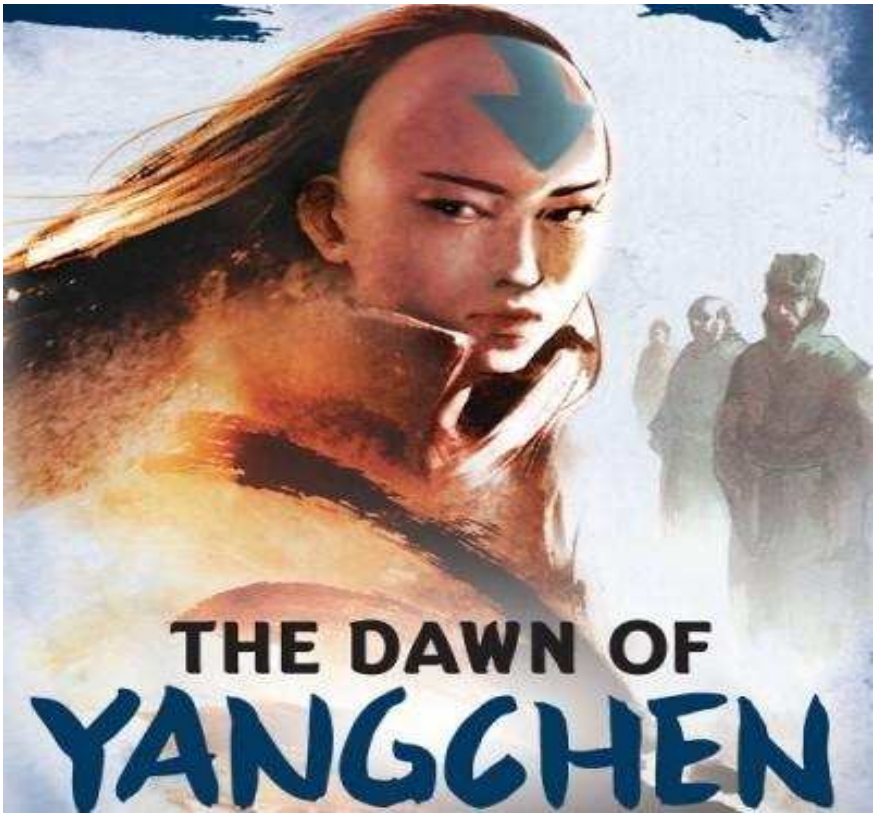
AVATAR



Jump by Aehriman

Yangchen's inexperience may prove to be her greatest asset ...

Plagued by the voices of Avatars before her for as long as she can remember, Yangchen has not yet earned the respect felt for Avatar Szeto, her predecessor. In an era where loyalty is bought rather than earned, she has little reason to trust her counsel. When Yangchen travels to Bin-Er in the Earth Kingdom on political business, a chance encounter with an informant named Kavik leads to a wary partnership. Bin-Er is a city ruled by corrupt shang merchants who have become resentful of the mercurial Earth King and his whims. To extract themselves from his influence, the shangs have one solution in mind: a mysterious weapon of mass destruction that would place power squarely in their hands. As Yangchen and Kavik seek to thwart the shangs' plan, their

unlikely friendship deepens. But for Yangchen to chart her course as a singularly powerful Avatar, she must learn to rely on her own wisdom above all else.

After the death of Avatar Szeto, Avatar Yangchen was born. A sensitive child, from a young age she was troubled by nightmares, visions and fits where she would experience the lives of past Avatars, especially those of loss and failure. By age eleven there was no point in even attempting to conceal that she was the Avatar, and she meditated into the Spirit World for the first time.

It is a very different era. Large tracts of wilderness are off-limits to humans, protected by powerful spirits and their unknowable laws. Following a failed rebellion with considerable support from the Fire Nation and both Water Tribes, the Earth King has declared a new era of isolationism, plating the Badger-Mole throne in foreign platinum used to fund General Nong, he has sworn off foreign relations until it is completely tarnished and appears as stone - about a hundred years. The Tribes and Fire Nation followed suit, so in this era, only the Air Nomads may wander freely.

Of course, there is still enormous demand for foreign goods. After attempting for years to get a handle on smuggling, the two Water Tribes, Fire Nation and Earth Kingdom each agreed to open a single port to foreign trade. These were administered by the shangs, powerful noble and mercantile houses who elected a new Zongdu administrator from among their members each year. Naturally it took very little time for shang to become a byword for greed and corruption. But the rot goes further than any could have imagined, for the shangs, secure in their power and closer by far to the other families in each nation than their countrymen, have

hatched a plan to seize even further power. Towards this end, they have invested a great deal of research to create a terrifying new weapon.

===BACKGROUND===

Nomad - A wanderer with no history or background, a Drop-In.

Warrior - Just because there is no war right this second doesn't mean there is no use for warriors. Bandits and hostile spirits still stalk the wilderness and the Platinum Affair is not so long ago that there might not still be a war over it.

Merchant - From the lowest errand-runner to the mightiest Zhongdu, everyone in a trading city works for the shangs in some capacity.

Noble - The hoity-toity, you might lead a very successful shang clan, or a more traditional sort of noble.

White Lotus - A secretive club of artists, old masters, lovers of beauty and pai sho enthusiasts. The Lotus tries not to intervene in politics except where strictly needed.

===BIOGRAPHY===

Be old, be young. Be male or female or nonbinary. Whatever suits you and your story.

===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, divided into many clans symbolized mainly by flowers who compete fiercely for land, resources, and glory.

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. In this day and age, Air Nomads are often seen as wise and blessed by the spirits, and it is considered good luck to speak with one or obtain their blessing.

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.

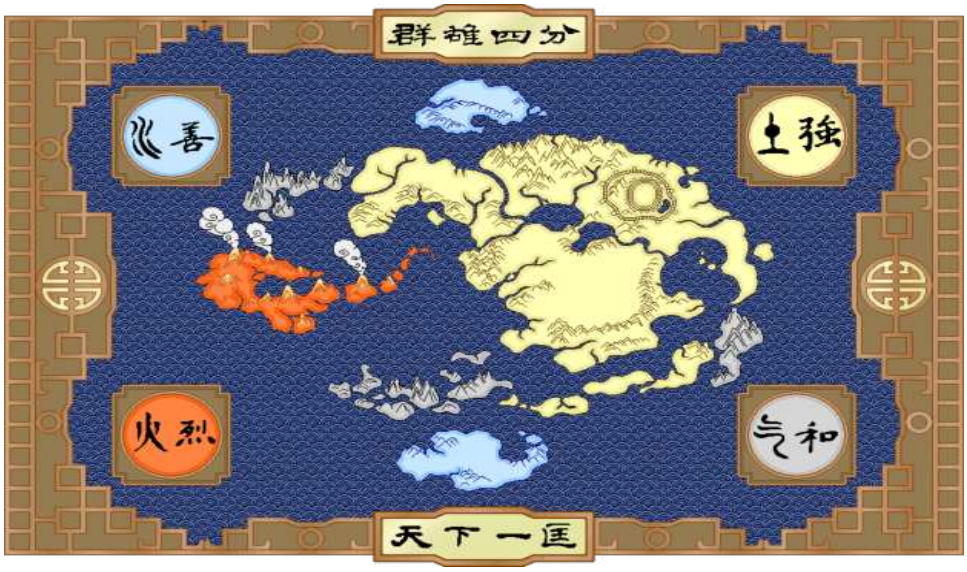
Water Tribe - Two tribes living on opposite ends of the world, at the frozen poles where water is all around. Don't let the name fool you though, the Water Tribes have cities and towns and all the trappings of civilization. But it is crucial to them, culturally, that each person knows how to survive and thrive in the relentless wilderness of their home.

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. Earth King Feishan has recently ended the threat of rebellion and has expelled all foreign diplomats and merchants, and many spies, from his kingdom, restricting trade. He is a famously mercurial personality.

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 d10 to decide.

1. **Western Air Temple** - Widely considered the most spiritual of all the Air Temples, and site of their Great Library, besides many secrets. Here is where Yangchen grew up.
2. **Bin-Er** - An ancient city in the Northern Earth Kingdom, with some parts contemporary to Omashu, it has been destroyed and rebuilt numerous times to keep the trade route to the North Water Tribe open and so was a natural choice for a shang city. In the last few years the city's population has doubled, becoming cosmopolitan and swollen with Water Tribals

seeking a better life after some years of poor hunting. However, the corrupt shangs permit none to leave without an exit visa, and grant few. Here Kavin lives, and here the Unanimity Project was born.

3. **Northern Air Temple** - A mountainous temple, one of two housing Air Monks, and not far from Bin-Er.
4. **Jonduri** - The Fire Nation's shang port, a sweltering hot tropical island with high cliffs and jagged stones, ideal for ensuring no one enters without the approval of the Zhongdu.
5. **Eastern Air Temple** - Located in the Fire Nation and dangling from a cliff, the other female-only Air Temple.
6. **Taku** - A bustling port in the Northeastern Earth Kingdom, a shang city. One day it will be near the first Fire Nation colonies in the Earth Kingdom, be destroyed and the ruins made the site of a fortress, but that is another time.
7. Southern Air Temple
8. **Port Tuugaq** - A large harbor on Shimsom Big Island, about halfways between the Southern Water Tribes and Earth Kingdom and site to many Water Tribe festivals and fairs since ancient days.
9. **Spirit World** - A different world, often treacherous, with a landscape determined as much by your thoughts and feelings as anything.
10. **Free Choice** - whatever you'd like, even sites not on the list.

===FRIENDS===

Animal Companion (free) Various Avatars have had animal companions, certainly Yanghen will never willingly be separated from her flying lemurs, Pik and Pak. 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 (-100 cp/variable) For each purchase, import ten 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.**

Kavik (-100 cp) A young waterbending errand-runner who breaks into Yangchen's manse and gets conscripted to be her companion.

Boma (-100 cp) An elderly master who agreed to watch over Yangchen, her mentor and protector throughout her Avatar journey.

Bison (-200 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 (-200 cp) Haven't really appeared in the books, but presumably around. Dragons are pretty good fliers themselves, and the ultimate firebenders, even if they can't really transport groups.

Badger-Mole (-200 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 (-200 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 (-200 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.

Yangchen (-200 cp) The Avatar, a very calm woman under most circumstances, but fiercely protective of her friends.

===ABILITIES===

Positive *Jing* (-100 cp) The ability to overwhelm others with strength and direct force, to 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 extremely 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.

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, like the shang ports compromise.

Hospitality (-100 cp, free Nomad) Everyone has a spare bed or a hot meal for an Air Nomad, even if they have to give up their own for a night, for to welcome one into your home is to invite the favor and good fortune of the spirits. Likewise, wherever you roam, people find it in their best interests to welcome and help you.

Quick Study (-200 cp, discount Nomad) Here today, gone tomorrow. An old story for a wanderer like you, but it gives you very little time to pick up skills. You learn astonishingly fast, perhaps four times quicker than you otherwise would.

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) Technically an art we've never seen in these books, but what is a Drop-In Origin for if not being a step outside the ordinary? 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.

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

Keep The Peace (-200 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 unharmed.

Yuyan (-400 cp, discount Warrior) Like Jujinta, you have trained with the deadliest archers of the Fire Nation, or received equivalent training

elsewhere. A Yuyan does. not. miss. Not with arrows, or darts, or throwing knives, boomerangs or any form of projectile or thrown weapon. Neither will you.

Thin Claw (-600 cp, discount Warrior) In the Northern Water Tribe, the most elite hunters and warriors are the Thin Claws, sworn to brotherhood with the Chief, they are his finest warriors and the first choice for covert operations. Who else has the skills and the will to track a man across the world with only a name or vague description? Who else can endure Arctic cold or searing desert with equal grace? Who can blend in among all peoples, yet fight like thirty men? Only the Thin Claws, and now you.

Errand-Runner (-100 cp, free Merchant) You have the skills essential to an errand-runner. Parkour, snatching, finessing locks, sneaking. How legitimate a use you turn these towards is up to you.

Informer (-200 cp, discount Merchant) In the City of Spies, Bin-Er, one commodity is prized above all others: information. What deals are going down, grudges between noble houses, even rumors of a poor olive harvest can be worth more than gold in the right hands. When it comes to gathering, organizing and utilizing information, there are few in the world who could compare to you. From analyzing complex reports to listening to random rumors and perfectly distilling them for any droplet of truth, your ability to grasp and seize any and all usable data is unbelievable. You have a gift for setting up information channels and flows, being able to utilize whatever resources might be at hand to establish first rate information

sources, and means to get it to where it needs to be, be it your desk or the ears of your allies a thousand miles away, and get paid in the process.

Taking Care of Business (-400 cp, discount Merchant) You don't thrive in the shangs unless you can deliver. You can turn a profit from just about any business legitimately, even collecting night-soil, and multiply these gains if you're willing to cut corners or skirt the law. You have a gift for finding a need people have and figuring a way to get paid to fill it.

Schemer (-600 cp, discount Merchant) The shangs can be compared to an angry ball of snakes, and the snakes will come off looking better. At any given time anyone involved in their affairs will have at least three schemes going. But you stand first among the vipers, able to improvise almost as well as you can plan, layering your plots with contingencies is as easy to you as breathing, and no matter what happens you seem to come out ahead. You are especially masterful at keeping enough remove to not go down in flames with your latest scheme, even if you need to arrange a fall-guy or three.

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, where you may be.

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.

Play the Game (-400 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.

Mercurial (-600 cp, discount Noble) They say the Earth King is mad, and they're at least half-right. He's a mad genius, a master of thinking outside the box, seeing things from new angles, and finding unorthodox solutions, much as you are. More than that, to the endless frustration of his enemies and the other world leaders, it is impossible to predict what Feishan will or even *can* do in any situation. After years of dancing armies around indecisively with Nong, his proving a bold and capable commander? Unthinkable at the time. Declaring a century of isolation? Meeting with others disguised as a peasant? All his moves confound his foes, and you are now at least his equal in this.

Aesthetics (-100 cp, free White Lotus) For a group so concerned with art and beauty, it shouldn't come as a surprise that so many members are easy on the eyes. You look fantastic and even if you age up, it will be gracefully into a silver fox.

Master (-200 cp, discount White Lotus) You are a master, among the best in the world. Of what, you may ask? That depends on you. It could be a bending style, or a martial art, or a mundane art, a skill like bureaucracy or diplomacy, or even music. This may be taken multiple times.

Sifu (-400 cp, discount White Lotus) An innovator may come up with a new technique, but you are not a master until you can teach it to others. You understand what your pupils need, how they learn best and how to tailor your lessons to them, imparting them far faster and easier than others could imagine. If someone has the physical capacity to learn any skill or power you possess, you can teach it to them in a tenth the time it otherwise might take.

Sage (-600 cp, discount White Lotus) You have mastered the spiritual arts as much as anyone in this world, know all the rituals for calling or speaking with spirits, can easily meditate into the spirit world and know how to bargain with spirits for things you want or need. This knowledge updates in future Jumps.



===BENDING===

Bender (free!) 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, comes with the training to make a living and fight with your element at least as well as most benders.

Mobile Bender (-100 cp) Airbenders are famous for their gliding and swift-running, but all elements can be used to get around faster or reach otherwise inaccessible areas. You are exceptionally good at using your bending to move quickly, a highly agile fighter. More, traveling long distances this way is far less exhausting than it should be.

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. Your attacks land with extra force.

Precise Bender (-100 cp) 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. Light or snuff one candle without touching those surrounding it.

Rapid Bender (-100 cp) In a fight, it is very often the one who fires an elemental blast first who wins. You have exceptional reflexes, to the point it won't be unusual for you to get off 2-3 times as many attacks as an enemy while still defending yourself. Even very complex bending moves take you a fraction of the normal time to pull off.

Team Bender (-100 cp) Whether the same element or another, you find yourself working together easily and naturally with other benders to

achieve feats neither could alone. Your strength seems to multiply instead of add.

Stealth Bender (-100 cp) It is by will alone you set the elements in motion. Well tiny motions or just concentrating hard can do it. This gives you an advantage or surprise and unpredictably, or just deniability when you really want to mess with people.

Utilitarian Bender (-100 cp) Water and earthbending are great at cleaning and filtering things. You can find all sorts of everyday uses for your bending and find using bending for chores or services to be almost effortless.

Secrets of the Sun Warriors (-100 cp, **Firebenders** only) Like some other firebenders, you can produce a much hotter flame than usual, in a rare color. Rangi could manage white flames, Azula blue. The details are up to you, just remember that fire can be life and transformation, not just destruction and death.

Channeling (-200 cp, **Firebenders** only) A rare trick, without the medium of fire, you can transfer heat from one source or item to another, even draining heat to rapidly cool things.

Combustionbending (-300 cp, **Firebenders** only) The fruits of the top-secret Unanimity Project, a power never before seen. By focusing chi through your brow chakra, you can launch a kind of beam or bolt which becomes a powerful explosion when it meets an object, or after a certain distance of your choosing. With enough practice, you can learn to curve the

shots. Be aware, trying to do so while dazed or impaired can be dangerous, try not to lose your head.

Soundbending (-100 cp, **Airbenders** only) Sound is little but the vibration of air, you have learned to muffle or amplify it to a great degree. Screaming loud enough to be heard across a city or muting an orchestra.

Pressurebending (-200 cp, **Airbenders** only) Yangchen's favorite technique for resolving violent conflict, you can evacuate all air from a room, creating a space of vacuum or just really low air pressure where most people will pass out within ten seconds. The hard part is having the fine control and timing to do this without permanent injury, but you have that down to a nicety.

Flight (-300 cp, **Airbenders** only) A skill known to be possessed only by the legendary Guru Laghima long 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.

Lavabending (-300 cp, **Earthbenders** only) A truly rare gift, you can heat the earth into a liquid, molten state and wield it as a truly potent weapon.

Bending Genius (-500 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, or the greatest of firebending masters during what will one day be called Sozin's Comet.

Avatar (-1000 cp, must take **Responsible** drawback for no points) Fire, air, water, earth. You are the Avatar, master of the elements and protector of the world's balance, both between nations and between humanity and spirits. Either instead of or in addition to Avatar Yangchen. 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.

===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) You have an unusual or signature weapon perfectly suited to your bending or fighting style.

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, entry/exit visa or otherwise whatever document you might need to prove you belong in a particular place or can pass a checkpoint. 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.

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.

Thoughtful Gift Box (-100 cp, free Merchant) It is polite to bring a gift when visiting another person's home. This box when checked will hold something small but perfectly suitable to anyone you wish to visit or entertain. A favorite vintage or wine, a toy for a child and so on.

Business (-200 cp, discount Merchant) You own a small business with a decent revenue. It also works as a convenient front for any shady operations.

Blackmail (-400 cp, discount Merchant) A notebook with blackmail material on officials of each nation and rank, save the very top. All you need to subvert whole government offices to your cause.

Vaults (-600 cp, discount Merchant) You have quite the nest egg tucked away. Enough money to handle virtually any expenses short of buying whole islands or cities. But land is broadly easy enough, titles, significant infrastructure improvements. Even if you somehow run dry, a month later your fortunes will be restored to their dizzying heights.

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.

Blue Manse(-200 cp, discount Noble) You own a luxurious, unique residence equal in splendor to the Blue Manse in Bin-Er, a great mansion of ice maintained by dozens of waterbenders who can add to, reduce or reshape it at the merest whim of it's master. You may select another elemental theme, though it may be hard to sleep in a house that is perpetually burning.

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.

Pai Sho Tile (-100 cp, free White Lotus) 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.

Hidden Weapon (-200 cp, discount White Lotus) Whether a dagger or some kind of collapsible crossbow or dart launcher, you own a highly concealable weapon. Even the most thorough search will never turn it up, but when you need it, it will be there. You may import another weapon to gain this quality.

Bending Scrolls (-400 cp, discount White Lotus) A series of scrolls containing between them every bending form every committed to paper or parchment. Aside from being a priceless resource in learning and refining the bending arts, sure to accelerate anyone's progress, there is an exciting property. Any non-bender who studies long enough will develop bending in the style they spent the most time on.

Grand Lotus (-600 cp, discount White Lotus) Don't you know all old people know each other? You have a devoted group equal in numbers and skill to the White Lotus, with wealth and influence to steer society from the shadows, to carry word from all over the globe, to rise up at your command and form an army. Whatever your needs, the group can probably help at least a little.

===**DRAWBACKS**===

Born Victim (+100 cp) Criminals and bullies and thugs of all sorts seem to crawl out of the woodwork to target you. You will pretty much never go a week without somebody picking a fight with you for some stupid reason.

Clumsy (+100 cp) You tend to trip, slip or drop things at really inconvenient moments.

Gone Fishing (+100 cp) Can no one just stay where they're expected? You constantly seem to be just missing people you're looking for, you'll show up at an office just as everyone goes on lunch break and so on.

Noisy (+100 cp) You are never going to make it as a thief. You are naturally noisy and whenever you try to sneak around, you will inevitably knock something over, or encounter someone or otherwise be exposed.

Scarred (+100 cp) You have some scars or markings that make you highly distinctive and memorable, like Airbending master tattoos, or horrific burn scars. You will stand out in people's memories.

Perfectionist (+200 cp) You judge yourself harshly, your performance and creations, every product. You can almost never be satisfied at the idea of being good enough.

Responsible (+200 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.

They Know! (+200 cp) It is an era of spies and conspiracies, with countless guilty consciences to be found. Somehow, you keep stumbling over spies,

criminals and conspirators and saying or doing precisely the wrong thing to convince them you know everything and they must eliminate you or accelerate their plans. Prepare for an interesting time.

***Un*stereotyped** (+200 cp) A ranking Fire National throwing a public tantrum? A Water Tribe trader kicking away a hungry beggar? An Earth Kingdom citizen forgetting to maintain face? Unheard of, unless they were shangs. Whatever virtues your chosen nation is known for are not merely absent, but inverted in you, so an Airbender will be greedy, gluttonous and shamelessly materialistic, if from the Fire Nation you will be cowardly and undisciplined and so on.

Vendetta (+200 cp) You have made a powerful enemy. Perhaps a shang, or a Fire Nation clan, but somebody with the resources and actually trained fighters to come at you not just once, but over and over again, and the will to come at you with lethal intent.

Outlaw (+300 cp) It seems all the nations want you, and wherever you go you are a fugitive, pursued and hunted.

Patient Old Iron (+300 cp) Early in Yangchen's career she faced a spirit powerful enough to casually destroy a city, General Old Iron. He was outraged when his old friend Lady Tienhai died, unaware she had given up immortality to live as a human with her lover. In the time we know, Yangchen talked him down after a mighty battle that devastated the nearby city. Maybe something went wrong, maybe you offered a fresh insult, but General Old Iron is coming for you, and calling upon a legion of spirits to assist him in finding and slaying you.

Three on Three-Plus-Jumper (+300 cp) It seems we were mistaken and you are a non-bender. Any bending abilities you purchased will be suppressed and of no-use to you until you choose to go home, stay here, or move on.

Wheel of Samsara (+300 cp) Bad enough that Yangchen is tormented by memories of her previous incarnations, but you? No, this will not stand. You lose all memories of previous Jumps, as far as you are concerned you simply wake up one morning in this world, taken from your native Earth. Furthermore, you will lose any memories of the Avatar franchise and setting which might help you.

Balance of the World (+400 cp) Yangchen and her closest allies have determined you are the greatest threat to the world. Run and hide, or learn what it's like to stand alone against the elements.

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

===ENDING===

The Cycle Continues: One day, Yangchen's era will end, and the world will have to move on. You will likewise visit a future time of this world for your next Jump.

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.

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?

Notes:

Gratitude to blackshadow111

Bending arts are not discounted, merely restricted to some groups in the great tradition of Avatar Jumps being rough like that. On the plus side, all perks applying to bending - rapid, mobile, team etc. are broadly applicable to other supernatural powers, same as the Jing.