Welcome to the World of the Avatar!

This is a world filled with martial arts, elemental manipulation, politics, war and spirits. You may be aware of the basics but when you look closer you may find that things seem a little bit… different here than usual, perhaps Aang isn't as happy go lucky as normal or the gaang has a new member, maybe Prince Zuko has been on a journey of spiritual enlightenment and moonlights as the Blue Spirit to right wrongs.

When it comes down to it this is actually the Avatar Fanfiction Jump.
As a welcome gift you may select one of the four classical elements to wield, with the superhuman physical conditioning inherent to Chi users and take
1000 CP to get you started.

You may select your choice of the following five origins, and your Age and Gender are up to you. Additionally you may choose to begin in any place you like during any Avatars era.

Who are you?

The Wandering Stranger - *No one knows from whence you came, perhaps you can help guide these lost people to a better future?*
The Spiritual Bender *- The path of enlightenment is long and difficult, but it is a worthy one to walk.*
The Scientific Bender *- These fools wrap everything up in spiritualism but you know that it can all be explained and improved scientifically.*
The Experiment *- Your life may have been an agonizing one but you are now free and can guide your own fate.*
The Dependable One *- Leave the overly complicated plots to the younger ones, you know that sometimes the simple solutions are best, and even when it's not you still know what to do.*

The Wandering Stranger

"It is important to draw wisdom from different places." 100 CP - Helps blend into local cultures and gives enough information to speak the language and integrate yourself as if you had grown up in that culture, carries into future jumps.

*"**Life happens wherever you are, whether you make it or not.**"* 200 CP - You have a great map in your head, almost never getting lost and finding places that you are looking for, you also have survival training and can find a nutritious meal and safe place to rest anywhere... even if it just means you found a local and they were willing to help you if you do some chores.

"It's just the natural order of things." 400 CP - Prevents unintentional butterflies from effecting the plot, while still allowing for deliberate changes.

"Stop! Stop it right now!"600 CP - You can selectively dampen nearby supernatural phenomena and are resistant enough to them that it would take Gods or the equivalent to actually harm you that way. This functions as an area of effect that reduces any supernatural effect that you desire.

The Spiritual Bender

*"**You are not the man you used to be.**"* 100CP - You are fairly fit and can get by on very little sustenance, like a Monk. It is difficult for you to get out of shape and a little exercise will bring back to fighting trim, meanwhile lack of food, drink, or sleep won't even begin bothering you until long after it would kill a normal person. You are also resistant to exposure, with environmental extremes doing little to hinder you.

*"**The true mind can weather all lies and illusions without being lost.**"* 200CP - You seem to be able to understand and be understood by anyone capable of communication, at first this is very basic but if you put in time and effort you can be sure that there will be no misunderstandings. This applies to people, spirits, sufficiently developed animals, and even nature to an extent.

"*The true heart can touch the poison of hatred without being harmed.*" 400CP - As long as you are not a target or the cause of the problem people are willing to allow you to attempt to arbitrate disagreements. This is a supernatural form of truce, with all sides being willing to sit down and talk out their grievances for as long as you make a sincere effort to broker peace between them, and they will accept an unbiased ruling from you. This does not however guarantee that they will be willing to give up unless one side or the other makes a generous concession towards reparations.

"*Knowledge of the arts belongs to us all.*" 600CP - You can Bond with the local natural energy to form an artificial spirit and allow you to do the sort of massive stuff that even Avatar's usually require the Avatar State to accomplish. This explicitly allows you to scale up supernatural effects from a tactical to a strategic level.

The Scientific Bender

"*You're like my sister.*" 100CP - You are extremely innovative, MacGuyver would approve of how you can take what is available and make something useful from it. With some time to polish the design you can skip most of the prototype phases and have a streamlined and useful product. As a side benefit you are great at integrating supernatural powers you have access too into technology.

"*Everything always came easy to her.*" 200CP - Work Smarter, not Harder by Doing More with Less, you are extremely efficient with your Bending to the point that you use as little as a tenth as much energy and effort to accomplish an action as another person would. This will apply to other forms of supernatural energy as well. This also allows mechanical precision for small scale or well practiced effects.

"She's a firebending prodigy and everyone adores her." 400CP - You quickly learn how to harness your abilities, becoming a master in the time it takes most to learn the basics, and you have a gift for teaching it as well. As long as the student is capable of learning the lesson and puts in the effort they will learn ten times faster than they would have otherwise. This applies to every form of supernatural power you have, as well as otherwise mundane efforts like athletic or scholarly pursuits.

"I've always had to struggle and fight, and that's made me strong." 600CP - You are capable of creating entirely new fields of bending like Toph did for Metal Bending and even learning and refining existing fields like the Fire

Nation did Lightning Bending by Korra's time. This also applies to sub-fields like Sand Bending or Crystal Growth from Earth Bending.

The Experiment

“And now you have come at the crossroads of destiny.” 100CP - You may choose a sub-specialty of your Bending style to be extremely gifted in after the experiments, such as Combustion for Fire or Sound for Air. You may purchase this again for other sub-specialties as long as you have the appropriate Bending style they correspond with. Alternatively you may perceive your surroundings through your element, perhaps you have a tremorsense like Toph or you can ‘see’ heat even through walls. You need only purchase this version once to benefit all Bending styles that you possess.

“It’s time for you to choose.” 200CP - You have an unnatural vitality, what would have nearly killed you before the experiment would barely hurt you now. Additionally you recover your natural and unnatural energies ten times faster or have ten times as much. You may purchase this again for the other benefit.

*“**Only once every hundred years can a Firebender experience this kind of power.**”* 400CP - You may purchase a second Bending style due to the extensive experiments you have undergone. You may purchase this again to get more styles at a discounted rate.Energy Bending is not available from this Perk, it requires its own Perk to gain.

“**My own mother thought I was a monster. She was right of course…**”
600CP - Psychic Bending, no need for gestures, materials or words to use your power, just use your intent and extra power. This applies to all forms of supernatural powers you may have.

The Dependable One

“There is nothing wrong with letting the people who love you help you.**”** 100CP - You give the best advice. People seem to unload their issues to you more than should be normal, luckily you seem to be good at shaping how they resolve these issues to both benefit them and yourself without seeming to manipulate them at all. Even if you don’t use this actively people seem to resolve their problems in a healthy manner with little interference on your part giving you a reputation as a great listener and good guy.

“It is important to draw wisdom from different places. If you take it from only one place, it becomes rigid and stale.” 200CP - You have been around the block for a while. Not only are you a skilled soldier but you are also a grandmaster at a useful trade, are a highly educated scholar with knowledge of many fields that you could find relevant. In this and future Jumps you may choose a military job, a civilian trade, as well as three hobbies and five areas of academic study to be considered a master at.

“The coin is appreciated…but not as much as your smile.” 400CP - You’ve got friends in strange places. You can usually find common ground with some influential individuals and can build on this to trade favors relating to this shared common ground or as payment for a prior favor, even if by all rights you should

be mortal enemies. You can also usually find a good partner to enjoy a game or drink with.

"The glow is the combination of all your past lives. Focusing their energy to your body." 600CP - You mentored under a Lion-Turtle and learned Energy Bending. Even better you have codified an actual style from what you learned that can be passed on easily compared to the old method of Guru's and their decades long enlightenment methods of training singular skills from Spirit Bending. This also grants access to certain advanced conceptual techniques generally attributed to the elements due to them actually being Energy Bending techniques that certain elements have an affinity for, examples being Astral Projection for Air, Material Transmutation for Earth, Scrying for Water, and Chi sharing for Fire.

Items -

Items are discounted for each origin, 100 CP items are free instead. You may import similar items as desired.

Wandering stranger -

100 CP - Candy - This is a seed of Gemmomite, a sweet rock crystal that is safe for human consumption with a texture you like. Normally used to train Earth Benders in the delicate art of Crystal Growth this will still grow at a reduced rate on it's own. You may flavor it by soaking the remaining shards in fruit juice (or soda) to spark the next growth cycle.

200 CP - Dosh - You always seem to have enough money on hand to cover your expenses so long as you are not being frivolous with your purchases.

400 CP - Map - This is an accurate map that when opened shows a path to your next well known destination. While using it you seem to stumble across beautiful sights and interesting events. You will have several small adventures that pose no real harm to you and will make many friends by helping them along the way. Strangely, people following you seem confused by your movements and can't seem to grasp your destination unless you personally tell them.

600 CP - Library Card - This door attached to your Cosmic Warehouse leads into Wan Shi Tong's Library where his subordinate spirits gather all information and preserve it. In future jumps they will have access to each world in your chain so he is quite happy with the arrangement and is willing to overlook behavior that would have incensed him before. He is a good conversationalist and can generally lead you to the most correct decision or at least the one you will regret the least. In other jumps he will look and behave like the late Earl Hindman did during his role on Home Improvement during all conversations you have with him and the subordinate spirits can lead you to any book you desire and help you research. They will look like fairly attractive twenty-something librarians.

Spiritual -

100 CP - Golden Compass - This compass will point you to the nearest place that you can do the most good by helping out with a problem or mediating a conflict.

200 CP - Packed meal - This small bundle may be unfolded to reveal enough food to feed everyone you sit down to eat with. It is fairly plain but very tasty and nutritious. It adjusts to any dietary concern and will have a few favorites for each person who joins the meal. You will often find others joining you when you set it up, even if it is an enemy they will not be violent and will provide a pleasant conversation and leave peacefully. You can fold all the remains back up into a small bundle to use this item again later.

400 CP - Scrolls - This set of scrolls will train the reader in their available forms of Bending up to a master level with dedicated effort, they also may be used to learn sub-specialties like Sand (Earth) Bending or Sound (Air) Bending. If a thread of Chi is fed into it you may unroll it to show any non unique form or technique that has ever been made and passed on which you could learn. In future Jumps this goes for any form of supernatural power you have.

600 CP - Relic - This small object is very potent spiritually, it corresponds to your elemental alignment, if you are a Water Bender then it is a vial of water while a Fire Bender will have an ember that will not extinguish. It’s presence will boost the aligned Bending of nearby allies and you may sacrifice it for a lunar cycle to perform a great boon for an aligned spirit.

Scientific -

100 CP - Lab - Any research performed here will happen much faster and not run into roadblocks, additionally you have a small stockpile of any needed materials for your experiments. You may not sell these materials despite how rare they may be.

200 CP - Focus - This piece of jewelry removes the need for gestures to use your abilities and assists your efforts. While wearing it you count as if you were using supernatural focus to achieve the very best effort you could accomplish even if you are barely paying attention. In future jumps this applies to all forms of supernatural power.

400 CP - Forced Growth Elemental Gems - While this gives you a handful of gems corresponding to your elements the important part is that you get the method that a heretical Earth Bender figured out to grow Crystals in the Blood of a Bender to allow them to perform acts of bending under the proper stimuli if a Bender has encoded it with a technique. The Earth Kingdom hunted him down like an animal five hundred years before your arrival on the orders of the Avatar of the time to preserve the balance of power but perhaps you might figure out a safe way to harness Bending industrially?

600 CP - Research Notes - These notes that you possess could rock the world, in them you will find a method to pass Bending to those who are not blessed with it. In future Jumps will be able to ignite the Spark for any inheritable form of power that you possess.

Experiment -

100 CP - Hooded Cloak - This item allows the wearer to pass unnoticed as an otherwise unremarkable individual even if enemies are searching for them when they put up the hood. Small children, non hostile animals and close friends are unaffected.

200 CP - Combat Tool - This item generates a small but steady source of your Element for Bending purposes, perhaps it is a lighter to reduce the strain of calling forth flame, a canteen that provides an endless trickle of water, a fanstaff to push the wind and glide or a bag that always has a few stones of your choice when you want them. This item will always be there when you reach for it and so can not be lost or stolen.

400 CP - Combat Stims - This formula, once made and taken boosts your supernatural energy and recovery by a magnitude until you next rest. Overuse can reduce them by a magnitude until you recover so be careful! In future jumps this will apply to all supernatural powers you possess.

600 CP - Experimental Data - These could be dangerous in the wrong hands. This journal that you grabbed while escaping the lab shows a method of implanting additional Powers into a person, here in this world it requires blood from a Bender of the Element in question and a few moderately expensive reagents but in future worlds you may use a similar method to transmit any inheritable form of power. The more forms of power you add to a single vessel the more complications arise however, Perhaps with trial and error you may fix this?

The Dependable One -

100 CP - Gear - A master-crafted weapon of your choice as well as a perfectly fitted set of armor in your desired style. These are strangely resistant to foreign Chi while assisting yours, both in focusing it to your purposes and storing it for later. They are indestructible and can be called to

you at will. You may choose to change their appearance each time you call them forth and in future Jumps they work this way with all forms of supernatural power you have access to.

200 CP - A legacy of your youth - You have the loyalty of fifty elite troops, a successful business related to your trade which runs itself, and the personal allegiance of five highly skilled specialists in knowledge or skill based fields of your choice. These scale to the Jump, being considered some of the best in the setting.

400 CP - A circle of friends to play with - You have a large group of well connected friends across the nations willing to do you favors. They will not directly commit treason (or rather, they won't act against what they feel is best for their people) or go against their morals but will try to accommodate you otherwise. In future Jumps you have similar allies in influential positions.

600 CP - A Vessel - This lavishly furnished craft requires no fuel and responds to your desires, repairs itself, is much faster than it should be, it is also really hard to track when you want, comes with a replenishing stock of food, drink and other supplies and has a lot more room than it might seem from the outside.

Companions -

Spirit Animal - 100 CP / 200 CP - You seem to have made a new friend! This critter has taken a shine to you and wants to follow you on your journey, the animals here are mixed up so choose two animals and mix them together to make your friend. For an additional charge they are as

intelligent as a young child and are capable of Bending One Element. The creature must have at least one thematic link to the Element they use, Diggers are Earth Benders, Lizards from warm climates are Fire Benders, Fliers or mountain dwelling creatures are Air Benders, and Fish or Amphibians are Water Benders.

A Familiar Face - 200 CP - You may select a Character and guarantee a good first meeting with them, at the end of the Jump they may choose to join you in your travels.

A New Friend - 200 CP - You may create a character of your own description, with 600 CP to spend on this document or it's attached Jump as they wish. They also receive a 400 CP Item Stipend.

Siblings - 400 CP - Strangely enough they are a set of identical septuplets, each differentiated from the others by the color they favor most, minor personality differences, favorite foods and their hobbies. You managed to get their identities straight within a few minutes of meeting them and amazingly never lose track of who is who, which has gained you their loyalty and friendship. They all share a Bending style and each have the first three Perks of The Dependable One, with each sibling having their own unique trade and fields of study related to it as well as their own sets of the first two Items for The Dependable One, one purchase of Dosh each, a Combat Tool or Focus for their Bending style and share the last two Items of the Dependable One as well as a singular Relic for their Bending style amongst themselves. In future Jumps they share a Companion slot and CP, with each benefiting from a Perk or item they choose among themselves.

The Whole Gang - 400 CP - You may import up to 8 Companions into the Jump, each with 600 CP to spend on this document or it's attached Jump as they wish. If you wish to import less, pay 50 CP less per individual Companion under the limit.

Lion Turtles - 400 CP - You will come across one of the surviving Lion Turtles and speak with them about spreading through your chain. They will not necessarily be Companions in the classical sense as they are their own people with their own goals. They may freely enter any Jump you take which doesn't explicitly lock out others and will spend their time wandering the setting and providing sanctuary to those individuals they deem worthy who need it. They will attempt to help these individuals through their own form of spiritual guidance based on their personal characteristics.

They are Spirits of great strength with the ability to pass safely anywhere they wish, noticed only by those they desire to perceive them. They may allow individuals to enter the city upon their shell which is a small world of its own, and those they do not allow entrance will only find that they can not affect those within. They require no food or drink, rest or even air, and may grant a small part of their power to others.

If they agree to go with you, they start with one for each element, and every form of magical or spiritual power you come across which they do not find abhorrent will soon have its own Lion Turtle bearer, with those which have easily divided categories having their own. Each time they

enter a new Jump they may slightly alter their own appearance and redesign the city upon their shell. You may Import them directly if you wish to give them access to CP but otherwise they will go their own way, and no form of persuasion or control will affect them outside of their plans.

If they do not wish to join you, you may use these CP for anything on this Document at a discount before you leave as a conciliation.

Drawbacks - There is no drawback limit.

Toggle - 0 CP - You may choose a specific fanfic to enter or you can choose which tropes this story will follow. You may also choose which bits of supplemental material to import into the setting.

Supplement Mode - 0 CP - You may use this document as a supplement to another Avatar Jump or you may attach it to another jump to introduce an Avatar background.

The Blind Bandit - 100 CP - Some people just don't let circumstances keep them down, and you seem to be one of them Jumper! Despite the lack of an entire sense you just keep going. Each time you take this you may seal off one of your senses and gain additional CP, keep in mind that while this may be worked

around somewhat (Perhaps by using feedback from your bending to compensate) you will not be able to regain the actual sense itself for the duration of the Jump.

...What the? - 100 CP - This is a world of very strange chimeric creatures. You will never expect this somehow, all the animals you meet will creep you out at first and you will always be surprised by any beast you haven't encountered before. Everyone else thinks you are strange if you bring it up.

Join the Armada - 100 CP / 200 CP - You will go down for your ship! This must only be taken if the story you have entered has a pairing that is personally abhorrent to you, you must fight fate itself for your favored pairing. If you take the higher ranked level of this drawback you can not access any supernatural charisma or other methods of convincing the characters and will find events themselves conspiring against your endeavors.

Lethe - 200 CP / 400 CP - Your memories of this setting are missing, the lowest level merely removes the specific story that you chose as the setting and the highest removes all Avatar related knowledge for everyone you import into the jump.

Obligatory Power Lockout - 200 CP / 400 CP - This shuts off any obvious perk, skill or power from outside the Avatar setting. The highest level removes the less obvious ones, reducing you to your Body Mod and whatever you have from this world.

Normal - 200 CP - You don't have any form of Bending for the duration of the Jump. You may still purchase them but not use them until after the Jump is over.

Scarred - 200 CP - You were horribly scarred in the past, perhaps you had a Bender attack you or you are the result of horrific experimentation. Either way you are not exactly pretty to look at and many people will judge you based on it.

Rude - 200 CP - You can't seem to grasp the intricate rules of etiquette and will end up minorly offending people often.

Specialized - 300 CP - Congratulations! You start off as skilled in your Bending as a grandmaster… well, a specialty of your bending at least. You can choose one

Sub-aspect of your Bending style like Sand Bending for Earth or Plant Bending for Water and no matter what you can not seem to grasp other aspects of your Bending during your time here, while you still can somewhat use the main element you are an idiot savant with talent and skill only regarding your specialty.

Homeless - 300 CP - You may not access your Cosmic Warehouse or equivalent during this jump.

Marked - 300 CP / 500 CP - You are wanted for a heinous crime Jumper! At the lower level only one government is seeking you but they are as relentless as Zuko was to catch Aang, at the higher level all governments are convinced that you are a truly heinous criminal and will stop at nothing to take you down, going so far as to even cooperate grudgingly. Either way you will need to choose a well connected individual, This person is the actual perpetrator and you will need to gather evidence proving it if you want to clear your name.

Courtly Intrigue - 400 CP/600 CP - The good news is that the Spirits are more organized now, with rules they must follow in interacting with humans and each other. The bad news is that this is because they have formed groups of their own with the assorted politicking that implies. Most Spirits fall into one of four courts - Spring for Earth, Summer for Fire, Autumn for Wind and Winter for Water - and will interfere more in the material plane in 'discrete ways' than before. Some Spirits like Koh the Face stealer are still unaligned of course. The higher tier will add an additional divide into these Courts along a Light/Dark axis, causing more trouble and raising the danger that humans will become involved for the worse.

Enemy - 400 CP (requires either Scientific or Experiment Origin) - You seem to have come into this world with an enemy waiting for you. If you are an Experiment then they have the full Scientific Perk tree and are well connected in the government, expect to be hunted by the best a government can afford to send after you. If you are Scientific however then either you or someone you know created an abomination that has escaped and is hunting you. They have 800 CP to spend in the Experiment portions of this document.

Hunted - 600 CP - You seem to have drawn the wrong sort of attention Jumper. A potent Spirit has decided that you are an interloper that is a risk to the balance, and as such will hunt you down in an attempt to… rectify this problem. They are a potent combatant, can lay curses to weaken or otherwise disadvantage you,

bless others to act in their stead, turn the spiritually inclined against you and can breach the veil between the mortal world and spirit world on occasion. If you manage to kill or permanently disable them allied Spirits will take up the cause.

Spirit Touched - 600 CP - You were touched by a Spirit at some point in the past, this has left you with an obvious difference to others that makes you seem exotic and a fair boost in power, perhaps even an ability or two related to them. This isn't really a good thing however, you will get tangled up in spiritual events far more often and are not as protected from them as other humans are, and your 'benefactor' will often call on you to accomplish tasks or quests for them even if it might lead to your death. If you rebel the Spirit will attack you to attempt to reclaim its power by force.

Choices

At the end of the jump you are faced with three choices.
Do you **Go Home, Stay Here, or Keep Going?**

Notes

Examples of elemental specializations / Techniques

Earth - Sand, Crystal, Metal, Lava, Mud, Liquefaction, Anything you could do with Solids.

Air - Pressure, Void, Sound, Gas (composition), ? Anything you could do in an atmospheric medium and some spirit stuff.

Water - Phase(vapor/liquid/solid state), Plant, Blood, ? Anything you could do with Liquids.

Fire - Lightning, Heat, Magnetism, Light, Refined(hotter, tightly controlled colored fire), ? Anything you can do with Energy in the material plane.

On healing…

All elements can heal but each element is better at certain kinds of healing and worse at others.

Water is great at healing soft tissue but takes days or even a week of treatment to deal with bones.

Earth is great at bones but kind of crap at soft stuff, it can however boost blood production and has a technique to 'petrify' a wound to stop it from getting worse... It does however slow the speed that the wound can heal at.

Fire excels at killing disease and parasites, and can accelerate natural healing a hundredfold, though that does cause a mild fever, boosts necessary caloric intake and leaves heavy scarring.

Air is the best at sustaining the soul, it calms emotional turmoil and can deal with curses as well as any mental disorder that you could medicate IRL, and has a method to stave off death as long as the technique is still being used by sort of keeping the soul in place.

Energy Bending is good at all of these, though a distant second in each, it is also the best at full recoveries as you are using the soul as a template to handle the fiddly bits, and souls desire to be whole and perfect in form...as a note body dysmorphia is due to the soul not matching the body and when treated this way it fully changes the body to match the soul.

On Energy Bending.

Yes, you can have it but... well it is poorly defined. You can give Bending styles you possess or take Bending away with it, You can learn to affect the Spirit World and Spirits themselves in the same manner that they can and that is about all we know. I'm thinking about having it also empower your actions and what makes you, well yourself, representing the crazy super human capacities of the natives. It would be a bit more free form than the elements but you could learn to protect yourself with a personal barrier, heal yourself or others, make weapons, armor or tools better at their job, form bonds with others that let you understand them, their feelings or find them at any given time, weaken yourself temporarily to empower others and more. I am looking for help in figuring out a concise way to explain all of that though.