
AVATAR

Avatar

Version 1.0 by SpazzWave



Earth is dying.
The relentless depletion of natural resources has pushed humanity to the brink, with ecosystems collapsing and billions struggling for survival. Presiding over this is the RDA, the most powerful megacorporation on earth.

In its lust for power, the RDA spearheaded unprecedented technological breakthroughs, elevating itself beyond any rival corporation or government. The same advancements also accelerated Earth's collapse. Now, entire nations, and eventually much of humanity itself, became dependent on RDA technology for survival.

Now, with Earth's resources nearly exhausted and billions living at risk of extinction, the RDA has turned its predatory gaze to the stars. Pandora, a moon in the Alpha Centauri system, contains unobtanium: a room-temperature superconductor worth 20 million per kilogram essential to human civilization.

But Pandora is not uninhabited. The Na'vi, a species of ten-foot-tall indigenous humanoids, stand in their way. And so, the RDA, utilizing its vast resources, created the avatar program, a scientific initiative designed to create human-Na'vi hybrid bodies for diplomatic outreach.

You arrive at Hell's Gate, RDA's main base of operations on Pandora, one month before Jake Sully travels to operate his deceased twin brother's Avatar body. In thirty days, everything will change. Here, take these **1000 CP**, and good luck.

Origins

You can freely choose your age and gender. Any option can be taken as a drop-in.



RDA Soldier

You're part of the Resources Development Administration's security forces, having signed a military contract that brought you across the stars for combat pay that seemed worth leaving Earth behind. You're a professional soldier capable of handling weapons, operating in fireteams, surviving in alien territory and most importantly: following orders.

RDA Scientist

You're part of Dr. Grace Augustine's Avatar Program, one of the select few whose genetic profile allowed for an Avatar body to be grown and whose credentials were impressive enough to be recruited. The Avatar Program only accepts the finest intellects, and yourself can be counted among one of the smartest geniuses on Earth.

Na'vi

You're Na'vi, born and raised among the Omatikaya people of the forest. You've lived your entire life in harmony with Eywa, completing your Iknimaya, bonding with your ikran, and earning your place among the warriors who defend the clan. You know how to hunt, how to fight, and how to survive on Pandora.

General Perks



Child of Eywa / Child of Earth [Free]

You gain the natural abilities of your species in this world. If you're Na'vi, you get enhanced strength capable of overpowering humans easily, superior agility, and your most important ability: the capacity to form tsaheylu (neural bonds) with Pandoran life through your neural queue. If you're human, you have a technological aptitude, adaptability, and the kind of determined problem-solving that lets humanity cross the stars. If you're in an Avatar body, you get the best of both worlds. Post-jump, you can use your neural queue to connect with any type of life.

Judge Me By My Deeds [200]

You have a remarkable ability to be judged by your actions rather than your background, species, or affiliation. People naturally look past the uniform you wear, the color of your skin, or the organization you represent, and instead evaluate you based on what you actually do. A Na'vi clan chief who despises Sky People might still come to trust you personally if your actions prove honorable. RDA personnel who view all Na'vi as hostile might recognize you as reasonable if you engage them fairly. This doesn't erase prejudice or make everyone like you, but it means you get judged as an individual rather than being reduced to whatever category others want to put you in.

Humanity's Greed [200]

You possess an instinct for exploitation, along with the luck to ensure you are always the one who finds value first. With a glance you can see the worth of anything: spotting unobtanium deposits where others see ordinary rock, recognizing which Pandoran plants have unique medicinal properties, or even identifying that an ordinary tulkun brain might hold the key to human immortality. This is not only limited to economic value, for you can also recognize strategic importance, practical utility, or scientific discoveries best monopolized rather than shared.

Rational Mind [200]

The RDA spent billions shipping humans to Pandora, decades building infrastructure, and years trying to negotiate with the Na'vi, just to throw it all away by bulldozing a sacred site because they couldn't wait a few more weeks. Quaritch had gunships, trained soldiers, and every tactical advantage, yet he kept making decisions that turned potential allies into determined enemies. Over and over, people in this conflict made choices that any reasonable person could see would backfire spectacularly. And against that backdrop, you possess something rare: common sense. You can look at a situation and see the obvious solutions that everyone else is somehow missing. When someone proposes knocking down the Tree of Souls with the Na'vi still in it, you immediately recognize this will unite every clan on Pandora against the RDA and make the conflict unwinnable. When someone suggests firebombing the Na'vi using slow, maneuverable ships, you know that using the thrusters of a spaceship is a more effective option. Even better,you can help others see it too. When you point out the common-sense approach, people actually listen instead of dismissing you. So you can convince the corporate executive to do shaft mining instead of bombing out the Tree of Souls or even convince the RDA to fully automatize their resource extraction instead of wasting lives with troops on the ground. In a world where highly intelligent people keep making breathtakingly stupid decisions, being the voice of reason and basic common sense might be the most powerful ability you can have.

True Body [200]

You achieved by alternative methods what Jake Sully did with the Tree of Souls: your Avatar body is your true form rather than just a biological shell you remotely control. But this perk goes far beyond just your Avatar. Any body you control remotely for a long period of time eventually becomes an alt-form if you inhabit it long enough and form a sufficient connection to it. The specific time varies, but sustained use through months will eventually transform any remote shell into something genuinely yours.

Renaissance Mind [400]

You possess PhD-level education and credentials across multiple scientific fields that humanity has mastered. This includes the biological sciences that created the Avatar program and allow consciousness transfer between bodies; spaceship engineering and interstellar travel technology; mind-link interfaces and neural connection systems; xenobiology and the study of alien ecosystems; materials science, including unobtanium applications; and any other scientific fields relevant to humanity's presence on Pandora. You also have the potential to innovate in these fields, pushing the boundaries of what humanity knows rather than just applying existing knowledge.



RDA Soldier Perks



Full Metal Jacket [100]

You have comprehensive military training that makes you a professional soldier in the RDA. Standard-issue firearms are familiar tools in your hands, and you know how to keep them running with nothing but spare parts and bad conditions. You also understand how to clear rooms and patrol hostile terrain, whether you're fighting in tight corridors or open jungle. On top of that, you're trained in hand-to-hand combat, survival skills, basic field medicine, and how to function in hostile territory without panic.

Vehicle Specialization [200]

Choose your specialty: either piloting VTOLs and vehicles or operating robots, mechas, and heavy suits. If you choose **VTOL Specialist**, you can fly Samson helicopters and Scorpion gunships through Pandora's dangerous airspace with the confidence of a top-tier ace. You also have extensive experience flying in Pandora's unique atmospheric and environmental conditions, and you know how to push any aircraft to its limits.

If you choose **Mech Specialist**, you're a master of AMP suits and other heavy combat systems. Your AMP suit responds like an extension of your body, and you have a wealth of combat experience that lets you maximize the exoskeleton's capabilities.

Adaptive Warrior [400]

You possess an exceptional ability to adapt to new combat environments and learn new skills. In just three months of dedicated training, you could become as capable as a Na'vi who has lived as a tribal warrior their entire lives. Show you how to use a bow, and within weeks you're shooting like you've done it since childhood. Drop you in the jungle, and within months you're moving through the canopy like you were born to it. As a side benefit, you can also learn cultural knowledge at an accelerated pace, allowing you to internalize customs, traditions, and ways of thinking as naturally as physical techniques.

Indomitable Will [600]

You possess a level of willpower and strength of heart that is legendary. You simply refuse to quit no matter what it takes. You could be paralyzed from the waist down, but you'd still drag yourself to the fight. You could face enemies ten times your size, but you'd stand your ground. This is the kind of willpower that lets you master an alien body in weeks when it should take years and the kind of heart that earns the respect of warriors who have lived for decades. You could even dominate a toruk and bond with it where others would fail and die. More importantly, this perk makes you worthy in the eyes of Eywa and the Na'vi. The world itself acknowledges your strength of heart, and the Na'vi instinctively recognize you as someone who will not falter. You are meant for legends, whether you seek them or not.



RDA Scientist Perks



Scientific Excellence [100]

The Avatar Program only recruits the finest intellects of all mankind. You have comprehensive education in xenobiology, xenobotany, xenoanthropology, and related sciences necessary for studying Pandora. You also have the fieldwork skills needed for studying an alien ecosystem, along with the common sense not to touch the glowing plants without checking if they're poisonous first.

Xenolinguist [200]

You have an intuitive gift for alien languages and communication systems. You could learn Na'vi in a matter of months, easily picking up not just vocabulary and grammar but also the cultural context, subtle meanings, and non-verbal communication that's so important to their culture. The reverse also works: you can teach any language you know to others with remarkable effectiveness, finding ways to explain concepts that make them click to your students. You could even create your own school for Na'vi if you wanted to.

I See You [400]

You possess a gift for genuine empathy and understanding across cultural divides. When you truly try to understand someone's perspective, you grasp not just their words but the experiences that shaped them, the fears that drive them, and what they truly need beneath what they say they want. This works across species: you can understand Na'vi spiritual beliefs even as a scientist, or comprehend human desperation even as someone who's adopted Na'vi values. People sense your sincere attempt to understand them, and even enemies often find themselves explaining their position rather than simply fighting.

Eywa's Chosen [600]

You've achieved something that shouldn't be possible: a genuine, deep connection to Pandora's neural network despite your human consciousness. When you connect to sacred sites through your Avatar, you can commune with Eywa itself, receiving guidance in the form of impressions and experiencing the interconnected consciousness that binds all life on Pandora. You can sometimes ask Eywa for help, and she will respond, doing her best to aid you within the bounds of her nature. This connection persists even in your human body, though it's stronger in Avatar form. Post-jump, you can connect to any world's nature and commune with it in similar ways, sensing the patterns and consciousness within any ecosystem you encounter.



Na’vi Perks



Hunter's Path [100]

You know all the basic skills necessary to live on Pandora as one of the People. You can hunt effectively with a bow and knife, track prey through the forest by reading signs invisible to untrained eyes, navigate using natural landmarks and instinct, and survive in the wilderness using only what nature provides. You also know which plants are edible, where to find fresh water, how to read weather patterns, and how to avoid the most dangerous predators.

Light Feet [200]

One of the most important skills for a warrior is moving without leaving traces or alerting Pandora's dangerous fauna to your presence. You are remarkably stealthy, able to hide reliably from even the most dangerous predators when you need to avoid detection. You move through the forest in near-silence, stepping carefully to avoid snapping twigs or disturbing leaves, and you instinctively choose paths that keep you concealed. You're also an excellent climber, scaling trees and cliffsides with confidence that comes from a lifetime in the canopy.

Way of the Bow [400]

You've mastered the bow to a degree that borders on the supernatural. Your arrows fly true even in the worst conditions, and you can make shots that seem impossible to observers. You also instinctively calculate trajectory, compensate for distance and wind, and release your arrow at precisely the right moment. This makes you an incredible marksman in combat, as you can shoot rapidly without sacrificing accuracy, hit vital points with consistency, and place your shots exactly where they will matter most.

Toruk Makto [600]

You possess all the capabilities of a true war leader, capable of uniting all the Na'vi clans. No grudges or tribal rivalries survive when you speak of a common cause, for you have an innate understanding of what drives each group and what words they will listen to. You also possess a strategic mind capable of coordinating any coalition into a single organized unit, adapting your allies' unique capabilities into a coherent and devastating whole. And finally, the loyalty you inspire runs deep, making those that follow you do so not out of obligation but because they believe in you. Because when all clans must stand as one, you are the one they stand behind.



Items



You have a 300 AP stipend to spend here. You can freely import items. Items destroyed restore themselves in three days. You also gain the blueprint of anything you buy here. You can discount two items per price tier, except the 1000 one. Discounted 50 AP and 100 AP items become free. The items scale to your size. All items have an infinite battery.

Hunter's Gear [Free for Na'vi, 50 for others]

A well-crafted set of Na'vi hunting tools: a beautifully balanced bow, arrows with replaceable tips, skinning knives, rope woven from Pandoran fibers, and various items necessary for surviving in the wilderness. The kit replenishes itself each day.

Personal Recorder [50]

A rugged, military-grade video log recorder that can survive anything Pandora throws at it. If you're human, this is built into your exopack and personal equipment. It has functionally unlimited storage and can record in complete darkness using thermal and electromagnetic imaging. The recordings are also crystal clear, automatically organized, and you can review them anytime. Perfect for documenting discoveries or keeping a log of your adventures.

Exopack Supply [50]

An endless supply of replacement exopack filters, batteries, and masks, allowing humans to breathe freely on Pandora. The supply manifests in whatever storage you designate, appearing overnight to replenish what you've used.

Audio Log Player [50]

A device that plays various audio logs, personal recordings, and messages from people throughout Pandora's history. Some are educational (Dr. Grace Augustine's botanical lectures), some are personal (letters from Earth), and some are just entertaining (off-duty marine banter). The device has hundreds of hours of content and occasionally updates with new material that seems strangely relevant to your current situation. Also functions as a music player with an excellent selection of Earth music for those moments when you really need familiar sounds.

Direhorse [50]

A loyal direhorse bonded to you. Swift and sure-footed, perfect for travel across Pandora's varied terrain. If killed, a new one appears in one day.

Pandoran Samples [50]

A renewable collection of Pandoran flora and fauna samples, safely contained in stasis chambers. These include bioluminescent plants, healing herbs, and tissue samples from various creatures. Each month, you receive a new set of samples that can be used for research, medicine, or trade.

Ikran [100]

A special ikran, the flying mounts of the Na'vi, that has bonded with you for life. Your ikran is exceptionally strong, fast, and intelligent, with striking coloration. If killed, it resurrects in three days.

Academic Credentials [100]

You possess legitimate PhD-level credentials and certifications from prestigious Earth institutions in every scientific field you've mastered through perks or other means. This includes official documentation for xenobiology, xenobotany, xenoanthropology, or any other field where you have expertise. Each credential comes with full documentation that is recognized by anyone, along with registration in any appropriate professional organizations.

Cryosleep Pod [100]

A single-person cryogenic suspension chamber that can keep you in stasis indefinitely. Time passes instantly from your perspective, and you don't age while frozen. Perfect for long journeys or waiting out dangerous periods.

RDA Small Arms Package [100/200 for Na'vi]

A set of standard RDA weaponry, including an assault rifle, pistol, combat knife, and ammunition. These weapons are built for Pandora's harsh environment and won't fail you when you need them. Ammunition replenishes weekly.

Pandoran Field Guide [100]

A comprehensive digital database containing detailed information on Pandora's flora, fauna, geology, atmospheric conditions, and Na'vi culture. Includes entries on hundreds of species, and the guide updates automatically when you encounter new ones or learn new information, essentially creating itself as you explore. It also has medical information for treating injuries from Pandoran creatures and plants, first aid protocols, and emergency procedures.

Thanator [200]

You have accomplished what few have: bonding with a thanator, Pandora's apex feline predator. This massive, lethal killing machine is now your companion, responding to your neural connection. Riding a thanator makes you a legend among the Na'vi.

Ikran Breeding Pair [200]

You receive a pair of ikran with the purpose of establishing a breeding line under your care. The pair is already bonded to each other and will breed successfully, producing offspring approximately once every year. The juveniles can be bonded to others you choose, or raised and trained as you see fit.

AMP Suit [200]

A Mk6 Amplified Mobility Platform equipped with a GAU-90 30 mm cannon on one arm and a combat knife the size of a child in the other. The suit responds to your movements perfectly and includes full life support. You receive training on its operation and maintenance.

Avatar Body [200, Free for RDA Scientists]

You receive a custom-grown Avatar body that's genetically matched to your neural patterns. The Avatar is in peak physical condition, represents your physical characteristics but Na'vi-sized, and has all the natural capabilities of the Na'vi: enhanced strength, agility, the ability to breathe Pandora's atmosphere, and a neural queue for forming tsaheylu. It also comes with a private link unit. When not in use, the Avatar is maintained in an induced coma state that requires minimal resources. RDA Scientists get this free as part of the program; soldiers must pay full price since Avatar bodies are expensive and not standard military issue.

Link Unit [200, Requires Avatar Body]

A portable consciousness link device that allows you to transfer between bodies anywhere, not just at a link station. It's the size of a briefcase and can be set up in minutes. This gives you freedom to explore as an avatar without being tethered to RDA facilities.

Amrita [200]

A supply of the age-reversing, regenerative compound derived from Pandoran wildlife. One dose can heal severe injuries, reverse aging by several decades, and cure most diseases. You receive one dose per month.

Scientific Laboratory [200]

A fully equipped mobile laboratory for studying Pandora's biology, chemistry, and ecosystem. This is a modular setup that can be deployed anywhere, with equipment for DNA analysis, chemical testing, microscopy, data processing, sample storage, and more. The lab runs on solar power supplemented by battery backup, repairs its own equipment slowly, and has supplies that replenish monthly.

Unobtainium Supply [200]

A secure container holding 10 kilograms of refined unobtainium, worth $200 million on Earth. This room-temperature superconductor is invaluable for advanced computing, power generation, and magnetic levitation. The container refills with 1 kilogram per year.

Stereolithography Plant [400]

An automated manufacturing facility with metal 3D printers capable of producing complex machinery, including AMP suits, in about 24 hours. The workshop includes design software, raw materials storage, and enough feedstock to build one major item (like an AMP suit) per week. The feedstock regenerates automatically.

Mobile Operations Base [400]

A modular base facility that can be deployed anywhere on Pandora. This is a self-contained living and working space: sleeping quarters for a dozen people, a common area, a fully equipped kitchen, a medical bay, a communications center, link units for avatar bodies, an armory, and a workshop. The base is pressurized for human habitation, climate-controlled, and powered by generators that never need refueling. It repairs itself from damage slowly, and is sturdy enough to withstand attacks from most wildlife.

Samson Gunship [400]

An SA-2 Samson tactical transport and gunship. This versatile aircraft can carry troops, provide close air support, and operate in Pandora's magnetic interference zones. Comes with a full weapons package, infinite fuel, and slowly repairs itself. Comes with a manual.

Dragon Assault Ship [600]

A C-21 Dragon heavy dropship, also known as the largest and most powerful aircraft in the RDA arsenal. It can carry multiple AMP suits, dozens of troops, and enough firepower to level a mountain. Includes full armament and a crew of loyal, competent personnel.

Avatar Program Archive [600]

You receive the complete technological infrastructure and knowledge base of the Avatar Program. This includes: the manufacturing equipment and growth chambers for creating Avatar bodies, the resources for creating ten avatars, the genetic engineering specifications for blending human and Na'vi DNA, the neural interface technology that enables consciousness transfer, the link units and supporting hardware, comprehensive medical equipment for monitoring and maintaining both human and Avatar bodies, and all the computational systems that manage the process. The archive also includes complete technical documentation, research papers, manufacturing specifications, training materials, and troubleshooting guides. You could recreate the entire Avatar Program from scratch, adapt the technology to create hybrid bodies of other species, or research improvements to the existing systems. The equipment is compact and modular, and can be set anywhere.

Unobtainium-J [600]

A unique isotope of unobtainium that can mimic the properties of any rare or exotic element you need. Need plutonium? It becomes plutonium. Need Element Zero? It transforms into it. Spice of Arrakis? You've got it. Of course, you can only create exotic elements from the jumps you travelled to. You receive 1 kilogram that regenerates at a rate of 100 grams per week.

Tree of Souls [600/400]

Your very own Tree of Souls, also known as the most sacred site of the Na'vi. This massive willow-like tree is a primary connection point to Eywa's consciousness, capable of facilitating consciousness transfers and storing the memories of the departed. For Na’vi, this is your clan’s sacred tree, and it stores the memories of your ancestors. When you visit this place and form a connection, you can commune with the past and seek wisdom from those who lived before. It adapts to whatever world you bring it to, either connecting to existing planetary consciousness or creating a neural network among nearby life. For **400 CP** you gain a sapling that takes 10 years to mature.

ISV Venture Star [800]

Your own interstellar vehicle, identical to the ship that brought the RDA to Pandora. This massive spacecraft uses antimatter engines and rotating sections for artificial gravity. It can carry hundreds in cryosleep, extensive cargo, and even smaller ships. The vessel is yours, fully crewed with loyal personnel, fueled, and ready for interstellar travel. You are now a power unto yourself.

Eywa [1000]

You receive an entire Pandora’s worth of neural-network-capable life.
This includes the trees, plants, and fungal and root networks that create a planetary consciousness, as well as the neural-queue-bearing creatures that connect to it. When brought to a new world, this network slowly spreads (taking 10 years to cover an Earth-sized planet), creating a living, thinking ecosystem connected through biological neural pathways. Eventually, the entire planet becomes "alive" in the same way Pandora is, complete with a guiding consciousness that protects balance and harmony. This is the power to transform dead worlds into living ones.

Companions

Recruit Anyone [Free]

Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1, 200 CP for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. They do not get Item Stipends or Ship Builder stipends. You can also import any companion you bought here for a CP stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.

Neytiri [50]



Neytiri was raised knowing exactly who she was supposed to be. She spent her childhood learning how to be a great hunter and a fierce warrior, trained in the ways of her clan. But then her sister was killed by humans at the school of Grace Augustine, and this changed her forever. She learned that the Sky People were not merely ignorant outsiders, but a genuine threat to her people and her world.

So she picked up her bow and became one of the most dangerous warriors the Omatikaya has ever produced. She's now terrifying in combat, strong enough to drive arrows through vehicles and fast enough that you lose track of her in the forest.

But despite her hatred and mistrust of the sky people, Neytiri still believes in the teachings of Eywa, and those teachings shape every choice she makes. She does not kill without reason, nor does she fight for cruelty or conquest. To Neytiri, violence is a burden taken up only to preserve balance and protect what cannot defend itself.

If you recruit her, you get a warrior who embodies everything the Na'vi are. She will absolutely call you out when you're being stupid, disrespectful, or blind to what's in front of you. She also doesn't tolerate any disrespect toward Na'vi culture, Eywa, or her people, and if you cross certain lines, she will cut you out of her life without hesitation or regret. But if you prove yourself worthy of her trust, she will stand between you and anything that threatens your life. She will push you to be better because she cares too much to let you settle for less than you could be, and in those rare quiet moments when the fighting stops and the forest is peaceful, you might see the softer side she keeps hidden.

Earn her trust, and she will fight for you.

Dr. Grace Augustine [50]



Dr. Grace Augustine is possibly the most brilliant xenobiologist humanity has produced, and she'll be the first to tell you that. She's spent decades studying this moon, founded the Avatar Program from the ground up, established schools to educate Na'vi children until the RDA's shortsighted violence got some of them killed, and has been fighting a war on two fronts ever since: against the ecosystem trying to kill her, and against the corporate and military incompetence that's somehow more dangerous.

She smokes constantly despite knowing exactly what it's doing to her lungs. She swears with the creativity of someone who's spent too much time around marines and not enough time in polite academic circles. She has absolutely zero patience for fools, bureaucrats, or anyone who views Pandora as just a resource to exploit rather than a living world worthy of study and respect. And she runs the Avatar Program while fighting constant battles with administrators who see science as a cost rather than an investment, with military brass who view her work as cover for intelligence gathering, and with corporate executives who care more about quarterly unobtanium yields than preserving the most remarkable ecosystem humans have ever encountered.



But beneath the sarcasm and chain-smoking is someone who genuinely cares about Pandora and everything that it represents. She fights not for glory, not for recognition, but because she understands what will be lost if the wrong people win.

So if you can handle that, you get someone whose scientific knowledge of Pandora is unmatched by any human alive. Just be prepared for brutal honesty if your plans are completely stupid. And if you care about the things that matter, if you're genuinely trying to do something meaningful on this moon, you'll find that she is one of the best allies you could possibly have.

Just don't disappoint her. She's been disappointed by humanity too many times already.

You can choose to have her avatar version instead of the human one.

Colonel Miles Quaritch [50]



Colonel Miles Quaritch is one of the toughest motherfuckers alive, and he doesn't waste a second telling anyone that fact. He's got scars from the Pandora wildlife and the kind of thousand-yard stare that comes from seeing too much death and causing quite a bit of it himself. He's the head of security for the RDA's entire Pandora operation, which means he's responsible for keeping several thousand civilians and corporate personnel alive on a moon where literally everything is designed to kill humans.

He's good at his job. Extremely good. He's a tactical genius who understands combined arms warfare, asymmetric combat, and how to operate in hostile territory with limited resources. Send him anywhere, and Quaritch will take everything trying to kill him down with him. He knows the terrain, the enemy, and how to exploit both to maximum effect.



But what makes Quaritch truly dangerous isn't just his combat capability; it's his charisma. When he speaks, people listen. When he gives orders, people follow. There's something about him that inspires absolute loyalty in his troops. And he uses that loyalty to his benefit, because in his mind, he's fighting for something bigger than corporate profits or his own career. In his mind, he is fighting for humanity's survival. Earth is dying, and the Na'vi are sitting on the solution to Earth's problems while using it for nothing more than floating mountains and tribal decoration. To Quaritch, that's completely immoral. And if he has to do everything it takes to help humanity, he won't hesitate.

If you work with him, you get one of the most capable military commanders in human space. He'll train you hard because he doesn't believe in coddling, and he will push you past what you think your limits are because he knows you can do more. He'll challenge you constantly, questioning decisions that seem weak or sentimental, pushing back against anything that prioritizes idealism over practical results.

And in the end, when you become stronger, sharper, and more capable than you imagined?
You'll thank him for it.

You can choose to have his avatar version instead of the human one.

Varang [50]



Varang is Ash People: Na'vi from the volcanic wastelands where the ground burns, the air chokes you, and survival requires killing weakness before it kills you. But calling her "Ash People" is too gentle, too neutral, because Varang isn't just a survivor of harsh conditions. She's something darker, something that took those brutal circumstances and used them as justification to become exactly what she wanted to be: someone with power and no conscience limiting how she uses it.

She grew up watching her clan struggle for resources, watching the weak die and the strong take what they needed, and instead of mourning that reality, she embraced it. She learned that power is the only truth that matters, that mercy is weakness that gets you killed, and that anyone too soft to do necessary things deserves what happens to them. She became a warrior not to protect her people but to dominate them, and she became their leader, showing exactly what happens to those that oppose her.

She's terrifying in combat, but not in the way most warriors are terrifying. She doesn't fight with grace or honor or any pretense of respecting her opponents. She fights to cause pain, to break people physically and psychologically, and to make examples that others will remember. Her favorite method is to connect queues by force, violating others with her will and forcing them to submit.

What makes her genuinely evil rather than just harsh is that she enjoys it. She takes pleasure in watching the strong crush the weak, in seeing traditional Na'vi realize their spiritual beliefs mean nothing against pragmatic violence, proving that Eywa's supposed balance is a lie told by the weak to console themselves. She's turned her back on the Great Mother deliberately and completely, viewing connection to nature as a weakness that limits your willingness to do what's necessary.

She's evil. Genuinely, deliberately, unapologetically evil. And if you recruit her, you need to be very sure you can control what you're unleashing, because Varang serves her own interests first and always, and her interests include accumulating power, crushing those she views as weak, and remaking the world into something that reflects her belief that strength is the only virtue and mercy is the only sin.

And yet, even in her darkest acts, Varang is unforgettable. Her beauty is a weapon in itself, and those who see her cannot look away, even as they understand she will consume them if given the chance.

Drawbacks

Canon Character [Free]

You can assume the life of any character that matches your origin.

Expanded Universe [Free]

You can choose if the expanded universe of Avatar (comics, games, and graphic novels) is canon or not. Choose wisely, as this will change a lot of the things you will experience here.

Before the Fall [Free]

You can choose to arrive during the events of the prequel comics, before the tragic incident at Grace Augustine's school. You have roughly two years before everything falls apart.

Hollywood Sequel [Free]

If you wish to do so, you may travel directly to the events of the Way of the Water movie after the events of the first Avatar movie happen (if, of course, you did not butterfly away the plot). Which means you'll deal with the Sully family's ongoing conflicts, the return of human forces, the reef clans and their way of water, and the events of the third movie, which was released practically yesterday. Have fun!

Supplement Mode [Free]

This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

Going in Blind [+100]

The memories of the Avatar films fade from your mind like a half-remembered dream. You retain general knowledge that you're on an alien moon called Pandora and that there's conflict between humans and Na'vi, but all the specific plot points, character motivations, and crucial story beats are lost to you. Good luck!

Bitter Rival [+100/+200/+400]

Someone has marked you as their enemy, and they won't rest until you're defeated, humiliated, or dead.
For **100 CP** they are a skilled warrior or a marine with a personal grudge. They're competent and determined, but nothing superhuman. For **200 CP** they are someone on the level of Tsu'tey or a veteran RDA officer. They're extremely skilled, respected by their peers, and have resources at their disposal. For **400 CP,** your rival is on par with Quaritch or the Olo'eyktan of a major clan, being a legendary warrior or cunning leader with significant influence and power. All of them are dangerous and won't limit themselves to fair combat.

Small and Weak [+200]

You're significantly smaller and weaker than typical for your species. If you're human, you're short and not particularly athletic, even by human standards. If you're Na'vi, you're barely over two meters tall instead of the typical three meters. Everything is harder: climbing requires more effort, fighting puts you at a severe reach disadvantage, and keeping up with others during travel exhausts you faster. You need to be smarter, faster, or better trained to compensate for what your body lacks. This will also affect your Avatar if you are a Human.

Going Native [+200]

All your out-of-jump powers are disabled. You're starting fresh on Pandora with only your native abilities and purchased perks.

Manhunt [+400]

Either the RDA or a major Na'vi clan has identified you as a significant threat to their operations and has issued orders for your capture or elimination. Their forces will engage on sight, and regular patrols will hunt you across the region. Both of them have resources, patience, and no intention of letting this go.

Time Extender [+100]

You can extend your stay here for another ten years. This can be taken multiple times. You can only gain 400 CP with this drawback.

Unresolved Past [+400]

You can't escape what happened. Maybe it was losing family to the RDA's bulldozers, watching Hometree fall and crushing people you loved, following orders that resulted in civilian deaths, betraying someone who trusted you, or some other trauma that carved itself into your soul. Whatever it was, it defines everything you are. The guilt and the anger push you to revenge or resolution, and the only way to escape from this path is confronting what happened. To deal with this, you will have to change yourself for the better and make peace with what happened. Until then, you are trapped in the past.

Wrath of a Goddess [600]

Pandora itself has rejected you, and this is spiritually devastating regardless of your species. The neural network doesn't respond to your presence. Animals are more aggressive toward you than they should be. Even the plants will not help you. If you're Na'vi, this is the ultimate curse, for you will lose the ability to form tsaheylu. If you are a human, you will live in complete danger during your stay here. This can be fixed, but only through a genuine spiritual transformation that addresses whatever caused the rejection, and possibly sacrifice that demonstrates commitment to Pandora despite receiving nothing in return.

The Sky Will Fall [+600]

The RDA is preparing something catastrophic that will threaten Pandora's entire ecosystem. Maybe it's orbital bombardment, biological weapons, or who knows what else. Whatever it is, it will devastate everything in its path: forests will burn, rivers will be poisoned, and wildlife will die in unimaginable numbers. And it will be up to you to stop it. Stopping this will require infiltrating the highest levels of the RDA, sabotaging critical military infrastructure across multiple facilities, or somehow orchestrating a defense that accounts for weapons the Na'vi can barely comprehend. This is a jump-spanning threat, and the RDA is competent enough to not just let you waltz in and sabotage their doomsday weapon.

Na’vi Exclusive Drawbacks

Youngling [+200, Na'vi Only]

You are as incompetent as a newly awakened Avatar driver, which is to say you don’t actually know how to be Na’vi despite having a Na’vi body. You don't start with the Hunter's Path skills. You don't know how to hunt, track, use a bow, form tsaheylu properly, or survive in Pandora's wilderness. You have the physical capabilities of Na'vi but none of the cultural knowledge or practical skills. You must learn everything you need to survive from scratch, which puts you at a severe disadvantage compared to other Na'vi who grew up with this knowledge.

Uniltaron [+200, Na’vi Only]

You dream with Eywa, receiving visions and prophetic dreams. This may sound useful at first, but the visions will come at the most inconvenient times and be completely disorienting to you. Interpreting them correctly will also be challenging, and sometimes these visions are so powerful they leave you physically and emotionally exhausted. The Na’vi see this as a gift from Eywa, and you will be expected to act on what you see.

Exiled [+200, Na'vi Only]

Your clan has cast you out for a serious transgression that you have committed, and now you are exiled even from your hometree. You have no clan, which means no community, no support network, and no place you truly belong. Other Na'vi view you with suspicion or contempt. You might be able to earn redemption through extraordinary deeds or find acceptance in another clan, but that requires proving yourself worthy (who will be skeptical of an outcast). Until then, you are truly alone in this dangerous world.

Mutilated [+400, Na’vi Only]

You have lost your queue, and your very bond with the world has been severed. You cannot bond with the ikrans or direhorses, cannot connect to the Tree of Souls, and cannot feel Eywa’s presence. Even the other Na’vi regard you with pity and horror, for to them you are spiritually dead while still breathing.

Human Exclusive Drawbacks

Blue Hatred [+100, Human Only]

You despise the Na'vi with an irrational, burning hatred. Maybe you lost someone to a Pandoran creature, maybe you buy into the corporate propaganda completely, or maybe you just can't stand the "tree-hugging aliens." Whatever the cause, you view the Na'vi as primitive savages standing in the way of progress, or worse: as animals that need to be exterminated. This will stop you from making alliances with any Na'vi during your stay here, and will alienate you from many scientists of the RDA who aren't racists.

Dreamwalker's Curse [+100, Human Only]

If you're using an Avatar body, you can only stay in it for twelve hours at a time before you must return to your human form to sleep. You also need to spend at least six hours per day in your human body, or you'll start suffering disorientation, memory problems, and eventually neural damage.

Heart of the Forest [+100, Human Only]

You find yourself deeply, profoundly moved by the Na'vi and their way of life, and the thought of harming them fills you with revulsion. You cannot bring yourself to kill a Na'vi under any circumstances, and seriously injuring one requires immense willpower.

Avatar Dependence [+200, Human Only]

Your human body is severely disabled or injured. You can only truly live through your Avatar. If something happens to prevent you from linking, you're trapped in a body that can barely function.

The Company Man [+200, Human Only]

You owe the RDA. Maybe they paid for your education, covered massive medical bills, or extracted you from legal trouble. In exchange, you signed a contract that essentially makes you corporate property for the duration of your stay on Pandora. Refusing direct orders can result in termination of employment and being shipped back to Earth or worse, if you've seen too much.

The Balance Demands [+400, Human Only]

Eywa is alive, and it demands balance. Every action you take that harms Pandora's ecosystem will bring immediate consequences to you: disrupt a sacred site, and wildlife attacks will follow. Destroy plant life carelessly, and you find yourself lost in dangerous territory. Kill animals unnecessarily, and predators will begin to stalk you. Naturally, this will make you pretty unpopular with the RDA, but hey, you can call it a righteous cause if it makes you feel better.

Neural Damage [+400, Human Only]

Something went wrong during a consciousness transfer, and you suffered brain damage. Now you experience frequent memory glitches (remembering things your Avatar did as if your human body did them), moments of disorientation where you forget which body you're currently in, and sensory disconnection where you can't feel your limbs properly. The damage is permanent but manageable, which means you'll have to learn how to function with this.

Ending



It's been quite a thrill, hasn't it?

You've dodged trouble, made some friends (and enemies), and maybe even learned a thing or two about surviving on Pandora. Whether you came out on top, got burned, or just barely scraped by, it's been one hell of a ride.

Take a breath, look back, and enjoy what you've built, because nothing here ends quietly, and nothing you did will ever really be forgotten.

Now you must choose:

Stay [+500]

Pandora has become your home, and you've found your place among its people.
Maybe you've become the Tsahik of a clan, guiding them through changing times while maintaining balance with Eywa. Maybe you have joined the RDA's scientific efforts, studying this remarkable moon for the rest of your life and protecting what knowledge you can from corporate exploitation. Or perhaps you've built something new, finally connecting humans and Na'vi together rather than letting them destroy each other.
Whatever path you choose, you'll spend the rest of your days on this beautiful, deadly moon, and among its floating mountains. You're part of Pandora now, connected to Eywa or fighting to understand her, and the forest will remember you. Here, take these **500 CP** to help you settle into your new life. Your chain ends here, but beneath Pandora's bioluminescent canopy, it's not a bad place to end it.

Go Home

You've learned what you came to learn and experienced what you needed to experience. Time to return to the world you left behind, bringing with you the lessons of Pandora. Earth will seem smaller compared to what you've lived on Pandora, and you'll never quite stop hearing Eywa's distant song in quiet moments.

Go Forward

The universe is vast, and Pandora is just one moon among infinite worlds. Carry with you everything you have experienced, and let it shape who you are next.

I see you, and good luck.



Changelog and Notes

V 1.0 - First Version.

If you transfer your consciousness to an Avatar body, it becomes an alt-form post-jump.