you were recalling old lessons rather than learning for the first time. This perk may be taken twice, with a second purchase granting power and skill unheard of except perhaps by an Avatar using the Avatar State.

Avatar (-1000 cp, must take **Responsible** drawback for no points) Fire, air, water, earth. You take Roku's place as the Avatar, or if you want to create some chaos, there's a second one running around. This comes with the ability to bend all four elements, the equivalent of one purchase of Bending Genius, and more. Namely, you are connected to the primal spirit Raava, and that of the previous Avatars. You may commune with them through meditation or enter the Avatar State where you are absurdly powerful as a bender, able to draw on the power and experience of all previous Avatars. At first, this will be a barely-coherent berserker state (but extremely skilled!) but as you grow spiritually and cleanse your chakras you will find yourself fully in control. If you perish for good, you will be reincarnated and serve as the spiritual mentor for the next Jumper. You may purchase any Bending Ability regardless of national prerequisites. You are recognized both internationally and by spirits as a neutral mediator. In future Jumps you can decide whether to make the Avatar and their place in history part of the background - effectively whether people still recognize you as the Avatar.

To avoid disrupting the cycle, you can choose to have a Fire Nation background whatever your choices for discount purposes. Or not. Let the wise and the learned scratch their heads as the Avatar seems to skip one or more reincarnations.



===**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. Without the unpleasant sensation of dread, you find your instincts for survival sharper.

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, or grow up in an abusive household without losing your kindness. 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 & rationally.

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 ===

Bendables (free/-100 cp) It's all well and good for fire or airbenders who always have their element handy, but a water or earthbender can be seriously inconvenienced by a lack of bendable materials. This item takes the form of a waterskin or small sack full of gravel and sand that refills overnight. It may be purchased multiple times, wth the first being free to all.

Unique Weapon (-100 cp) Turns out Kyoshi's war-fans were left to her by her mother, a renegade Air Nun turned bandit, who used fans to enhance the airbending that atrophied when she blatantly chose to embrace material wealth over spiritual growth. You have an unusual or signature weapon perfectly suited to your bending style or other fighting method.

Cabbages (-100 cp) A cart full of cabbages. No matter how many you remove, there always seems to be more.

Special Bendables (-200 cp) A meteorite containing rare earths, a small bottle of water from the spirit oasis at Agna Qel'a, a piece of the eternal flame or similar. This is a very rare and special bendable material that may be stronger or more fluid for use, or have special properties. Can be taken multiple times.

Sandals (-100 cp, free Nomad) A sturdy and comfortable pair of sandals that keep your feet safe from everything from rocks to caltrops, never lose their grip, and let you walk noticeably quicker without taking rest breaks.

Maps (-200 cp, discount Nomad) Nothing like accurate, high-quality maps showing whatever world you live in, with plot-relevant sites and passages to other worlds marked out.

Passport (-400 cp, discount Nomad) A passport, ticket, reservation, backstage pass or otherwise whatever document you might need to prove you belong in a particular place. People are unlikely to question this unless you are acting almost comically suspicious.

Spirit Tree Seeds (-600 cp, discount Nomad) Seeds of the tree that will one day be the center of the swamp, if it isn't already. These trees are very spiritually potent, representing the interconnectedness of all things, and by meditating beneath one you can see distant events. Also, great forests or areas of nature will grow around each one you plant.

Tools of the Trade (-100 cp, free Civilian) You have the tools and facilities, solid and well made, to carry out one civilian job. A carpenter would have a fine set of saws, knives and hammers, a fisherman a boat and nets, and so on. Can be taken multiple times.

Pai Sho Board (-200 cp, discount Civilian) The refined game of intellectuals, or the fast-paced game of street hustlers. You needn't fear, though, as this rigged board guarantees you will always make the best possible move to win. You don't even have to know how to play! Rubbing the one slightly off-color corner will toggle this effect on and off.

Pai Sho Tile (-400 cp, discount Civilian) A single game tile marked with a white lotus flower. A piece with no special meaning outside one obscure and secretive club of gaming

enthusiasts, who will be glad to assume you are a member in good standing. In future Jumps, this can be your ticket inside one secret society of your choice.

Property Insurance (-600 cp, discount Civilian) Many things you purchase are explicitly fiat-backed. If damaged they will be repaired, if lost or stolen returned to you after a certain period of time, usually twenty-four hours or less. Many more things are not explicitly fiat-backed, and of course this does nothing for items you find, purchase or otherwise obtain within the Jump. No longer. By filling out an insurance form from this folder, anything you legally purchase or salvage becomes protected and will be restored to you, just as if fiat-backed.

You've Got Mail! (-100 cp, free Warrior) You have a shirt of high quality chain mail. Or plate, or even leather if you prefer mobility. The point is, you have armor that is self-cleaning and repairing, and surprisingly comfortable in a huge range of climates.

All Men's Courage (-200 cp, discount Warrior) A common nickname for a *dao* sword. But your sword really does make you immune to terror or fear effects. Your fear will only ever make you sharper while you grip the blade, never make you freeze up or make mistakes. You may import another sword or bladed weapon to gain this quality.

Backup (-400 cp, discount Warrior) You have a platoon (about thirty people) of elite fighters and benders in your nation's style, like the Royal Army of the Fire Nation or the yet-to-be-formed Dai Li. They count as followers and not Companions by default, but if you wish they can take up one Companion slot, vote on perks and all receive the benefit.

Academy (-600 cp, discount Warrior) A school for officers and warriors to match the Royal Fire Nation Academy. The learning of martial skills is greatly accelerated on the campus grounds, and NPC tutors can in weeks turn ordinary commoners into fighters to match

the likes of Mai and Ty Lee. The library includes the use and counters for most abilities and technologies you have ever encountered, as well as blueprints analyzing weak points in a massive range of vehicles and structures. This updates in future Jumps. The default slogan over the door is 'Preparedness Wins the Day.' You may change it if you wish.

Coin (-100 cp, free Noble) You gain a weekly allowance equal to twice an average workman's annual wages. In future Jumps this matches the local currency and adjusts to the pay of the average workman.

Residence (-200 cp, discount Noble) A luxurious mansion befitting one of your wealth and status, at least equal to the Avatar's Mansion in Yokoya. A banquet hall with the finest foods, extremely efficient and discreet servants and truly magnificent gardens. Matches the aesthetic of your nation, and updates in future Jumps to remain the height of luxury while blending in with the local culture.

Domain (-400 cp, discount Noble) You have a fief, comparable in size and prestige to Ma'inka Island in the Fire Nation. An exporter of food, well positioned on trade routes with notable mineral wealth and multiple cities. In another world, it would be a dukedom. It is also fairly secure with natural barriers like the sea or mountains making it easily defensible.

Royal (-600 cp, discount Noble) You come from a dynasty. You may be direct kin to the Fire Lord, or Earth King, or a Tribal chieftain. You are certainly no more than one to three heartbeats from the throne and can command much of the power and wealth of a nation. If you are an Air Nomad, you are instead closely related to a prestigious guru. In future Jumps, where applicable, you are related to royalty or the nearest equivalent.

Journal (-100 cp, free Scholar) A pen that never runs out of ink, a journal that never runs out of pages, and always seems to flop open to a relevant page when you need a hint or inspiration.

Unity (-200 cp, discount Scholar) A year before the coronation of Fire Lord Sozin, a Water Tribe businessman named Tiq helped fund a great seagoing steamer, constructed with techniques of all nations and featuring both ancient cultures and new science in a traveling exhibition. You now have your own duplicate of this, the greatest oceangoing vessel of the age.

Bending Scrolls (-400 cp, discount Scholar) Scrolls for the most basic forms of each element. Most remarkably, a non-bender studying these scrolls will become a bender of that element.

Great Library (-600 cp, discount Scholar) A duplicate of the Great Library of Wan Shi Tong, He Who Knows Ten Thousand Things. Has the most amazing observatory dome letting you study the stars on any given date, as well as copies of some of the rarest texts. Updates in future Jumps.

Food Supply (-100 cp, free Tribal) You have a half-dozen snares which, if set, will always turn up some small game an hour later, and a fishing net that always seems to come up full of fish.

Canoe (-200 cp, discount Tribal) Freedom, the ability to take surprisingly large loads or a couple passengers up and down rivers, or even into the sea.

Sacred Caves (-400 cp, discount Tribal) What drew Sozin to the island, the secrets of massively enhanced bending… turns out to be related to the clash of two spirits at each

equinox and localized to these caves. Still, while in said caves any bending or spiritual powers are maybe fifty times stronger.

Island (-600 cp, discount Tribal) Your own tropical island, with plenty of places to hunt and fish and live out your life in peace. Fantastic beaches and waterfalls. At your command, it can be shrouded in a thick mist and hidden away from the world.

=== DRAWBACKS ===

Another Age (+0 cp) You may instead use this Jump in another era of the Avatar world. You can use this as a supplement or standalone for another Avatar Jump. You can also visit the Dragon Prince if you really want.

New Face (+0 cp) You may replace any character of the same origin, from Roku to Prince Sozin, Zeisan, Dalisay, Ta Min…

Born Victim (+100 cp) Criminals and bullies and thugs of all sorts seem to crawl out of the woodwork to target you.

Scarred (+100 cp) You have some scars or markings that make you highly distinctive and memorable, a tattoo, burn scars or the like.

Bad Hair Day (+100 cp) Air Nomads shave their heads to better feel the wind. In the Fire Nation, a shaved head indicates someone is an honorless dog and beneath contempt. A shaved head except for a topknot indicates the person lost an Agni Kai and lives only because of the mercy of a better man. You have one of these two haircuts of shame, and cannot grow new hair. Anyone even vaguely conversant with Fire Nation tradition

(meaning, anyone educated or traveled) will know your shame, yes, even if you're an Air Nomad they will be able to tell.

Darker and Bloodier (+100 cp) Even at its lightest, Avatar had genocide and war and suffering, balanced with funny antics. Well, Roku's book has a lot less jokes and a lot more consequences. People who have a jet of fire applied to their faces usually get burned, and fifty pound rocks shot at people tend to result in broken bones at best. If you want to assume the same relative harmlessness to bending combat, just don't take this, but if you do, the kid gloves are officially off.

... I Don't Get It (+100 cp) The four nations don't just have independent cultures, but very different ideas of humor. The Earth Kingdom is all over the map, the Water Tribes roar with laughter at lame puns and dad jokes, Airbenders prefer simple and physical comedy, and at least the nobility of the Fire Nation favor subtle sarcasm and wry witticisms. Wherever you land, the jokes will seem childish, or cruel, or just fly over your head.

Patriot (+100 cp) In a growing Cold War, there is increasing national pride. Even the Airbenders have the Guiding Wind. You find yourself something of a stereotype of your nation's presumed character.

Stay A While (+100 cp) Add another decade to your stay, this can be taken up to six times.

Wounded Soul (+100 cp) Three things a human needs to survive: food, water, and air. You now have a fourth need. A poet might name it "life" or possibly "humanity." A cynic will call it "blatant hedonism." Time with friends, music, laughter and games help a little. Alcohol, sex and drugs help a lot. If you go more than a couple of weeks without any of these things, you will weaken and die.

Exile (+200 cp) You are pointedly unwelcome in the nation your origin hails from.

Ingrates (+200 cp) Generally, you help a person out, they feel obliged to reciprocate somehow, but not you, no. People show shocking ingratitude, and will do anything to weasel out of paying you back. You could save a man's life and he'd still require ironclad proof of your identity before giving you so much as a cup of water.

Great Yangchen's Legacy (+200 cp) Dark Spirits, corrupted or mad with grief and rage, pop up all the time around you. Whether you fight or flee, it will be rare for you to go a month without encounters.

Brusque (+200 cp) You are curt and impatient with others, difficult to get along with. You always worry about doing enough, trying to do better and as a result your social graces largely… aren't.

The Wind Touches All (+200 cp) The Guiding Wind, a group of Air Nomad separatists, have set their sights on you. The good news is, they are pacifists. The bad news is that they're skilled pranksters, saboteurs and rumormongers who will make perfectly nonviolent pests of themselves throughout your stay.

Responsible (+300 cp) You feel deeply responsible for the state of the world, and it just kills you inside that there is so much conflict and corruption and meaningless suffering. Moreover, other people around the world will also hold you responsible, and expect you to *fix* everything somehow. Farmers will want to know why the rains don't come, great lords expect you to solve their bandit problems, and so on and so forth.

Restrained (+300 cp) Like Roku, you always try to lead with gentleness, with reason and restraint. And much like Roku, nobody ever seems to take it as anything but a weakness to be exploited.

All The Elements (+400 cp, incompatible with **Avatar**) You arrive some time after the books, when Kyoshi is at the height of her power. She believes and cannot be dissuaded that you are a threat to the world, has a similar link to you as Yun, allowing her to find you anywhere, and she is far, far more ruthless and willing to kill than any Avatar you've seen. Best of luck.

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.

=== SCENARIOS ===

Avatar Day (no special requirements) People sure do love their past Avatars, from the week-long harvest festival the entire Fire Nation throws for Avatar Szeto to hundreds of smaller local parties held to commemorate the deeds of this or that Avatar. Your mission, before your time in this world ends, is to experience them all. Every festival, holiday or feast of the Avatar, at least once. Even the really obscure and long-forgotten ones. Of course, finding them all will require extensive research into the Avatars and their deeds. Have fun, and Happy Avatar Day!

- Reward: **Party Animal** - Your commitment to partying above and beyond the call of duty has granted you the skills of being an excellent guest and host. You can cut loose and have fun without guilt. You know what every guest wants and needs, how to best honor anyone, or show them the night of their lives and are lucky in finding the things you need for a proper and memorable celebration.

Bitter Work (no special requirements) The Jump begins 66 years before the Air Nomad genocide, when Sozin uses the Great Comet in an alpha strike to erase the airbenders

from the world. Your job, then, is to prevent the Air Nomad Genocide and Hundred Year's War by any means necessary. Whatever it takes.

- Reward: **On The Shoulders of Giants** - Men congratulate themselves for thinking a year or two ahead. To do what you did, you both showed and proved yourself worthy of foresight measuring in generations, centuries, even. When you take a moment to really think through your actions, you can reason all the possible, and calculate the most probable, ramifications your deeds will have for hundreds of years to come.

A New Spiritual Age (requires **Great Yangchen's Legacy**) Yangchen is widely revered in this time as more-or-less the perfect Avatar, overseeing a great time of prosperity and the expansion of all four nations. In truth, settlements exploded because Yangchen consistently chose the side of humanity over that of spirits, leading to great resentment and many dark spirits attacking. Kuruk hunted these spirits and, lacking the means to pacify them, killed them, doing it all in secret to protect Yangchen's legacy and shield his friends from the spiritual harm these deeds did to him. This cannot stand. You must expose the truth of the previous Avatar's deeds, develop the means of spiritbending, make appropriate restitution and teach humanity to live in peace and balance with the spirits without constantly needing the Avatar to mediate.

- Reward: **New Age Prophet** - In future Jumps spirits, and any spiritual person, can sense that they are of kindred with you, and will respect you as a default unless you prove unworthy, You become highly sensitive to and aware of spiritual energies and entities, and the rites needed to manipulate, or communicate, as well as the needs and desires of spirits.

=== ENDING ===

The Cycle Continues: One day, Roku's time will end, giving way to Avatar Aang, and the world will have to move on. You will likewise visit a future time of this world.

Master of the Elements: This world needs constant work to balance the various nations, humans and spirits, and more. A person could devote multiple lifetimes to it, and it seems you will. Proceed to another Avatar Jump, or the Dragon Prince.

The Adventure Continues: One stage of your journey has ended, the next begins as you move to a new adventure.

The Avatar Has Returned: You return home with all you've learned and gained, to share and to help others, or to dominate and rule, I wonder?

Note: there are multiple calendars in use in the Avatar world, the fans mostly use the Air Nomad Genocide and start of the hundred year's war as year 0, with BG for Before Genocide and AG as After Genocide. So if it seems the years are counting down... they are.

The next most common is counting from each Avatar's birth, so the original show would be something like the 113th year of the Era of Aang.

66 BG — Year of the Dog

- Avatar Roku is confirmed as the Avatar at his sixteenth birthday, and leaves the Fire Nation to master the elements.
- Roku starts his airbender training under Sister Disha at the Southern Air Temple. He meets and gradually befriends Gyatso.
- Without Roku as a friend to keep him in check, Sozin starts to descend into extremism. He becomes increasingly obsessed with ancient and obscure sources of power. To aid his quests, he forms a team with Dalisay and Kozaru.

- The Lambak Island Conflict (plot of Reckoning of Roku) erupts due to both Sozin as well as the Western Kingdom Trading Company attempting to capture Lambak Island and its power sources. To drive away the Company representatives without causing an international incident, Sozin deceives Roku into aiding his cause. In the process, Roku bonds with Gyatso and Malaya, discovers the secret of the island's power, and is forced to kill Lambak clan chief Ulo in self-defense. Furthermore, Sozin secretly murders Malaya after she realizes the extent of his ruthlessness and bad influence on the Avatar.
- Lambak Island is officially integrated into the Fire Nation as an autonomous "special region". Sozin *de facto* turns the island into his private fiefdom, enlisting the Lambak clan as he kickstarts a secret weapons and research program headed by Dalisay.
- Ta Min becomes a Fire Nation diplomat in Omashu.

Sometime after 66 BG, but before Roku finishes his 12 years of training.

- The Night of the Silenced Sages takes place. Earth King Jialun sends the Dai Li to round up every single Earth Sage, and their order is abolished. The Earth Sage temples reopen as the Royal Learning Halls, and the few sages who remain are reformed as the Grand Lectors.
- In response to the purge of the sages, Queen Guo Xun of Omashu becomes even more fiercely opposed to the Earth King. Ba Sing Se and Omashu begin to compete for power more than ever, and the Queen of Omashu does all she can to undermine the Earth King short of starting an all-out war. Both monarchs send spies into each other's courts, and both throne rooms become vipers' nests.

- The folk hero known as Langzi starts uncovering corrupt people and bringing them to justice across the Earth Kingdom during the exploitative regime of Earth King Jialun.
- Strange spiritual activity begins at the poles, which is speculated to be a result of nations extending their reach and exploiting natural resources in an era of industrialization, and a steep decline in spirituality across the other nations. Bands of dark spirits rage in the wilderness of the North and South Poles.

c. 58 BG — Year of the Horse

- Fire Lord Sozin ascends the throne, following the death of his father Taiso.

Between 58 BG and 54 BG

- Early in Sozin's reign, the royal government wins the last real conflict between the throne and the noble clans, with General Oraso Eiko winning a decisive victory, finally uniting the nation under the throne. After bringing the warring families to heel, Sozin makes great strides toward progress, uplifting the poorest of the nation.
- Monk Gyatso receives his mastery tattoos and becomes a master airbender.
- The Northern Passage conflict between the Northern Water Tribe and the Earth Kingdom state of Chenbao threatens to escalate into all-out war after a massive tsunami hits Chenbao's northern coast, with the Water Tribe blaming earthbenders and the Earth Kingdom blaming waterbenders. Avatar Roku intervenes before the conflict can escalate, supported by airbending masters from the Northern Air Temple. Both sides back down, but their navies remain in the water, ready to act at the first sign of threat from the other side.

- Recognizing that he can't be everywhere at once, Avatar Roku forms a covert unit of airbending masters as a rapid-response force that can handle many crises before he even gets to hear about them.
- Following the conflict between the Earth Kingdom and Water Tribe, the governor of Chenbao places a tax on all Water Tribe goods or merchants ships passing through the Northern Passage. There was no practical way to enforce this, and Water Tribe ships avoided taxes with their sailing mastery, but all Water Tribe goods were subsequently considered contraband in the Earth Kingdom. The governor hoped that this development would escalate the situation, petitioning the Earth King for military assistance in enforcing his tax.
- Using the inventor Nyn Chei's innovations and plans, which use designs originally from the master Southern Water Tribe boatwright Massak, the Fire Nation begins to design a new coal-powered fleet. The construction creates hundreds of jobs for the poorest members of society, but materials for the fleet are scarce, leading to competition over resources with other nations. The beginnings of anti Earth-Kingdom sentiment are quietly stoked by the Fire Lord in the ensuing struggle over resources.
- The Fire & Air Center of Learning proposed by Roku in 66 BG begins construction, funded by those of the Fire Nation nobility who have embraced Air Nomad teachings and wish to see this celebrated with an institute to promote Air Nomad teachings in the Fire Nation. This is eventually supported by all air temples, and plans are drawn up by the Air Nun Ananda. Construction is sabotaged by the Guiding Wind, a renegade Air Nomad order who believe that the Air Nomad's growing relationship with the nobility of the other nations is impeding the spiritual growth of all peoples of the world. In response, Fire Lord Sozin seizes the site from the nobility, and entrenches his military guard to protect the local population. He

has no intention of withdrawing his forces until the Guiding Wind leaves, but the order has no intention of stopping their plans until construction ended completely.

- Princess Zeisan of the Fire Nation proposes a political marriage to Khandro, the leader of the Guiding Wind. She announces her intention to give up her wealth and her titles, and live a life of austerity. Fire Lord Sozin almost cannot control his rage, and while Zeisan is earnest, she also wishes to undermine her brother's rule, sensing the corruption growing in her family. Sozin begins to see the Guiding Wind as a direct threat due to their opposition to nobility. It is reported across the Fire Nation that the Guiding Wind is committing violent attacks, which is in direct opposition to their pacifistic principles. Khandro begins to suspect involvement of the Fire Lord or his supporters.
- Fire Lord Sozin organizes the first Dragon Hunts to regain his popularity with the nobility by offering them glory. Only a few dragons are killed at first, but the nobility embraces the sport with a voracious appetite, and enjoyed the prestige of the title "Dragon". This leads to ethical debates with spiritual leaders. Strange spiritual activity occurs at many dragon death sites, but Sozin dispatches an elite taskforce to deal with this and keep it under wraps from the general population. When a joint Water Tribe entity comes to investigate, they are blamed for any spiritual activity that leaks to the public.
- The south of the Earth Kingdom faces a number of floods, which devastates small towns and infrastructure. Rather than sending aid, Earth King Jialun offers citizens affected military assistance in exchange for work on the Outer Wall of Ba Sing Se. Many are left with no choice other than to accept. The only group to offer selfless aid are the Air Nomads from the Southern Air Temple.
- The Fire Nation considers the previously unclaimed Natsuo Island to be its own territory after a cache of ore is discovered there. Earth King Jialun wants the island

for himself, and sends his military vessels on training exercises near the island, hoping to goad Fire Lord Sozin into making the first move.

- The Fire Nation claims an island considered sacred to the Water Tribes, the halfway point between the North and the South, where the two Tribes settle disputes with diplomacy or honor duels, and to which each new chief must make a pilgrimage. Chieftain Tana from the South finds Fire Nation ships docked at the island, and Chief Skiri of the North discovers what has happened through political channels. The chief is furious, and wants to send a majority of his forces to retake the island. However, he needs the support of the Southern chieftains, and many cannot come to a consensus, not wanting to risk an all-out war with the Fire Nation.
- The *Unity*, a massive seafaring vessel funded by the Southern Water Tribe business magnate Tiq and built with the accumulated technological knowledge of the four nations, is completed. The vessel sets out on a Grand Tour of the four nations and spearheads a technological renaissance, but is opposed by almost all the ruling bodies of the world, who believe it to be an attempt to deploy spies across the other nations.
- The Four Nations Summit & Technological Symposium is held in Hari Bulkan, with each nation due to present their new technological advances. Diplomatic tensions rise when crates of valuable meteorite metal from the Fire Nation are stolen from Fire Nation warehouses. Taqukaq of the Northern Water Tribe contacts some of his connections, (your party, in the RPG) and trusts them to bring a peaceful resolution to the crisis.

55 BG — Year of the Rooster

- Avatar Roku destroys the Crescent Island Fire Temple on the winter solstice while stuck in the Avatar State during his training, activating the nearby volcano. The neighboring islands suffer from seismic instability in the face of the volcano, and many villages struggle in rebuilding from earthquakes, while Avatar Roku personally helps people rebuild. Fire Lord Sozin provides some aid, but explains he cannot resettle people in other parts of the Fire Nation, as the nation lacked excess land to grant to those affected. Locals begin to buy into anti-Earth Kingdom sentiment, resenting their neighbor for not providing them aid or shelter, and point to their greedy claim to Natsuo Island.

54 BG — Year of the Dog

- Avatar Roku returns to the Fire Nation after twelve years of travel and marries Ta Min, a diplomat and noblewoman from the capitol.
- Sozin shares his vision of a world that shares in the advances and prosperity of the Fire Nation, and his benevolent rule. Roku is wary and warns him such talk is dangerous

50 BG — Year of the Tiger

- Guru Pathik is born.

37 BG — Year of the Rabbit

- Avatar Roku discovers the first Fire Nation colonies in the Earth Kingdom and confronts Fire Lord Sozin. Roku and Sozin engage in battle, resulting in Roku destroying the throne room of the Fire Nation Royal Palace.

Sometime before 12 BG

- The Sun Warriors go into total isolation during an age of the world that is beginning to forget the importance of spirituality during rampant industrialization, and the Fire Nation is hunting animals as important to firebending as dragons. The world believes that they completely die out, and those in the Fire Nation are later taught that the Sun Warriors died out "thousands of years" before them.

12 BG — Year of the Dragon

- Avatar Roku is killed while fighting a volcanic eruption at age seventy. Aang is born.