

By PsychoAnon

Intro

Water. Earth. Fire. Air. Long ago, the four nations lived together in harmony. Then everything changed when the Fire nation attacked. Only the Avatar, master of all four elements, could stop them - but when the world needed him most, he vanished.

100 years have passed and the Fire nation still wages war on the other nations, now perilously close to victory. The air nomads have been destroyed for a century, the Southern water tribe is devoid of all but one water bender while the Northern tribe may soon suffer invasion and although the Earth kingdom puts up a stable and firm defense, it will only be a matter of time before the capital city of Ba Sing Se is brought down. This is because in one year's time, Sozin's comet will come. At that time, the firebenders will be unstoppable. They will make their final push for complete global domination. All hope seems lost for the other nations.

Yet soon, hope will return. Katara, the last waterbender of the Southern Water Tribe, along with her brother Sokka, will soon discover why the Avatar has disappeared, as they find him frozen in ice and set him free. Avatar Aang, the last Airbender, will set out on a journey with Sokka and Katara to master the four elements and defeat the Firelord before the comet arrives. His journey will be difficult, however, as he will be not only hunted by the Fire nation, but by the exiled prince of the Fire nation. Prince Zuko believes that the only way to restore his honor is to capture the Avatar and will pursue him to the ends of the Earth. Their destinies will intertwine in a way neither of them could have anticipated and the world will forever be changed. But as for you and your journey, it shall begin on that fateful day when Aang is set free from the iceberg. Good luck.

+1000CP

Bending

The four nations each possess certain people able to manipulate their native element. The Water tribes control water, the Earth kingdom controls earth, the Fire nation controls fire and the Air nomads control air. You are one of the lucky people able to manipulate your native element. You shall choose just what nation you hail from and by extension what element you can manipulate. You may spend 200CP to master a unique sub-element of your bending style such as bloodbending, metalbending, lightning generation or combustion-bending.

Scenario: The Avatar Returns (400)

The Avatar is a special being in this world, a person reincarnated over and over again in an endless cycle with the duty to master all four elements and maintain balance, as well as acting as the great bridge between the physical world and the spirit world. Now you are the Avatar. Being the Avatar means you can bend all four elements, have a strong connection to the spirit world and you learn and advance in all forms of bending very quickly. Most impressive of all is the Avatar state. You can enter a state in which your eyes and tattoos glow as you channel all your past lives, harnessing their power to become by far the most powerful bender in the world and an unstoppable force. Beware, though, for if the Avatar dies in the Avatar state then the Avatar will disappear from the world, cut off from the cycle of reincarnation. For now, though, you can't enter this state manually, instead entering involuntarily during periods of extreme emotion. It is possible to master, however you'll likely need to find a guru to help you.

You will take the place of Aang in the iceberg, an airbender set free by Katara and Sokka. You must master the four elements and face the Firelord, although you've already mastered airbending. As stated above, being the Avatar comes with some Drawbacks. You will be ceaselessly hunted by the Fire nation, have to constantly resolve disputes between both factions of people and spirits and maintain the balance of the elements. You will have very little time, most likely only a year, to master the four elements and defeat the Firelord.

If you fail in your duties to the world or if the Firelord is not defeated and the war ended by the time this jump is over, you will fail your chain. Although your airbending skills are great, you have a lot to learn before you're ready to save anyone - but I believe you can save the world.

Location

Assuming you aren't the Avatar, you can start anywhere in the world you'd like to be, though it would probably be wise to start somewhere in your home nation. Some options include the Southern water tribe, Northern water tribe, Omashu, Kyoshi Island, Ember Island, or Ba Sing Se.

Origin & Discounts

Select an origin. Perks for matching origins are discounted 50%; discounted 100CP perks are free. You can also discount one additional perk per price tier from any other origin.

Happy Nomad

You're a carefree youthful soul, not one to have a specific place in the world but instead someone who travels from place to place going where the wind takes you. Of course, you may have a duty which weighs heavy on you and which compels you to grow up. You are very young, somewhere between 12 and 16.

Exiled Prince

You were a high ranking noble once, perhaps even a prince, but then something happened and you lost your glory and station. You've got one shot to reclaim your honor, a mission given to you before you were exiled that will allow you to reclaim your honor. But is that mission truly just? You are in your mid to late teens, somewhere between 14 and 19.

Young Matron

You're someone who is very caring and compassionate, as well as protective of the people you care about. You've lost a lot and seen much suffering despite your young age, yet you also hold hope in your heart that the future will be better than the present. Your age is somewhere between 13 and 16.

Clever Warrior

You're someone who was left behind, deemed too young to be a warrior despite your wishes. You'll have a lot of growing to do before you can be called a true warrior, but perhaps with wits, dashing good looks and a solid sense of humor you can yet prove yourself. Your age is somewhere between 14 and 17.

Mini Menace

You're a rough, tough badass who doesn't take anything from anyone and won't let your shortcomings bring you down. You're the type to beat up 10 bad guys at once while cracking sarcastic remarks and scare the pants off anybody stupid enough to pick a fight with you. This is especially impressive considering your young age, only about 12 or 13.

Lovable Mentor

You're someone who's lived a long and fascinating life and from your many experiences has gained wisdom. You act as a hand of guidance that attempts to push the lost and confused in the right direction and teach them the right way to live. Your age is quite advanced, you could be anywhere from 60 to well over 100 years old!

Perfect Princess

You're someone that was born lucky. A royal who perceives themselves to be better than everyone else, with astonishing skill in combat and a Machiavellian mindset. Though even the most perfect diamond has cracks. Your age is between 14 and 19.

Perks

100CP - Throwing Specialist

You have a very particular talent, that being in the art of accurately landing shots with thrown weapons. In that field at least, your skills are not to be underestimated - you could pin a fly to a tree with a dart without killing it. You can even rapid fire throw weapons and throw multiple at a time, all without missing a shot. Your accuracy would prove no less impressive with something like a bow either, but hey - throwing stuff is cooler.

200CP - Circus Freak

Life always rewards those that are flexible, whether that be in mindset or in body. In your case it's more the physical kind - you can bend your body in so many shapes it's like every part of you is quadruple jointed. Not only that but you're extremely agile and athletic, able to jump, climb, cartwheel and perform any other acrobatic feats to a near superhuman level. Finally, you've learned a special martial art that allows you to strike pressure points to seal off the flow of chi in someone, shutting off the bending of the target or even just paralyzing them temporarily.

300CP - Mechanist

This is not a world of particularly advanced technology: most people lead simple lives with basic means and no concept of such fantastical things as flying ships or steam powered transportation. You may be the one to change that, as you are a brilliant engineer! Within your mind rests the concept for devices both fantastic and horrible: flying gliders, airships, massive moving drills, submarines, steam powered trains and even more are all possible in due time. Now if only you had some sort of powerful patron to fund these ideas…

300CP - Guru

The quest for enlightenment can last many lifetimes, but it seems you may be close to the goal. You are a master of spiritual practices as well as an expert in all things spiritual. You have long since opened all your chakras (although if you’re the Avatar you’ll have to do so again, but it will be easier than it normally would), which affords you some interesting abilities. You have a natural connection to the cosmic energies of the universe, causing you to receive visions at times which guide you on a positive path through your life. You can read the chi of people and animals to sense their energies and tell what emotions they're feeling, as well as discerning the location of someone by reading the energy of someone they are personally close with. You can also transmit that information to the person whose chi you're reading. Finally, your excellent spiritual health affords you an extremely long lifespan - you might just live multiple centuries if you make sure to keep drinking plenty of onion and banana juice!

Happy Nomad

100CP - Fun Fun Fun
People these days are so melodramatic and dour. So there's a war going on, so what? That's no reason to be miserable all the time! You have a childlike spirit that lets you keep a happy attitude and seek out opportunities for fun wherever you go. Sled on a penguin, divebomb into a lake, cause a massive riot of animals running through the streets of the city! Okay, maybe don't do that last one.

200CP - Mediator
Some disputes just can't be settled between two groups. Bad blood clouds judgment, people hold grudges and nothing gets accomplished. In these cases, people need someone to step in and as an objective third party who can find an equitable solution for both sides. You just so happen to fit this role perfectly, as you have a certain talent for getting to the root of why people are arguing and coming up with compromises most sides are happy with. Additionally, when you attempt to take on this role people tend to show great respect towards you and usually all parties involved will at least be willing to hear you out.

400CP - Journey to the Fire Nation
If you're gonna be traveling all around the world, you better make sure to make some friends along the way. You have a knack for making new friends and allies wherever you go, from the South Pole to Ba Sing Se to the Fire Nation. Not only that, but these allies tend to be quite talented people who can help you along in your journeys, with many of them also being willing to join you on your adventures. There's no treasure in the world that can replace a good set of friends.

600CP - Crunch Time
Pressure can be scary for a lot of people. Most get worried about having to give a public speech or ask a girl they like out, let alone having to save the world in a year. But where most might crack under pressure, you only harden. Whenever things are down to the wire and you've gotta get something done fast, it's astonishing just how quick you can go. You could achieve a lifetime's worth of mastery in a discipline such as a bending style in only a few months, or finish what should be a multiple year long spiritual journey in just a day or two. Of course, things are only this fast if it's something truly dire, but even just basic pressure over a deadline at work will see you work multiple times faster than anybody thought possible. It might seem impossible to save the world in just a year, but if anyone could do it it'd be you.

Exiled Prince

100CP - The Chase
Most people think your search is a lost cause, a wild goose chase looking for something that doesn't exist - after all, others have searched for decades and found nothing. The difference between them and you, though, is that their honor didn't depend on their success. You've developed quite the skill over the years when it comes to finding things. You can track someone all over the globe without losing the scent no matter how hard they try to evade you, plus you also seem to be a bit lucky in that whatever or whoever you're looking for will sometimes just bump into you, as if the universe was delivering them into the palm of your hand.

200CP - Redemption
What you want should be obvious - to fulfill your destiny, to reclaim your honor. But just what does that mean? Is the destiny you pursue truly your own? Is your definition of honor really correct? Whenever you start to have doubts about the meaning of right and wrong and what you're doing, you'll be able to figure out just what it is you really want and who you truly are, though the journey may not be easy. This may lead to a massive revelation and change of heart within yourself, but ultimately you'll be better off for it. Others will also be more willing to forgive you after you've had this change of heart, even if you've had a rocky relationship before. You don't need someone to restore your honor - today you'll reclaim your own honor.

400CP - Blue Spirit
There's a time to be overt and scorch your enemies to naught but ash, but likewise there's also a time to be subtle and covert. You're skilled in the art of stealth, to such a degree that you could sneak into a military fortress and steal their most valuable prisoner with the fortress only going on alert by the time you're almost back out. As impressive as your stealth skills are, though, your swordsmanship is even more impressive. You're a true master with both single and dual wielding blades, good enough to fend off ten lesser warriors with ease. These skills may serve you well in your darkest hour.

600CP - Determination
You've always had it rough - other people were born lucky, you were lucky to be born. You've always had to struggle and fight and that's made you strong. You're just that type of person, someone who keeps fighting even when it's hard. You have an iron will that pushes you forward through even the most hopeless scenarios and the hardest struggles. No matter what hardships you face you can always withstand them and keep moving forward. Your struggles also make you stronger - with every failure you suffer you get stronger, smarter and wiser than you were before. Sure, right now your prodigy of a sister might be able to mop the floor with you, but if you fought her enough times you'd eventually catch up like the relentless pursuer you are.

Young Matron

100CP - Sugar Queen
Despite your young age you've had to step up to take care of those you love. You have a naturally motherly and nurturing demeanor to you that makes it easy to understand the feelings of people and comfort them in their time of need. You also find satisfaction and joy in helping those in need and protecting those close to you. Everyone needs a nice maternal figure in their life - just look how Azula turned out.

200CP - Fierce
Just because you're sweet doesn't mean you can't be bitter as well. Every rose has its thorn, after all. You're very brave and never afraid to speak what's on your mind. You have the courage to tell some evil raider exactly what you think of him, even as he has you at his mercy. Not only are you brave, but you're fiercely protective of those you care about. Whenever someone threatens or tries to hurt someone you care about you can become so ferocious it's scary and that burst of strength and aggression can let you overcome seemingly superior opponents.

400CP - Beacon of Hope
In these dark times of war and chaos, hope is all that people have to keep them going. Hope that somehow things will ultimately work out for the better. That same hope rests in you and it's not going anywhere. You always have hope and it allows you to continue forward in life even when times get tough. Not only that but you can inspire others with this same hope through conversation, causing people who have been broken down by the misery of the world to once again stand up and fight for what they believe in. You could incite a revolution with just a day or two of work and impassioned speeches.

600CP - Bitter Work
You might have people look down on you for any number of things - your gender, your age, your social status or even just your appearance. They'll tell you that you can't do it just because you're a girl. You'll show them! When you set your mind to it you can accomplish just about anything. If you work hard and stay determined, your training will see huge results. You could master one of the elements faster than even the Avatar and serve as his teacher, something you may also struggle with at first but will quickly come to master as well. It's not gonna be easy, but if you keep working hard you'll prove everyone wrong about you.

Clever Warrior

100CP - Funny Guy
You're pretty funny, jumper. Not necessarily because your jokes are great, but because you're always ending up in ridiculous situations or the universe itself is making you look like a clown. That might seem bad and like an insult, but in reality it's a great thing! Your wacky hijinks always seem to lighten the mood and bring people joy and levity when they're feeling down. You don't have to let yourself be clowned by reality itself, but if you do everybody else will be having a great time.

200CP - Ladies' Man
As much as people might see you as a goofy clown, it seems like those of the opposite sex see you as a potential suitor. You're very good looking and your goofy demeanor seems to win people over quickly, whether that be friends or the ladies. All your friends will be jealous when they watch dates practically fall into your lap.

400CP - Strategist
Some people might underestimate you and think you're weak, but those people just don't see your true value. While everyone else is throwing around rocks and water and fire with magic, you're the one planning out the logistics: how do we get here, how much time will it take us to get this done, what's the best time to strike the enemy? Figuring these things out is where you shine. Even if the people throwing rocks think they're the reason they won, it was because of your brilliant battle plan they followed to the letter that the day was saved. Even if you start to doubt yourself, know that your team would be lost without you.

600CP - Water Tribe Genius
Everyone has something that makes them special. Some people have magic that lets them manipulate water, some are the bridge between the physical and spirit worlds, some are royalty - but what about you? Creativity, versatility, intelligence - these are the traits that define you. You can always come up with brilliant and unique ideas, whether that be a solution to an immediate problem or something like a fancy new invention. You think fast and know how to use your environment to your advantage. With your wit, you can come up with a solution to almost any problem in record time and establish entirely new ideas, ways of life and ways of doing things. Your mind is mightier than any sword.

Mini Menace

100CP - Badass
People better learn not to judge a book by its cover when they see you, because despite your size or age or whatever impairments you may have you're one of the roughest, toughest people in the world. You're like a pillar that stands on your own, strong enough mentally and emotionally to make it on your own in life and laugh off the insults and derision of others. You've also got a smart mouth which means you can always crack wise at someone else's expense and leave them seething in anger. You might border on overconfident at times, but really, can anyone blame you?

200CP - Helpless Child
Lots of people tend to view you as helpless, but maybe that's a good thing. Just because you're not actually completely helpless doesn't mean you can't use that perception of you to your advantage. When you act like it, people tend to see you as cute, innocent and feeble, thus pitying you and giving you special treatment. By hamming it up as though you were actually as pathetic as they think you are, you can get people to bend over backwards to please you just because they feel so sorry for you. What a bunch of suckers!

400CP - Special Sight
For most people, lacking something as fundamental as eyesight would be a near death sentence, rendering them a hopeless charity case as long as they lived. However, you aren't most people. You have a special form of sight based on your native element. For the Earth Kingdom, you have a sort of seismic sense that allows you to feel where things are through the vibrations in the ground with your feet and you can seemingly also see even earth that's suspended in the air. This sense stretches extremely far, making it almost impossible to be snuck up on. For the Water Tribe, you can sense all sources and forms of water around you, from the water in the sea, to the water in plants and people and even ice and the water in the air from humidity. For the Fire Nation, you can sense heat sources both near and far away, seeing anything emitting even mild heat vaguely and things at human body temperature or above vividly. This sense is also precise enough to not be overwhelmed by massive sources of heat, still able to tell apart more subtle heat sources from the larger ones. Finally, Air Nomads detect things like seismic sense does, only through air vibrations instead. You don't need to be a bender for this sense to work. The Avatar must choose only one and cannot possess all four.

600CP - Number One
The word genius gets thrown around a lot, but with you it's no mere hyperbole. Despite your age you're the best bender alive when it comes to your native element, most likely the best that's ever lived and as you grow older you're only going to get more impressive. This genius extends into general martial arts, but is particularly pronounced in your bending. In time you'll find innovative new advances in your art that others never thought possible or figured out in thousands of years, like an earthbender bending metal or a waterbender bending blood. You're the best in the world, now get out there and show everyone else what you're made of!

Lovable Mentor

100CP - Humility and Simplicity

When people are young they often seek glory, adventure and to feed their own egos and pride. But as you've grown older and wiser you've come to realize that things like that aren't necessary to living a fulfilling life. You can instead find pleasure in the simple things of life - a massage, a day at the beach, a nice hot cup of tea. Furthermore you've shed your pride and accepted humility. You don't overestimate yourself nor care what others think of you, because you accept yourself for who you are, shortcomings and all. This is the first step on the path of wisdom.

200CP - Old and Gold

Old age can often be a hindrance in life - people get weaker, they develop health problems and in general they eventually grow feeble and helpless. But whether through a very healthy lifestyle or spiritual practices, you don't suffer from most of the disadvantages of old age. No matter your age you'll remain as sharp as you always were and able to throw hands with the rest of them. Not only that but your body is naturally extremely fit and receptive to exercise. With just a few months of training, even while locked in a cell on a literal prison diet you can go from fat to an absolute unit of muscle that can tear through soldiers like a one man army. Just try to keep that up, you wouldn't wanna get all tubby again.

400CP - Father Figure

Fathers act as guides that show their children how to live, teach them what to believe and most importantly love and support their children through all their hardship. Whether you're someone's biological father or not, you can easily fill this role for people. You can always tell what's troubling someone, what problems there are with them and their life and give them advice on how exactly they can fix it. You can act as a guiding hand in someone's life to show them how to become the best person they can be and you have a warm and kind aura about you that makes people more receptive to your advice than they may be otherwise. With hard work and patience, you know that even the worst person can change for the better, though most are merely misguided.

600CP - True Wisdom

Wisdom is the greatest treasure one can acquire and over a lifetime of effort it's something you have attained. You have taken knowledge and wisdom from all sources of the world including all four nations and as such have a deep understanding of the nature of life and reality itself. This shines through in the fact that you often know exactly the best course of action to take in any given situation and can always give those around you extremely sound and helpful advice. Not only that, but this has greatly aided your endeavors in the martial arts. You can take knowledge of one martial art and use it to develop techniques in another martial art that would normally be impossible, like using the fundamentals of waterbending as a firebender to redirect lightning. Your understanding of different martial arts bleeding into one another means they'll be far more effective than they would be otherwise. Wisdom is the ultimate distinction of a master.

Perfect Princess

100CP - Icy Hot
To succeed is to have control, not only over others but over one's self. Of course, this is no problem for you. You know how to keep a cool head even in the most desperate of circumstances and it's almost impossible to provoke you into making a foolish attack or mistake. While anyone else would be panicking when surrounded by enemies on all sides, you stay calm and figure out a solution as quickly as possible.

200CP - Rule Through Fear
Fear is the greatest motivator. Fear of being alone, fear of poverty, fear of rejection and most importantly the fear of death. You wield fear like a surgical instrument because you are absolutely terrifying. You always know just what to say or do to scare people into submission, assessing their psychological weaknesses and faults and exploiting them for your own gain. You're so scary that most people would rather charge unarmed into enemy territory than face your wrath.

400CP - Master Manipulator
If lying and deceit were a game, you'd be a grandmaster. You've got such a talent for lying that not even a lie detector could figure you out. This is just a tool in your grander skill set of tricking or forcing others into doing your bidding and coming up with clever schemes to get what you want. When it comes to the game of politics nobody comes close to you - you could contrive a situation where you conquer the enemy's invincible capital all without firing a single shot, simply through deception and scheming.

600CP - Prodigy
Some people have to fight and struggle and claw their way to the top but you? You were born for success. You seem to naturally excel at almost anything you try your hand at, be that bending, politics, or even just a sport like volleyball. That's not to say you don't have to try to improve but you'll naturally do extremely well immediately and only get even better from there. If you were a firebender you'd be just as good as experts on your first day of training, then develop into using crazy blue fire nobody else can seemingly even replicate. The same goes for almost anything you try your hand at, others simply can't keep up with you. In no time at all you'll be an unstoppable force of nature with everyone bowing down at your feet, and they should. After all, you're better than they could ever hope to be.

Items

You gain two discounts for each tier of item. 100CP items that are discounted are free. You gain **+200CP** for the item section

100CP - Personal Weapon

Even in a world where people can manipulate the elements as a weapon, that doesn't mean conventional weapons are obsolete. You can have any single weapon you desire, from a boomerang, to a bow and arrows, to even dual swords since they count as merely two halves of the same whole. Should you take something that has an "ammo supply" such as a bow and arrows or throwing knives, the ammo will quickly replenish automatically.

100CP - Betrothal Necklace

Love is a beautiful thing and what better way to cement your love than with this betrothal necklace? This necklace acts as a sort of wedding ring you can give to your significant other and should you give it to them and they accept, it will further strengthen the bond that both of you share.

100CP - Tea

There's nothing nicer than a soothing cup of tea. You've got a tea set that can produce whatever variety of tea you like, whether that's jingsang tea, jasmine tea or even white Jade tea. Though now that I think about it I'm not sure whether that last one was delicious tea or a deadly poison. It probably won't hurt that much to roll the dice on it.

100CP - Bison Whistle

Now this is a pretty old trinket. This whistle was once used by airbenders to call their sky bison to them, as it produces a loud sound at a pitch too high for human ears but high enough for certain animals, such as sky bison, to detect. It could be very useful if you had such a pet, but that seems unlikely. After all, the sky bison went extinct a century ago, isn't that right? Well, isn't it?

100CP - Maps

The world can be a big place and it's not always easy to navigate. Luckily you've got this large set of maps which chart everywhere from the South Pole to the Fire Nation. Not only do you have these maps that chart this world, but in future worlds you'll also receive similar maps that chart out at least most areas on the planet you're currently located. It may be a bit primitive, but it's the best you'll get here.

200CP - Glider
For eons now, man has dreamed of taking to the sky - to knock those arrogant birds from their pedestal as the de facto rulers of the air and fly as they do! Okay not really because the Air Nomads have been doing that for quite some time already. This is a staff that doubles as both a weapon and a glider, allowing you to take to the air and rub those birds' arrogant beaks in it! The only problem is you'd need to be an airbender to make proper use of it, or at least a really good firebender. Comes with an optional snack compartment!

200CP - War Balloon
Speaking of taking to the sky, here's a war balloon! Yep, it's a balloon. For war. It's mostly a relatively small device for personal transportation, but it also comes with various bombs such as smoke bombs, slime bombs and stink bombs. I'd throw in bomb bombs but they told me that wasn't allowed. Sorry.

200CP - Bending Scrolls
A good teacher is crucial in mastering the arts of bending. Failing that, though, you can always use these scrolls! This is a set of scrolls that can instruct people in bending an element of your choice, even if they can't normally bend. Not only is it good for learning the art yourself, they greatly aid in teaching any students you may have.

200CP - Tea Shop
Why buy the tea when you can get the shop for free? You have your own humble tea shop you can now run. It's nothing Earth shattering but it also has an unlimited supply of tea ingredients you can use to brew your own tea, including the plants of the white Jade bush. I think that might actually be deadly poison but I'm sure nobody will care that you're committing tea based warfare on the citizens.

200CP - Meteor Bracelet
What a nice bracelet you have there, jumper. Of course, it has more to it than it initially appears. The bracelet was made out of a special space material, making it a form of particularly strong and malleable earth. While that doesn't mean much to most people, in the hands of an earthbender it can be molded into virtually any shape imaginable. This is most useful for making it take the shape of a key to fit a lock, having it act as a sort of skeleton key for almost any door, but it could also be an alright weapon in a pinch.

400CP - Animal Guide
The original benders were not humans, but animals that people learned from in order to figure out how to bend. You possess one of these animals as a loyal companion, each capable of bending one of the four elements. For airbenders, this would be a sky bison, a massive ten ton flying bison which is very intelligent and ideal for carrying multiple people through the air with their massive backs. For firebenders this is a dragon, a creature of similar size to a bison though they fly quicker. For earthbenders this is a badger mole, a blind creature which can move very fast on and underground and are powerful earthbenders, therefore making them quite formidable in combat. For waterbenders, although they learned how to bend from the moon you instead get a massive rideable koi fish capable of swimming at incredible speeds and transporting itself on land by automatically maintaining a bubble of water around itself.

400CP - Space Sword
In the hands of a master, a fine sword is the most versatile weapon one can wield. This is a special sword crafted out of the material of a meteorite, giving it a black coloration. The sword was crafted by a master artisan and due to the special material it's made of, it can cut clean through metal with ease, let alone your opponents. It's also near indestructible. That must've been one good space rock.

400CP - Warship
Forget about a balloon for war, you've got a ship for war! This is a Fire Navy warship fully staffed with loyal soldiers and sailors who can keep the thing running and fight your enemies as well. If you're looking for a way to get around in the water, well. . this is probably overkill if we're being honest but, hey - there's no-over kill like overkill!

400CP - Spirit Library
Wan Shi Tong is a wise spirit who collected mortal knowledge for thousands of years and stored it in his library, eventually entering the physical world to share that knowledge with humans. Somehow, you've managed to gain a nearly identical library to Wan Shi Tong's. This library is a repository of knowledge gathered throughout the mortal world for millennia, easily the greatest source of knowledge in all the world. Not only is it massive and absolutely filled with both books and artifacts of great historic significance, it even has an observatory-like room capable of accurately predicting the movements of the heavenly bodies. The library also comes with many fox spirits who can head out into the world to collect more knowledge and add it to your library.

400CP - Secret Police
It's so hard to find good help these days, but I think you've managed to get a gang of winners. You have your own force of Dai Lee, a group of highly trained earthbenders who are experts in espionage and special forces type operations. They make for fantastic personal guards as well as agents to do your bidding. With their help it wouldn't be too out of the realm of possibility to topple a city through stealth and treachery.

600CP - Technological Armada
Gone are the simple times when people would throw fire and rocks at each other like cavemen. Now is the dawning of the age of technology in warfare! You have an entire army at your disposal equipped with the most cutting edge technology this world has available: armadas of ships, a massive drill device, fleets of airships, war balloons, special tanks which shoot hooks to allow them to climb walls - all this is at your disposal. With these tools, you could conquer the entire world!

600CP - Rich Family
You're extremely lucky, y'know that? While some people are born in poverty and beg on the street, you were born to the wealthiest and most influential Noble family in the entire world! You've got access to your family's vast wealth and most people will kowtow to your demands at the mere mention of who your family is. This will be the case in every future world you visit as well, ensuring that the silver spoon remains planted firmly in your mouth.

600CP - Spirit Water
Some waterbenders are blessed with the ability to heal, I guess because for some reason they seem to get all the luck. For those blessed with this ability this water is an absolutely precious resource. This special water from the spirit oasis has unique properties which vastly enhance its healing. It can heal devastating wounds, old scars, most diseases and possibly even impairments such as blindness. Most impressive of all, the water is capable of restoring the recently deceased back from the dead. This water will most likely be gone after one use and will only resupply once a year, so it may be wise to save it for emergencies.

600CP - Secret Society
The order of the White Lotus is a secret society that transcends the divisions of the four nations, made up of many influential and powerful people as well as wise masters. Although it wouldn't be proper to say you own it, you are now a grand lotus, which means you have great influence over the organization and can often call the members to assist you. The White Lotus is absurdly secretive, to the point that even people like the Firelord are entirely ignorant of their existence. They can accomplish quite a lot when banded together, like taking over a massive occupied city. This order will follow you into other worlds, consisting of more wise and powerful people who can aid you in your time of need.

600CP - Elemental Phenomenon
Sozin's Comet arrives only once every hundred years, but when it does it grants firebenders unimaginable power. The last time it came around, the Fire Nation used it to wipe out the Air Nomads and now that it's returning they may use it this time to wipe out the Earth Kingdom. You have the ability to summon a similar force. Once every year you can summon some cosmic phenomenon which will boost one of the elements in the same manner as Sozin's comet, though this will be for an element of your choosing. Whatever this force manifests as, the power of the benders during that time will be unimaginable. Fire benders scorching entire forests, Earth benders lifting mountains, waterbenders summoning city destroying waves, airbenders causing massive tornadoes and hurricanes. Use this power responsibly.

Companions

100CP - Companion Import

Pay 100CP to import or create up to two companions for each 100CP you spend. They gain an origin, 600CP to spend and all the associated discounts and free stuff you would get. Alternatively you can import just one companion who gets the same deal but instead gets 1000CP just as you did.

100CP - Canon Companion

To be, or not to be, that is the question: Whether 'tis nobler in the mind to suffer The slings and arrows of outrageous fortune, Or to take Arms against a Sea of troubles,And by opposing end them: to die, to sleep No more; and by a sleep, to say we end The heart-ache, and the thousand natural shocks That Flesh is heir to? 'Tis a consummation Devoutly to be wished. To die, to sleep,To sleep, perchance to Dream; aye, there's the rub,For in that sleep of death, what dreams may come, When we have shuffled off this mortal coil,Must give us pause. There's the respect That makes Calamity of so long life: For who would bear the Whips and Scorns of time, The Oppressor's wrong, the proud man's Contumely, [F: poore] The pangs of dispised Love, the Law’s delay, [F: dispriz’d] The insolence of Office, and the spurns That patient merit of th'unworthy takes, When he himself might his Quietus make With a bare Bodkin? Who would Fardels bear, [F: these Fardels] To grunt and sweat under a weary life, But that the dread of something after death,The undiscovered country, from whose bourn No traveller returns, puzzles the will, And makes us rather bear those ills we have, Than fly to others that we know not of? Thus conscience does make cowards of us all, And thus the native hue of Resolution Is sicklied o'er, with the pale cast of Thought, And enterprises of great pitch and moment, [F: pith] With this regard their Currents turn awry, [F: away] And lose the name of Action. Soft you now, The fair Ophelia? Nymph, in thy Orisons Be all my sins remember'd. Buy a canon companion for 100CP, you can get Momo or something.

Drawbacks

+0CP - Alternate Avatar
If for some reason you would like to travel to an alternate continuity of Avatar such as the comics, this'll allow you to do just that. You could go to a fanfiction or even to THAT WHICH SHALL NOT BE NAMED if you feel like torturing yourself.

+100CP - Scarred
Oof, that's a bad mark. You've been left with an extremely noticeable scar such as a massive burn mark on your face. While it's not painful and it doesn't actually hinder your appearance very much, it makes you impossible to mistake for anyone else and is linked to a very traumatic event in your past.

+100CP - Unlucky In Love
When it comes to love, you just can't seem to catch a break. The universe seems to conspire to ensure your romantic relationships run into trouble, whether that be your girlfriend turning out to be horrible and abusive, some political reason forbidding you from being together or even just your girlfriend having to turn into the moon you'll have a rocky road ahead of you if you wanna find true love. That's rough, buddy.

+100CP - MY CABBAGES
You just can't seem to catch a break. Why is it that wherever you go your goods seem to get smashed, lost or destroyed? Is it some sort of karma for something you did in a past life? Did you anger the spirit of cabbages? Is there a grand anti-cabbage conspiracy spanning every nation?! Whatever the case, it doesn't really matter because you'll have to deal with the fallout: mainly that you + produce = calamity.

+100CP - Apathetic
"Huh, I got a drawback? Whatever, it's not like it matters anyways. Nothing matters." That's you now. That's what you sound like. You've got an apathetic attitude about basically everything and it really gets on people's nerves. You're a major drag to be around and it alienates your friends, family and even your significant other. Seriously, just stop - you're not as cool as you think you are.

+200CP - Pacifist
It's good to value life, but perhaps you take it too far. You were raised like a monk straight out of an air temple and as a result you have a belief that all life is sacred. You don't eat meat and you absolutely refuse to kill anyone or anything that isn't a plant, attempting to resolve conflict nonviolently even at extreme risk to your own life or even the lives of others. While it's admirable to stick up for what you believe in, maybe the global war wasn't the time to take such a hardline stance.

+200CP - Scary Sibling
Some people might think you're lucky to have your family, but they've never met your sibling. They're cruel, mean, manipulative and worst of all they're better than you in pretty much every way. While they're not necessarily at odds with you all the time, they take great delight in making you suffer so you're bound to clash at times and when you do it's more likely than not that you'll be the loser.

+200CP - Crossroads of Destiny
You're at a very turbulent point in your life. You feel like you can't tell the difference between right and wrong anymore and you don't know where to turn for answers. While this internal conflict is eating you up inside, the world will externally test you. It will put you through suffering, defeat and all sorts of misery in an attempt to make you grow and resolve your inner battle. Until the time when you finally become who you always were deep down and end your confusion, you'll know nothing but hardship and suffering. It won't be easy, but like a terrible storm out at sea eventually your suffering will come to an end, one way or another.

+200CP - Overprotective Parents
All good parents seek to love and protect their children, but your parents take it just a bit too far. Your parents will always perceive you as weak and helpless, thus they do all they can to keep you locked in the house like a bird in a gilded cage. In the event that you should fly the coop, they will keep sending people after you over and over in an attempt to get you back and they have basically limitless resources to throw at this mission. Sure, it's only maybe a few talented benders at a time but being relentlessly hunted to the ends of the Earth is gonna wear on anybody after a while. If only they were more understanding.

+300CP - Blind
You were born blind as a bat, although actually more blind than a bat because bats aren't actually blind. The point is you're completely 100% blind. As you might imagine, this can be a major inconvenience if you don't have some special way of seeing without seeing and even if you do it's still not ideal to be completely unable to see at all. On the bright side if you're the type that's able to laugh at yourself it could make for some great comedic fodder.

+300CP - Mental Breakdown
You doing alright there, jumper? You look like you might be a few fish short of a school. Something one day caused you to just snap and ever since you've been an absolute wreck mentally. You've lost all composure and gained massive delusions of persecution, making it basically impossible for you to trust anyone. To make matters worse you hallucinate people who insult and persecute you, only making your delusions worse. It'll be an uphill battle just to live like this, let alone to accomplish anything. All this is just the beginning, though: who knows how bad you'll be in a couple of years?

+300CP - No Bending? (Cannot be taken with The Avatar Returns)
Now this is some serious bad news. In a world where people are going around throwing massive chunks of rock around, summoning tidal waves to slam on their foes, flying through the air like a bird and shooting blasts of flame and lightning to wear their foes to a crisp you can't do any of that. While most people wouldn't look down on you for that or think it's all that bad, do you really wanna be a normie? Everyone else is so special, but you? You're just sad and pathetic.

The End

Your journey in this world has reached its ending. Now decide your own future.

Go Home

Stay Here

Move on to the Next Jump

Notes

The Avatar scenario doesn't mandate that you take a specific origin, though you must be an Airbender and have the Airbender tattoos

Thanks for using my jump! I hope you had fun!