AVATAR - EARTHBENDERS

V 1.0 BY APOCBOX



WATER. EARTH. FIRE. AIR. FOUR ELEMENTS THAT THE PEOPLE OF THIS WORLD CAN CONTROL AND FOUR NATIONS BUILD AROUND THEM. EARTH IS AN ELEMENT OF STABILITY AND SUBSTANCE, WITH EARTHBENDING ENCOURAGING WAITING AND LISTENING FOR THE RIGHT MOMENT TO STRIKE AND, WHEN THAT MOMENT COMES, ACTING DECISIVELY THROUGH MANIPULATION OF STONE AND EARTH. YOU CAN ARRIVE ANYWHERE IN TIME AND PLACE FROM THE TIMES HUMANS FIRST LEFT THE EARTH-ALIGNED LION TURTLE TO THE ARRIVAL OF AVATAR KORRA IN REPUBLIC CITY.

TAKE THIS 1000 POINTS TO SPEND. YOU WILL STAY HERE FOR 10 YEARS.

ORIGINS

CHOOSE YOUR AGE AND SEX FOR FREE. ALL ORIGINS CAN BE TAKEN AS A DROP IN.

BANDIT

WHETHER YOU ARE ONE OF THE SEMI-HONORABLE DAOFEI OR JUST A RANDOM THUG, YOU OPERATE OUTSIDE THE LAW. YOU WAKE UP IN SOME DINGY BAR, SLUMPED AGAINST THE TABLE.

CIVILIAN

A REGULAR PERSON TRYING TO HAVE A LIFE—MAYBE YOU ARE A MINER OR A STUDENT AT THE BA SING SE UNIVERSITY. YOU WAKE UP IN YOUR OWN LITTLE HOME.

SOLDIER

YOU ARE ONE OF THE BRAVE WARRIORS OF THE EARH KINDGOM. WHETHER ACTIVELY ENGAGING IN SOME CURRENT CONFLICT, BEING A CITY GUARD, OR IN SOME OTHER WAY SERVING YOUR KINGDOM. YOU WAKE UP IN BARRACKS WITH OTHER SOLDIERS NEARBY.

BLUE BLOOD

A NOBLE, OR PERHAPS JUST A WEALTHY MERCHANT OR MAYBE EVEN ROYALTY, WHETHER IT BE THROUGH BEING RELATED TO THE EARTH KING OR THE KING OF

omashu. You wake up in your lavish house with servants ready to answer your call.

Perks

Perks are discounted to their respective origins, perks worth 100 are free and the rest is 50% off. Free perks are optional.

General

Chi Free

Life energy that flows throughout all living things. You have an overabundance of it, making you somewhat stronger and quite a bit more hardy and resilient. You could live to be over 100 and still be quite a capable fighter.

Earthbending Free

Your chi is aligned with the element of earth. You can control and manipulate solid ground like earth and stone. You have great talent but only moderate skill and experience with it.

Chi Manipulation 300

You have complete knowledge of all the chi pathways in a human body as well as where to strike to temporarily paralyze a person or get rid of their bending abilities for a while. If you are proficient enough in a more spiritual side of bending, you could even permanently block someone's bending abilities or, with extreme effort, learn how to share your chi and bending abilities with others.

De's Host 600

Just as Wan fused with Raava, so did you fuse with a spirit of great might aligned with earth and the ground, or maybe even the actual earth spirit. Unlike being the Avatar, this doesn't give you access to other elements but instead shoots your earthbending through the roof, with you being comparable to the Avatar in their Avatar State in both skill and raw power. And that's before you enter your own spirit state, which is comparable in power to Aang fused with the ocean spirit. You can design the spirit's personality, and they're friendly towards you from the start. They don't act as a companion unless you import them, in which case you still have access to the powers of this perk.

Bandit

Ambush Predator 100

Hiding and waiting, two things you're great at. Not only are you far more patient than before, but you can remain unmoving for prolonged periods of time. You are also rather good at stalking your targets while remaining unnoticed.

Company Creation 200

You have both great luck at finding people with useful skills and an improved charisma to convince them to join you and keep any incompatible personalities from clashing too hard, and maybe even eventually make them become friends.

Not So Different 400

the fabled illusion of separation, that we are all divided. Some earthbenders have a way to maybe make people think otherwise with how they can almost copy other elements, be it using mud or liquefied stone in the way of waterbenders or dust and sand similarly to airbenders. You have enormous talent to learn how to utilize your abilities to copy other seemingly unrelated or maybe even "opposite" powers in a short amount of time. You already know liquefying earth technique and sandbending.

Spirit Eater 600
Finding a spirit in the physical world isn't exactly easy, and that's a good thing for most people. For spirits are not human; they do not think like them, and with their powers usually being so out of the realm of what even the most experienced fighters have seen, it makes it completely not worth it to ever meet them. Well, that's for others; as for you, spirits and monsters are an opportunity. By consuming such a being, you will gain their power, both the general strength and any special abilities they might possess, with even a handful of their flesh being enough for this to work, and consuming more giving you their skill, allowing you to utilize their abilities at full capacity if you eat them whole.

Civilian
Landslide 100
Fast legs don't get beaten up. A lesson you learned in your childhood and it stuck, developing into great talent in utilizing any and all of your abilities for the purpose of mobility. Earth skating is already something you can do well, and you have some idea of dust stepping as well as a few other tricks.

Search in the Desert 200
You are a master cartographer and have a great sense of direction as well as a skill at navigation. Your memory of places you have already been to is greatly increased, and your attention to detail is superb. You have great luck in finding lost and forgotten things and places as well as coming off as generally harmless and well-meaning to any guardians those places and things might possess.

Structural Element 400
The beauty and majesty of the Earth King's palace or the great defensible walls of the city it lies in, or even the great delivery system of Omashu, these are all the things you could do with your great knowledge and skill in architecture and design as well as a knack for finding a way to utilize all of your powers and abilities in the field of creation and construction.

Flaming Inheritance 600
Lavabending is one of the rarest types of bending, only seen utilized by the Avatars and children of mixed fire and earth heritage who possessed earthbending at birth. An extremely deadly and effective art that most have not even heard of or know how to counter. Not only are you already capable of utilizing it, but you also find that you always inherit some sort of combined and/or improved versions of powers from your parents.

Soldier
Shaking Ground 100

You do not need eyes to see, for you have your feet. You are a master of utilizing seismic sense and can go your entire life living blind with minimal issue. You also find it rather easy to use your other abilities for the purpose of augmenting or replacing your senses.

Solid Rock 200
Not only do you find yourself to be made of far sterner stuff, being able to handle much more damage than before, but also know a number of techniques to improve your defensive abilities, from quickly making stone walls to covering yourself in earth armor and much more. Further than that, finding defensive or protective uses of your other abilities is child's play for you.

Stone Guillotine 400
Maybe it's talent born from years of war or just being a natural monster, but you excel at killing. Burying your enemies alive, quickly displacing and dropping walls and ceiling to squish them dead, or filling their lungs with sand and blending them into mulch—when it comes to utilizing your gifts for murder, there's no one better than you.

How Can It Be Unnatural? 600
Humans are a part of nature, and so everything they do and create should be natural as well, no? For how is a beaver-bear making a dam any different from a human forging an iron blade? You can already affect glass and metal with your earthbending, given that they came from the earth, and find that using any of your other elemental abilities on things that are related or came from the original is now not only possible but also easy.

Blue Blood
Royal Jewel 100
You are both naturally beautiful and graceful as well as having great knowledge and skill at using makeup to further exemplify your natural qualities. More than that, you find it quite easy to use your powers in a way to enhance your beauty or make and manipulate cosmetics, already being able to use pigmentbending.

Golden Rule 200
Running a village, a town, a city, or even an entire kingdom all require different skill sets, which you all now possess. From settling small neighborly disputes to coming up with new laws and regulations regarding the cabbage trade to international relations, it all comes easy to you with your wealth of skill and experience in politics and ruler-ship.

Mandate of Heaven 400
Whenever you take a position of power, people see it as a natural thing, as if the spirits or gods themselves blessed your rule. It is extremely easy to keep whatever positions you achieve with people forgiving and forgetting a lot about you and genuinely praying for your health and safety if you are at least a decent ruler. And don't even get me started on what happens if you are actually great; peasants worshiping you as a living god is very much a possibility.

As Old As a Mountain 600
Maybe it's your great control over chi or an opened thought chakra giving you access to cosmic energy, but you are able to easily shift your age

back and forth, from looking like a young man one second to being an ancient old man the next. This also provides you with immunity to common poisons and diseases as well as giving you the ability to slowly, over the course of years, regrow lost limbs or organs or even slightly alter your appearance, like shifting your facial features or skin tone.

Items

Items are discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported in to a fitting item (weapon into a weapon, tool into a tool etc.). If lost or stolen you get them back in an hour. All items can be brought multiple times, with free items costing 50 after first purchase. You can combine compatible items like two different versions of Freedom Company.

General

Bandit

Face Paint 100

A collection of earth-based paints of the highest quality that have no negative side effects when applied to skin, even for prolonged periods of time. Replenishes within a minute after use.

Treetop Hideout 200

A collection of wooden platforms with tents and rope bridges between them placed on large trees. Hidden underneath by leaves and being incredibly hard to find if one hasn't been there before. Has a replenishing provision of supplies for dozens of people to live here indefinitely.

Freedom Company 400

You can choose for this to be either a smaller group of about a couple of dozen elite fighters with loose morals and questionable loyalty that will do pretty much anything with the right monetary incentive. Or a far larger yet weaker and more morally upstanding yet still flexible group with good loyalty to you and each other who will refuse to do more questionable things but can provide great information and wealth through their sheer numbers.

Worm Brother 600

A spirit of your design that has an interesting ability to create both temporary and permanent rifts from the spirit world into the physical one and vice versa. Is loyal to you and has quite loose morals, being rather happy to go and eat humans but able to restrain itself if needed. It's rifts work in future worlds, either opening to the local equivalent of the spirit world or into an empty copy of this ones if there isn't one. Respawns a day after death and acts as follower unless imported as companion in future worlds.

Civilian

Cabbages 100

A cart full of delicious, high-quality cabbages that replenish a week after having been eaten or sold. Has a strange quality of being destroyed by important people if left in the open.

Space Earth 200
Roughly spherical piece of rock several meters in diameter. Has a high metal concentration and can be made into quite a few high-quality weapons or used in metalbending, being incredibly malleable by it despite being normally extremely tough, as well as increasing learning speed with said art by a few times.You get a new one a year after this one was used in crafting or destroyed.

Spirit Mine 400
Small coal mine that could be emptied out by a group of a dozen miners in a couple of months. After it has been emptied, you can introduce any type of stone or metal, and it will generate the same amount of it as there was coal. The process can be repeated as many times as you want.

Shirshu 600
A quadrupedal beast large enough for a human to ride that has insane tracking capability, being able to find a target by smell from hundreds of miles away. Additionally, it possesses an extremely long, whip-like tongue capable of delivering venom that can stun or paralyze without ever overdosing and killing anyone. Both its tracking capabilities and the strength of its venom scale with your general capabilities being always proportionally as good. Trained really well, but can become overexcited sometimes and try to "lick you". Respawns a day after death.

Soldier
Fans 100
Two metal fans that were originally meant to boost airbending somewhat but in your hands instead slightly boost any type of elemental ability.

Chi-enhancing Tea 200
A collection of herbs that are natural stimulants and, when made into a tea and drunk, provide greatly improved stamina for half a day without any negative side effects or a crash.You have enough for ten servings, and it gets replenished a week after it has been used.

Warrior's Armor 400
A set of greatly protective full body armor that nevertheless does not interfere with your mobility in any way. Any elemental defensive abilities like earth or metal armor channeled through or used with it become far stronger. It has a section of detachable metal and stone plate as well as a spool of metal wires that can go through specific channels on limbs for an increase in mobility and capturing targets.

Just a Bear 600
A platypus bear, no? Maybe a skunk-bear? An armadillo bear or a gopher bear? Just a bear? That's weird. This rare creature is rather smart, being able to understand you as well as being really friendly towards you, and is surprisingly physically strong, always being proportionally stronger and tougher than you, like how a normal bear would be to a normal human. Respawns a day after death and acts as follower unless imported as companion in future worlds.

Blue Blood
Fine Garb 100

large selection of high-quality outfits in different styles fit for a king. All of them are self-cleaning and can be nigh-instantly taken off of you with a single tug if you desire.

A New Branch 200
A group of ten highly skilled earthbender secret police members. They collectively know everything about the original Dai Li, from how they operated to the specifics of the hypnosis they utilized, and can help you build a new organization quickly. Completely loyal to you, being unable to betray your secrets even through supernatural attempts at taking them. Respawn a day after death and act as followers.

City State 400
A highly defensible city on par with Omashu and Ba Sing Se, being about halfway between the two in size. It has a large population of citizens that see you as a benevolent and just ruler. Strangely gives you the title of King, even if you aren't the Earth King. Some sort of ancient treaty or agreement, perhaps? That pseudo-royal status follows you in future worlds.

Badgermoles 600
Two several-meter-tall and long blind living tanks that are natural earthbenders of this world. They are incredibly loyal to you and are mates, being able to reproduce if needed as well as being as smart as humans and understanding you perfectly. Respawn a day after death and act as followers unless imported as companions in future worlds, in which case they share a companion slot and the purchases.

Companions
Companions can't take drawbacks.

Original/Import 50 for 1, 200 for 8
Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 to spend as they please.

Canon 100
Take any individual as long as you can convince them to go.

Drawbacks
Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Verse Free
You can freely choose which of the works set in the Avatar universe are considered canon here and which continuity you end up in.

Supplement Free
You can use this jump as a supplement to any other Avatar jump. The points are kept separate.

Self-Insert Free
You can choose to take the place of one of the canon characters of the time you enter. Either by replacing them or taking over their body. You

do get their skills and abilities even if you didn't purchase them, but only for your stay here.

Extended Stay +100 per
Stay for 10 more years. Can be taken as many times as you want but you only get points for the first 4 purchases.

My Cabbages! +100
Your property and items just keep getting destroyed all the damn time. Thankfully they're not the critically important ones that you can't eventually get back.

Leaf Juice +100
You are a rather big fan of tea, enjoying the drink quite often. Too bad everyone around you seems to make it in the worst quality possible, the heathens.

Mad Genius +100/200
Well, the genius part isn't guaranteed, but the mad part is. You are quite weird and erratic but not really malicious and can still have moments of clarity. For an additional 100, you also become quite cruel, constantly abusing others in what you yourself call harmless pranks.

Annoying Old Fart +100/200
What's up with the old guy? You helped him, didn't you? Why did he snitch? And that fisherman? What an asshole. It seems you have rather bad luck in running into awful old people, with them being at the very least greatly annoying and at the worst actually malicious. For an additional 100, it's not just old men that you run into that are like that but entire settlements of assholes.

Spirits +200
You're like catnip to all the spirits around, with them either wanting to eat you or drag you into the spirit world with them. You also seem to run into them quite often.

Imprisoned +200
You start the jump in a floating wooden prison, having been accused of some crime you didn't commit. There's no earth or metal here, and it's rather far away from shore, so escaping will be quite difficult.

Blind +200
Whether you were born like this or blinded sometime after, your eyes no longer work, and there's nothing that can be done about them.

Self-Worth +200/300
You had some sort of identity crisis that now made you consider yourself to be nothing and you feel great emotional pain about it. It will take a lot of time and the help of friends to find yourself a new place in this world. For an additional 100, this is no longer possible, and you are consumed by vengeance for the world that wronged you, feeling an intense need and desire to punish and "fix" it.

There is No War in Ba Sing Se +200/300
You have been caught or will be soon caught by a group of people and mind-washed into a pacifistic member of society. With some outside help,

that could be broken, but otherwise that's just a new you. For an additional 100, they implanted a trigger sentence into you that will make you do what they say, with them periodically using you to fulfill some quite dangerous and disgusting tasks while you remain completely unaware.

Bounty Hunted +200/300/400
Someone wants you dead, so they hired one of the best, if not the best, bounty hunter around. They possess not only an extreme talent with earthbending and great skill at utilizing it for murder but also amazing acting talent, being able to blend in with any crowd and lie so convincingly you would be able to tell there's a lie even with something like a seismic sense. For an additional 100, they also possess a shirshu whose venom and tracking work on you no matter what. For a separate 100, a new one appears a few months after the old one is killed, incapacitated or imprisoned.

Mistaken for the Avatar +300
Soon after your arrival the events will conspire for people to mistakenly believe that you are the new Avatar with the old one being considered a cheat and a fake. Not only will you be expected to perform your supposed duties and learn to bend all the elements, but the actual Avatar, who will be around, will hate your guts for impersonation and will try to take you down.

Pentapox +300
A new disease has originated in some crucial city and is quickly spreading through the Earth Kingdom. This plague is highly contagious and deadly, turning people into moaning zombie-like beings within days after infection and killing the victim a few days afterwards. If nothing is done, it will soon turn into a global pandemic, potentially killing a huge portion of the world population.

The Final Choice
First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this diorama version of the Ba Sing Se for free.

Now choose

Stay Here
Want to stay around? Sure, go ahead. Here take additional 1000 to spend here

Go Home
Want to go back home? Cool, good luck! Here take 500 to spend here before you retire.

Next Jump
That's what we're talking about! Here take this replenishing supply of Jennamite.

Notes
Changelog