AVATAR



RISE OF KYOSHI

Jump by Aehriman

Avatar Kuruk is dead. He leaves behind a troubled legacy. The Earth Kingdom, weakened by the Yellow Necks Rebellion, has largely withdrawn to its central provinces, leaving much of the Kingdom at the mercy of *daofei* - gangs of criminals. Fire Lord Chaeryu of the Green Fields has passed, and with him the abundance and fertility for which he was named. His heir, Fire Lord Zoryu, is hounded and undercut at every turn by his illegitimate half-brother. A number of pirates have gathered enough power and

notoriety to declare themselves the Fifth Nation and have both of the above sue them for peace. Corruption and crime are everywhere.

But like the cycle of the seasons, the Avatar Cycle begins anew, and in the dusty forgotten village of Yokoya, the Earth Sages discover Kuruk's reincarnation, a child with the potential to master the four elements and restore peace and balance to the world. So all hail Avatar Yun.

Well, the Earth Sages aren't perfect. So while a manor is built in Yokoya and the finest masters of the elements sent for to teach the new Avatar who has surprising difficulty bending more than his native element, all but one old Air Monk ignore the serving girl, daughter of two daofei, they assign to clean up after him.

Have **1,000 choice points** (cp) to purchase things for your adventure. You will live in this era for ten years, assuming you take no drawbacks to the contrary.



=== BACKGROUND ===

Nomad [**Free**]**:** A wanderer, a vagrant, you wake in this world with no history, no friends or enemies or resources. No innate knowledge of this world besides the language and what you've seen or read.

Civilian [**Free**]**:** A humble tradesman or farmer, perhaps a merchant or even a servant. You know how to get along in this world.

Warrior [**Free**]**:** You may be a member of one of the various armies, or even a more martial member of one of the lawless gangs of pirates and bandits that seem everywhere these days.

Noble [**-100 cp**]**:** Your parents are people of power and influence in your nation, and some of that has rubbed off onto you.

Criminal [**Free**]**:** It is an age of criminals, *daofei* and pirates roam almost unopposed. You may have been born into a gang, or maybe you found your way in later. Either way, you're a career criminal.

Master [**-100 cp**]**:** You have devoted your life to something. Perhaps bending, crime, spirituality, combat, even assassination or art. Either way, when the young Avatar needs a teacher or a wise mentor, your name is near the top of the list.

=== 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. It's 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.

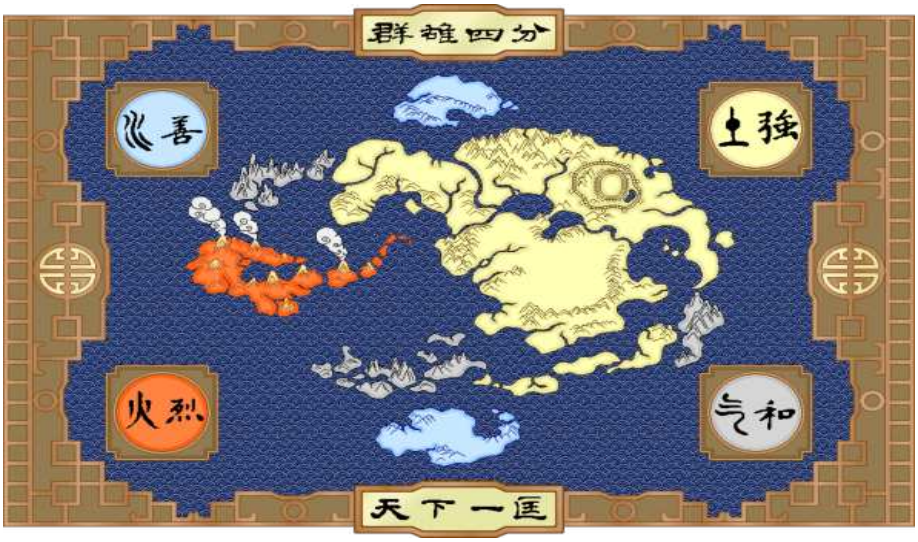
Water Tribe - Two tribes living on opposite ends of the world, at the frozen poles where water is all around. Don't let the name fool you though, the Water Tribes have cities and towns and all the trappings of civilization. But it is crucial to them, culturally, that each person know how to survive and 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. At this time, the Earth King is weak and rebels and bandits hold much of the outlying territories.

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 d8.

1. **Yokoya** - A forgotten town where farmers and fishers struggle to eke out a living. And most recently, the site of a mansion built for the Avatar and his teachers. May or may not be destined to become Kyoshi Island someday.

2. **Ba Sing Se** - throne city of the Earth Kingdom. Harshly divided by tall walls into rings of relative wealth and social status. There are no Dai Lee (Kyoshi would later found them) and the Earth King's rule is weaker than ever before.

3. **Agna Qel'a** - capital city of the Northern Water Tribe, made of ice with glorious canals. The city is built around a sacred oasis where the Moon and Ocean spirits endlessly circle each other in the form of koi fish.

4. **Southern Air Temple** - A remote mountaintop monastery, and a center for the Air Nomads. Kelsang hails from here, as Aang one day will.

5. **Royal Caldera City** - capital city of the Fire Nation, nestled within the caldera of a volcano and arranged like pie slices radiating out from the palace of the Fire Lord.

6. **North Chung-Ling** - for generations, people came to this sacred place in the Fire Nation where anyone could meditate and enter the spirit world (or, more cynically, hallucinate off volcanic fumes) but lately the magic seems gone. Now it's a tourist trap, full of carnies, fortune tellers and cheap charlatans, taking all the coin they can to stave off the town's slow but inevitable ruin. Who knows, perhaps you might find something real here all the same?

7. **Spirit World** - For generations it was claimed the Spirit World was a blank void, and parts are like that. Others are a vibrant wilderness, or barren desert. It is an entire world where mood is geography.

8. **Free Choice** - Lucky you! Pick one of the above, or anywhere else in the world.



=== FRIENDS ===

Animal Companion (free) Various Avatars have had animal companions, Kyoshi's turns out to be a fox. 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.**

Family Of Choice (-100 cp) Here purchase the right to invite any number of locals as Companions, to follow and aid you in your future adventures.

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 tunnelling 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 amush hunter striking from tunnels and pits, the *shirsu* 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.

=== ABILITIES ===

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

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.

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.

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.

Camper (-100 cp, free Nomad) Nothing like sleeping under the stars. Having to move around a lot, you naturally have learned how to make camp,

hunt, and generally survive in the wilderness. You know which plants and animals are edible and which are not, and this knowledge updates in future worlds.

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 even token leather armor renders someone all but invulnerable to these attacks.

Trade (-100 cp, free Civilian) You are skilled in one form of mundane craft or business, such as pottery, smithing, cleaning or even police work. Your experience is at least equal to that of someone who devoted themselves to the craft for twenty years. This may be taken multiple times for multiple trades.

Community (-200 cp, discount Civilian) You're a pillar of whatever community you happen to be in. You naturally and easily form strong bonds with people, as they do with you, and so you remember to check in when Old Lady Han hasn't been seen in a couple of days, and your neighbors are always happy to do you small favors or defend you when the *daofei* or authorities come.

Wheeling and Dealing (-400 cp, discount Civilian) There's a joke that the Earth Kingdom's people are always trying to conduct business or turn a quick profit. You may or may not hail from the Kingdom, but you know all about how business is done. You are skilled in negotiation, better at balancing books than the Avatar is at balancing the world, and know how to make corruption and backroom deals work for you instead of your foes. Honestly or crookedly, you know how to make your businesses flourish.

Fortune (-600 cp, discount Civilian) Unlike a certain family discussing cabbage futures, the spirits smile upon you. Luck is a beast no crown can escape but it always seems to work out in your favor. Your ventures succeed beyond all reason, your enemies' plots are foiled by the smallest turn of fate and whenever you gamble, you win. In a world where many people are lucky even to be born, you were born lucky.

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

Everything Is A Weapon (-200 cp, discount Warrior) You are phenomenally skilled at finding a martial use for anything, whether it's pulling bendable earth from paintings, entangling opponents with drapes, or destroying innards with a healing technique, you can find a tactical application for anything.

Keep The Peace (-400 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.

The Thirty-Six Stratagems (-600 cp, discount Warrior) Your grasp of tactics and strategy is almost unsurpassed. You know how to accurately measure your strengths, your opponents weaknesses, and use each to your best advantage. You have learned how to be indirect, subtle to the point of formlessness and mastered the use of misdirection.

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, wherever you wind up, and would never be so gauche as to publicly touch a Fire National's hair.

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.

Green Fields (-600 cp, discount Noble) It is believed the world over that when a righteous ruler seats the throne, the spirits smile upon them and their lands, and times of plenty and peace follow. Conversely, drought and famine are signs the ruler has lost the spirits' favor. You may not be righteous, but over all lands you rule, even just in name, the fields are bountiful and fish fill the sea so that men merely need cast out nets and bring them in full a moment later. Indeed, your territories seem destined for greatness, as sickness dwindles away, business ventures boom and matters of trade, diplomacy and even war are quickly, almost effortlessly, resolved in your favor. Winters are less harsh, the growing season lasts on and on, and natural disasters give you a miss. You could lift not one finger for your entire reign and be remembered for ages to come as a great ruler who brought about a golden age.

Thief (-100 cp, free Criminal) You know how to climb inside a third-story window, lift a coinpurse, pick a lock or run a grift. In short, you are highly competent in all manners of thieving.

Master of Disguise (-200 cp, discount Criminal) When the authorities know your face, it's best to get yourself another one. Like Amak, you can rapidly and easily disguise yourself. A moment or three out of sight, and you become an elderly washerwoman, or a mustachioed officer of the law. Your acting ability is no less impressive, making it far harder to connect your roles to your true self.

Assassin (-400 cp, discount Criminal) Amak, Le Gao, Yun in the second book… there are a lot of (paradoxically) famous assassins in this period. Well, you have the skills to stand among their number. You are a master of stealthy infiltration, can make or distill most common poisons and have built up an immunity to the same, know the places to strike a body to cause instant and certain fatality, and have hardened your heart to the act of killing.

Loving Uncle (-600 cp, discount Criminal) You have all the skills needed to run a *daofei* gang, or any other form of organized crime. Dropped unexpectedly inside a brand new city, you could likely be ruling its underworld two weeks later if you really put the work in. You know where best to acquire goods, what makes for a good hideout and how to win the respect of the outcasts and career criminals who become *daofei* in the first

place. The bonds of respect and loyalty you forge are ironclad. As a consequence, you also understand how best to undermine rival crime bosses, turn their subordinates against them, locate and hurt their operations.

Wisdom (-100 cp, free Master) Others see you as a figure of great wisdom, and perhaps you are. Wisdom, like intelligence, seems to be a catch-all term for a great many skills only tangentially related. You are uncommonly perceptive, with common sense, compassion and an understanding of your own character and flaws that surpasses your peers.

Sifu (-200 cp, discount Master) 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.

Immortal (-400 cp, discount Master) Le Gao claims to be around four thousand years old, a contemporary of Laghima and Shoken. He showed Kyoshi his meditative technique, focused on repairing or replacing the bits that wear out over time, and this likely had a lot to do with her own impressive lifespan. You know this agelessness meditation, and using it for an hour once or twice a week is effective. Moreover, you can teach it to others.

Sage (-600 cp, discount Master) 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 ABILITIES ===

Bender (-100 cp) 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.

Precise Bender (-200 cp) Like Lek, 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.

Overpowering Bender (-200 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.

Psychic Bender (-200 cp) It is by will alone you set the elements in motion. Like Jianzhu, your mastery of bending has developed in a direction where you can bend by thinking or willing it so as strongly as most benders can doing the motions with perfect form, though if you do fight with bending arts properly your bending will be even stronger.

Dust-Stepping (-200 cp) The secret technique of the Flying Opera Company. You can seem to fly short distances, by bending bits of dust and gravel into small platforms for your feet. And if you can't earthbend, no worries, waterbenders can mist-step just as easily, while fire and airbenders use jet-stepping. This can be exhausting though.

Diagnostic Flames (-100 cp, **Firebenders** only) A secret long passed down the Fire Sages, by filling your hands with fire and waving them over someone, you can gain a sense of their chi meridians. Waterbenders do something similar to heal, but as fire is most closely linked to vital energy, this method is far better at finding and diagnosing mental/spiritual damage, like curses, spiritual wounds or a damaged chi network.

Secrets of the Sun Warriors (-200 cp, **Firebenders** only) Like Rangi, or Azula centuries later, 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.

Shocking (-300 cp, **Firebenders** only) You have found within yourself a power that in this era only Xu Ping An possesses, the ability to bend lightning. Not only can you generate electricity by violently clashing your chi, you can redirect lightning.

Sensitive Scalp (-100 cp, **Airbenders** only) Airbenders can feel the air currents around them, and are especially sensitive to the breeze caused by fast motion. It is very difficult to attack you from behind, unless someone knows to go slow enough to be unremarkable.

Projection (-200 cp, **Airbenders** only) A rare skill among airbenders, you can leave your body behind to scout, explore, or communicate with distant people.

You Will Believe (-300 cp, **Airbenders** only) A skill known to be possessed only by the legendary Guru Laghima, almost four thousand years 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.

Liquefaction (-300 cp, **Earthbenders** only) You can, without heat, liquefy stone and other forms of earth, letting you bend earth like water, reshaping

it instantly to your needs, whether turning pottery to daggers or sinking enemies into the ground.

Energybending (-500 cp) Before the Avatar, people bent not the elements but the energy within themselves, a power you now possess. As such you can by touching someone's heart and brow chakras instantly impart knowledge, add or remove mental compulsions, purify, heal or inflict spiritual injuries, and grant or remove the power of bending or similar spiritual abilities. Your own spirit is rendered immune to corruption, unwilling alteration or damage. Finally, you may meditate to connect with your cosmic self and astrally project as a towering figure of light with the ability to shoot powerful beams of spiritual energy from your chest.

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.

Avatar (-1000 cp, must take **Responsible** drawback for no points) Fire, air, water, earth. It seems neither Yun nor Kyoshi is Wan's reincarnation. You are. 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.

To avoid disrupting the cycle, you can choose to have an Earth Kingdom background whatever your choices for discount purposes. Or not. Let the wise and the learned scratch their heads as the Avatar seems to skip one or more reincarnations.

=== 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) Turns out Kyoshi's war-fans were left to her by her mother, a renegade Air Nun turned bandit, who used fans to enhance the airbending that atrophied when she blatantly chose to embrace material wealth over spiritual growth. You have an unusual or signature weapon perfectly suited to your bending style of fighting.

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 Drop-In) 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 Drop-In) 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 Drop-In) A passport, ticket, reservation, backstage pass or otherwise whatever document you might need to prove you belong in a particular place. People are unlikely to question this unless you are acting almost comically suspicious.

Spirit Tree Seeds (-600 cp, discount Drop-In) 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.

Tools of the Trade (-100 cp, free Civilian) You have the tools and facilities, solid and well made, to carry out one civilian job. A carpenter would have a fine set of saws, knives and hammers, a fisherman a boat and nets, and so on. Can be taken multiple times.

Pai Sho Board (-200 cp, discount Civilian) The refined game of intellectuals, or the fast-paced game of street hustlers. You needn't fear, though, as this rigged board guarantees you will always make the best possible move to win. You don't even have to know how to play! Rubbing the one slightly off-color corner will toggle this effect on and off.

Pai Sho Tile (-400 cp, discount Civilian) 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.

Property Insurance (-600 cp, discount Civilian) Many things you purchase are explicitly fiat-backed. If damaged they will be repaired, if lost or stolen returned to you after a certain period of time, usually twenty-four hours or less. Many more things are not explicitly fiat-backed, and of course this does nothing for items you find, purchase or otherwise obtain within the Jump. No longer. By filling out an insurance form from this folder, anything you legally purchase or salvage becomes protected and will be restored to you, just as if fiat-backed.

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. The default slogan over the door is 'Preparedness Wins the Day.' You may change it if you wish.

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.

Residence (-200 cp, discount Noble) A luxurious mansion befitting one of your wealth and status, at least equal to the Avatar's Mansion in Yokoya. A banquet hall with the finest foods, extremely efficient and discreet servants and truly magnificent gardens. Matches the aesthetic of your nation, and updates in future Jumps to remain the height of luxury while blending in with the local culture.

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.

Dagger (-100 cp, free Criminal) A well crafted steel knife, bearing on one side the legend 'made in Earth Kingdom' and on the other 'Never Give Up Without A Fight.' It's virtue, however, is that it cannot be discovered by any search and will always be in its sheath when you reach for it, even if you dropped or threw it a moment ago.

***Shirshu*-Spit Darts** (-200 cp, discount Criminal) A pack of twenty darts dipped in the saliva of a *shirshu* and thus bearing the beast's potent paralytic venom. Anyone struck with one will be paralyzed for several hours. Refills every eight hours. Comes with free blowpipe.

Secret Tunnel (-400 cp, discount Criminal) Because a true *daofei* never lets themselves be cornered, every property you own has a secret escape tunnel.

It's also really handy for smuggling or storing illicit goods. The other entrance will never be found or used against you.

Vaults (-600 cp, discount Criminal) 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.

Sobriquet (-100 cp, free Master) Gravedigger, the Living Typhoon, even the Headmistress, if you know the context. The masters of this day and age all seem to have scary nicknames linked to massive casualties. Now so do you, and you can import that reputation, if not the specific deed that won the name.

Geomancy Kit (-200 cp, discount Master) The Air Nomads find the Avatar by offering children toys, seeing who picks all four belonging to previous Avatars. The Fire Nation does the same thing but with knives and swords and other weapons. The Earth Sages use this ceremonial compass and clay I Ching tiles. Toss the tiles into the air while thinking of someone, the ones that correspond to their personality will fall into a line. Take compass bearing, to the person you're looking for, move on and try again and in this way you can triangulate a person, homing in until it brings you to their door. It is, however, noticeably less effective when used on someone constantly on the move.

Library Card (-400 cp, discount Master) A card that summons a doorway to the Great Library of Wan Shi Tong. Each time you enter you must present some new knowledge, but in exchange you get free access to a nearly infinite library and spirit foxes to guide you to whatever information you ask of them.

Bending Scrolls (-600 cp, discount Master) 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 for a long weekend will develop bending in the style they spent the most time on.

=== DRAWBACKS ===

Born Victim (+100 cp) Criminals and bullies and thugs of all sorts seem to crawl out of the woodwork to target you.

Scarred (+100 cp) You have some scars that make you highly distinctive and memorable, like Kyoshi's lightning-burnt hands. Or Yun's grey and withered hand, Jesa's snake tattoos, etc.

Bad Hair Day (+100 cp) Air Nomads shave their heads to better feel the wind. In the Fire Nation, a shaved head indicates someone is an honorless dog and beneath contempt. A shaved head except for a topknot indicates

the person lost an Agni Kai and lives only because of the mercy of a better man. You have one of these two haircuts of shame, and cannot grow new hair. Anyone even vaguely conversant with Fire Nation tradition (meaning, anyone educated or traveled) will know your shame, yes, even if you're an Air Nomad they will be able to tell.

Darker and Bloodier (+100 cp) Even at its lightest, Avatar had genocide and war and suffering, balanced with funny antics. Well, Kyoshi's books have a lot less jokes and a lot more consequences. People who have a jet of fire applied to their faces usually get burned, one in five people dosed with a paralytic die gasping, and fifty pound rocks shot at people tend to result in broken bones at best. If you want to assume the same relative harmlessness to bending combat, just don't take this, but if you do, the kid gloves are officially off.

Put Your Face On (+100 cp) You will lose every fight or contest you participate in. Not necessarily your *side*, but you personally will be humiliatingly manhandled by the opposition… unless you are wearing some form of war paint.

Wounded Soul (+100 cp) Three things a human needs to survive: food, water, and air. You now have a fourth need. A poet might name it "life" or possibly "humanity." A cynic will call it "blatant hedonism." Time with friends, music, laughter and games help a little. Alcohol, sex and drugs help a lot. If you go more than a couple of weeks without any of these things, you will weaken and die.

Daofei (+200 cp) You are sworn to a *daofei* gang and this time, the oaths are entirely literal and enforced by Jump-fiat. If you turn on, or fail to protect, your sworn brothers and sisters, you will be hacked into tiny pieces by a thousand knives. If you ever become the lackey of a crown or government, you will be smote repeatedly with thunderbolts.

For A Cup Of Water (+200 cp) Generally, you help a person out, they feel obliged to reciprocate somehow, but not you, no. People show shocking ingratitude, will do anything to weasel out of paying you back. You could save a man's life and he'd still require ironclad proof of your identity before giving you so much as a cup of water.

Great Yangchen's Legacy (+200 cp) Dark Spirits, corrupted or mad with grief and rage, pop up all the time around you. Whether you fight or flee, it will be rare for you to go a month without encounters.

Brusque (+200 cp) Like Kyoshi herself, you are curt and impatient with others, difficult to get along with. You always worry about doing enough, trying to do better and as a result your social graces largely… aren't.

The Blue Heaven Is Dead (+200 cp) At the start of this Jump, all but a few of the Yellow Necks are dead and their leader, Xu Ping An, is secretly imprisoned and studied. No longer. You will face the wrath of the Yellow Necks at their full strength, at least five thousand foot soldiers, hundreds of skilled earthbenders, and their leader himself, a dangerous general and

gifted firebender who has mastered a skill only heard of in legend - the ability to bend lightning itself.

Gravedigger (+300 cp) Gravedigger Jianzhu was one of Avatar Kuruk's best friends, an absurdly skilled earthbender. In the years since Kuruk's death, he has become the shadow minister of the Earth Kingdom and a man highly driven to create peace and balance at any cost, including manipulation and mass murder. He has been alerted to the sudden insertion of a foreign, disruptive element, you, and will do anything to prevent a potential threat to the Avatar.

Responsible (+300 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. More, 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.

Tiengau (+300 cp) Lao Ge, an immortal assassin over four thousand years old, objects to your existence in his world. He is not a bender, but is a spiritual master and has long ago mastered every skill he cared to learn. You will be astonished at just how capable he is.

World-Borer's Curse (+300 cp) also called It Within the Hole or more familiarly, Father Glowworm. This malevolent spirit wove a terrible curse to afflict whoever knew his name and existence. Normally, your patron

would shield you from such hazards, but you have chosen to waive that protection. Misery and misfortune plague your every step, disaster piled upon catastrophe. If anything can go wrong for you, it will. If you can possibly fail at any task, you will.

All The Elements (+400 cp, incompatible with **Avatar**) You arrive some time after the books, when Kyoshi is at the height of her power. She believes and cannot be dissuaded that you are a threat to the world, has a similar link to you as Yun, allowing her to find you anywhere, and she is far, far more ruthless and willing to kill than any Avatar you've seen. Best of luck.

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.

=== SCENARIOS ===

Avatar Day (no special requirements) People sure do love their past Avatars, from the week-long harvest festival the entire Fire Nation throws for Avatar Szeto to hundreds of smaller local parties held to commemorate the deeds of this or that Avatar. Your mission, before your time in this world ends, is to experience them all. Every festival, holiday or feast of the Avatar, at least once. Even the really obscure and long-forgotten ones. Of course, finding them all will require extensive research into the Avatars and their deeds. Have fun, and Happy Avatar Day!

- Reward: **Party Animal** - Your commitment to partying above and beyond the call of duty has granted you the skills of being an excellent guest and host. You can cut loose and have fun without guilt. You know what every guest wants and needs, how to best honor anyone, or show them the night of their lives and are lucky in finding the things you need for a proper and memorable celebration.

Bitter Work (no special requirements) Though Fire Lord Sozin won't be born for more than two centuries, and he was an old, old man when his namesake comet came, already there are hints of dark days to come. It's in Zoryu's plan to abolish the clans, concentrating all power and authority in the throne so one day his descendants will rule a strong united Fire Nation and they will have peace. Your job, then, is to prevent the Air Nomad Genocide and Hundred Year's War by any means necessary. Whether that means reforming the Fire Nation, dividing it further, killing or castrating Zoryu before he can reproduce, assuming that would even work. Whatever it takes.

- Reward: **On The Shoulders of Giants** - Men congratulate themselves for thinking a year or two ahead. To do what you did, you both showed and proved yourself worthy of foresight measuring in generations, centuries, even. When you take a moment to really think through your actions, you can reason all the possible, and calculate the most probable, ramifications your deeds will have for hundreds of years to come.

Father Glowworm (requires **World-Borer's Curse**) We first see this spirit, which takes the form of an eye the size of a cartwheel and mentally directs many tendrils of slime, when Jianzhu summoned him to determine which of his paralyzed pupils was the true Avatar. We later learn much about It Within The Hole, he was Kuruk's nemesis, even more than Koh and made many tunnels linking the material and spirit worlds, ambushing travelers and caring nothing if dark spirits used these tunnels to attack humanity. He cursed his name so anyone who learned it would be struck with misfortune, and was only defeated because he was greatly weakened by Kuruk and vastly underestimated Yun. No more. You must do what Kuruk never could and defeat this ancient spirit at the height of his power, while afflicted with his curse.

- Reward: **The World-Borer** - Much like Yun in the books, in defeating Father Glowworm you have consumed his greatest strength, the ability to travel between worlds. You can start digging while focusing on a different world or plane linked to your Jump, such as the spirit or material worlds, or the Warp, or alternate versions of the same reality, and with a couple hours clawing at the ground, make a semi-permanent or permanent tunnel linking them.

A New Spiritual Age (requires **Great Yangchen's Legacy**) Yangchen is widely revered in this time as more-or-less the perfect Avatar, overseeing a great time of prosperity and the expansion of all four nations. In truth, settlements exploded because Yangchen consistently chose the side of humanity over that of spirits, leading to great resentment and many dark spirits attacking. Kuruk hunted these spirits and, lacking the means to

pacify them, killed them, doing it all in secret to protect Yangchen's legacy and shield his friends from the spiritual harm these deeds did to him. This cannot stand. You must expose the truth of the previous Avatar's deeds, develop the means of spiritbending, make appropriate restitution and teach humanity to live in peace and balance with the spirits without constantly needing the Avatar to mediate.

- Reward: **New Age Prophet** - In future Jumps spirits, and any spiritual person, can sense that they are of kindred with you, and will respect you as a default unless you prove unworthy, You become highly sensitive to and aware of spiritual energies and entities, and the rites needed to manipulate, or communicate, as well as the needs and desires of spirits.

My Chinny Chin Chin (incompatible with **Avatar**) The weakness of the 46th Earth King led to an era of anarchy, which took Kyoshi much work to even partially settle, where *daofei* reigned supreme and warlords flourished. Warlords like Xu Ping An or Chin the Conqueror. You must beat them to the task of uniting the Earth Kingdom firmly under one banner, and it will be neither quick nor easy to do so, given the sheer scale of the Kingdom and the many, many factions involved, not to mention the Avatar or possible support from other nations.

- Reward: **Romance of the Thirty Kingdoms** - What does it mean to conquer? To occupy lands, surely. But more meaningfully, you have conquered a people when they assimilate your values, and enthusiastically consider themselves citizens of your group rather than their former province/country. You are extremely adept at

developing infrastructure and securing the loyalty of conquered people. Rebellions against your authority are unlikely unless you go out of your way to be inept or cruel.

=== ENDING ===

The Cycle Continues: One day, Kyoshi's time will end, and the world will have to move on. You will likewise visit a future time of this world.

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:

Daofei is Chinese for “bandit.” The term is used insistently and the *daofei* have common oaths binding them, and recognize the *le tai* honor duel between gang leaders.

Neither Zhao nor Azula (in the comics) adopt the “lost an Agni Kai” haircut. Then, this is four hundred years earlier. It wouldn’t be precisely out of character for Zuko to revive an old tradition to stew in shame, or for either villain to ignore one if it was inconvenient.

Only the first purchase of **Tools of the Trade** is free for Civilians.

Liquefaction allows you to liquefy anything you can earthbend, including glass if you purchase it.