James Cameron's Avatar: **RDA**
A Jumpchain document by DOOM-Knight009



Jumper, welcome, welcome to Pandora. Now I hope you're quick to adapt, because you've got a job to do, and Pandora is about as hostile to present humanity as primeval Earth was to primeval man. Probably more so, actually, as the atmosphere itself will kill you without a respirator. Then you've got the hostile wildlife, practically all of which is mildly or more bulletproof, hostile *plants* that will eat you if you take a careless step, and the Na'vi, the tree-hugging hippies that are the primary roadblock to the RDA doing its job here. The stickler here is that the Na'vi are also ten-foot tall savages with moderately bulletproof skin and their primary weapon, a fucking bow, shoots arrows with enough force to impale you and your nearest buddy to the same tree. But we're humanity and, setbacks or not, we are going to get what we came to this distant moon to get. We tried diplomacy, and our extended hand was spat upon. The Na'vi want war? They're gonna have it. Rock and roll, Jumper, humanity is depending on you.

Take this 1,000 CP, arm up, and prepare yourself.

Origins

Come what may, you are an employee/soldier or 'security officer' for the RDA, male or female does not matter, and your age can be anything reasonable above 20. Chronologically you might be 'older' from cryosleep traveling from Earth to Pandora, but it's physical age that's important here.

Soldier: Free



Oora--- Er, um, well, technically you *are not* the Marines, but a vast majority of the "grunts" that make up the RDA spec ops are former military. The job title is exactly what you would expect: foot-slog your way into hostile territory and perforate anything in your way with bullets. To this end the RDA soldiers are outfitted with the strongest body armor that can be legally fielded by a "non-military" entity, along with the most devastating weapons in the same category. You may be "simple," but you are *deadly*. 'Don't fix what isn't broken,' as the saying goes. This is also, naturally, the most dangerous job on the planet, as it's you who is the first in line to be shot at by the Na'vi, and possibly chomped on by the hostile wildlife. As a silver lining however, you are guaranteed to have the best possible stories for any trophies that you might claim from that very wildlife. Diving through a Hammerhead Titanothere's legs as it charges you and opening its guts up with a knife would be *legendary* to tell when looking at the fireplace mantel you made out if its skull.

Operator: Free



Screw walking, we have Technology! If there is a thing that is driven, flown, or otherwise piloted on Pandora under the auspice of the RDA, it is the Operators that make the magic happen. You are generally the 'second line' of the conflict, more removed from direct risk depending upon what exactly it is that you pilot: stomping along in the mighty AMP suit or soaring the skies in a heavily armed Samson. Upside, the grunts love you and the sheer amount of destruction you can bring to bear upon the Na'vi and wildlife. Downside, you are also typically a significantly larger target and none of the RDA operating equipment is immune to Na'vi attack. You are also typically issued lighter armor and less potent personal weaponry given that the majority of your time is intended to be spent behind a stick or in an AMP suit. Granted, your smaller profile and lighter load could also be a potential benefit when it comes to getting shit done out on the battlefield sans your ride. Because unlike the Na'vi, whom are ten feet tall and bright blue, we have camouflage uniforms. And you slipping behind enemy lines to zero in an airstrike is something you are much better suited to than just any grunt.

Scientist: Free



Say it with me, *Neeerd*. In all seriousness, however, as much as the RDA depends upon our Soldiers and Operators to do the fighting and scouting and other assorted dirty work that pushes battle lines and secures locations, if it weren't for the RDA science team the larger-scope goals of the RDA likely would never be accomplished. It is the Scientists that have puzzled out the structure of the Na'vi 'civilization,' and the anatomy of every violent animal out there that is trying to eat RDA personnel. Naturally they generally have zero business being anywhere near the front lines of combat, but the Na'vi might always force the issue. As well, the Scientists have a rather strained reputation with the other RDA staff, as a disproportionate number of them have a bleeding-heart sympathy for the Na'vi. Not you, naturally, but the grunts don't know that.

Perks

Perks matching your chosen Origin can be purchased at a 50% discount. Discounted 100 CP Perks are Free.

Soldier Perks

-Oorah!: -100 CP

Again, while you might not literally be the United States Marines there is a curious amount of overlap in attitude and terminology employed by the RDA 'grunts.' In

addition to now being fully proficient and fluent in military slang/shorthand: IE 'Oscar Mike' shorthand for 'On The Move' or 'Tango' for 'Target,' your orders, call outs, and assist requests carry clearly over the chaotic din of the battlefield. And even if your allies don't understand exactly what you're saying, they'll get the gist of things and act accordingly if they are able.

-**Hardcore Heavy**: -200 CP
Weaponry like the M60 and Nail Gun are huge, compared to the person utilizing them. So much so that it's physically impossible to carry them like a rifle. However RDA heavies, such as yourself following purchase of this Perk, are not affected at all by what should be awkward size and weight. Not only can you still run, jump, and dive/roll with these beastly weapons in your hands as if they were no larger than an assault rifle, you can mentally intuit where your shots are going to go while firing from the hip (as you must) with accuracy just as good as if you were using a scope from the shoulder. This accuracy functions equally as well while stationary or on the move.

-**Die Hard**: -400 CP
For being 'basic' infantry, RDA spec ops really just seem to be built different, they do not take as much damage as they *should* for getting chomped on by massive beasts, run over, or shot with arrows bigger than they are. Now you, like these badasses, have a 'damage reduction' effect that limits any single hit you take to dealing, at most, 20% of your 'health.' You will not lose limbs or organ function from one targeted strike, and the grave will not claim you just because a Na'vi bastard got off a miracle long-shot with their bow. Your enemies need to *earn* your death.

-**Super Soldier**: -600 CP
Have you heard the phrase 'peak human?' You should, because that is how you must be described following purchase of this Perk. You are the fastest, toughest, hardiest, strongest, baddest badass there is across all of Pandora. There is little that you do on the battlefield that does not seem larger-than-life and extracted straight from an 80s action movie. What's more, your efforts are enough to completely change the direction of a war, your personal victories creating a 'ripple effect' that spark victories elsewhere in the campaign for your side, your allies rising to your example the more ass you kick. The RDA might be hilariously outnumbered by the Na'vi and the wildlife, but you, you alone can turn the tide, and no "goddess" will save them.

Operator Perks

-**Marksman**: -100 CP
There are two approaches to shooting: filling every square inch of air in the direction of your target with lead, or squeezing off a single round that plants itself squarely between your target's eyes. Operators benefit disproportionately from the latter method of

shooting, and fitting such the effective range and accuracy of all weapons you aim and fire directly is increased. This applies to the natural things like a pistol or rifle, but also the weapons mounted on an AMP suit or the heavy guns mounted on a Samson or Dragon and the guided/dumb-fire missiles and rockets on the latter two.

-**Jimmy A Gennie**: -200 CP
If it has not been stressed enough, Pandora is a brutal environment for the machines of the RDA, and that's before you factor in hostile action from the Na'vi. Repairs in the field are extremely important for long-term engagements, and this is a skill you are extremely adept at following the purchase of this Perk. Be it soldering a sheared wire in the field or getting an old generator running with little more than a 'tactical knock,' the quick repairs you are able to implement last as long as they need to for the violence to wane, when you can affect more substantial fixes.

-**Decapitator**: -400 CP
The Na'vi might be nature-loving savages, but for what it's worth they do still have a command structure. Like us, they typically take their marching orders from a senior warrior or hunter of their tribe be it from the front or from the rear echelon. The thing about the Na'vi, however, is they do not have the war experience we do, taking out their leaders has an extremely disproportionate effect upon their morale and organization than you would think, reducing further combat against that particular tribe to little more than strategic mop-up. Operators have the luxury of being slightly removed from the chaos of a pitched battle, better able to identify enemy command and take them out of the fight, permanently. This Perk also makes you better at tracking down said commanders even if they are a 'lead from the back' kind.

-**Might of the Machine**: -600 CP
A reminder that the grunts love Operators, it is entirely common for an AMP suit to serve as mobile cover from Na'vi attacks. AMP suits and heavy vehicles can be the difference between life and death against the mightier beasts that roam Pandora. You can very well be the fulcrum around which a battle swirls, and your raw talent with these war machines make you well deserving of this regard. You drive an AMP suit like it were an extension of your own body, fly a Samson or similar like you were born in the cockpit, or drive a Swan like you were a champion pit racer regardless of the brush and terrain. Furthermore, whatever you happen to be at the helm of curiously grows stronger, faster, more durable, and no longer seems to require ammunition for any of its weaponry, excluding highly powerful, single shot weapons like an RPG or a Nuke launcher.

Scientist Perks

-**Genuinely Brilliant**: -100 CP
Let's be frank, they typically don't let just any monkey in a lab coat wear the prestigious title of 'scientist.' To better enable you to live up to the distinction of the job description, taking this Perk boosts your IQ to 120 for a bare minimum. Even if you already happen to be smarter than that this Perk will give you an extra 20 points on the IQ scale, on top of making you a fast learner for all things biological and genetic, the crux topics for typical RDA research.

-**Pandorapedia**: -200 CP
It is, as mentioned, Scientists that compiled all current actionable knowledge on the flora and fauna on the alien moon. And the time it took to gather all this information was truly remarkable considering the hostile environment. As one of the people who contributed to this incredible database, naturally, you remember all of it. The exact potency of a Viperwolf's sense of smell, the exact thickness of a Thanator's cranial carapace, etcetera. As a secondary bonus, you now have a perfect memory, able to rattle all of this information off whenever you like at any prompting.

-**Avatar Program**: -400 CP
...Well, this won't get you many favor points with the rest of the RDA, but it's a benefit to you regardless. In short, you have perfect genes, the extremely limited genetic makeup that aligns you as a candidate for the vaunted/maligned Avatar program, ergo 'uploading' your mind into a cloned Na'vi body and driving it around while your real body is safe and sound on a high-tech bed probably in an armored bunker. As that's not nearly enough to justify the amount of points spent, your genes are 'perfect' for any beneficial thing moving forward, an experimental serum that creates superhumans, for potential example.

-**To Be A Genius**: -600 CP
It's a prerequisite for a Scientist to be smart, however, there are always exemplars, like you, who blow their peers out of the water by sheer intellect. Genetics, anatomy, engineering, plebeian topics to a mind like yours. No, where you excel is in pioneering entirely new fields of science: such as 'harmonic resonance' as just an example. After all, Earth certainly doesn't have a psychic 'god-tree' linking all the living things on Pandora together, but a mind like yours can decipher that formerly unfathomable thing, and manipulate it. Moving forward, this would apply to any non-science effect or phenomena, ghosts or magic systems being the broadest net to cast.

Items

All Origins receive a 600 CP stipend for Items that may only be spent in this section.

-**The Essentials**: Free
All Origins get two things for Free, for simple survival. First is an Exopack that will filter the toxic atmosphere of Pandora for you to breathe safely. This device will never run out of clean air for you to breathe and will retain this function in all future Jumps. Second is a Wasp Pistol, this breach-loaded revolver has infinite ammunition (but must be reloaded) and should give you at least something of a chance if backed into a corner... but not much of one. You may buy another Wasp for 50 CP and dual-wield them.

-**Combat Techs**: Free/-50 CP
The RDA spec ops has access to a broad spectrum of support technology that augment, bolster, or otherwise prolong the combat effectiveness or survival of all active RDA personnel in the field or under assault at RDA controlled zones. All Origins receive the following Techs for Free, as basic survival tools:

Genetic Regenerator: Simple and straightforward, activating this tech sends a surge of healing energy through the body, replenishing roughly 80% of your 'total health.' Once used, the tech requires about a minute to recharge before it can be used again.

Ultrasonic Repulsor: 'Repulse' being the operative word here. Activating this tech produces something of a localized sonic boom centered on the user, blowing back close-range threats like Viperwolves and Na'vi warriors while knocking both of the listed targets to the ground. Small animals like Viperwolves are also significantly disorientated by the blast, and may flee entirely. This tech recharges in roughly 20 seconds.

Soldiers are granted the following pair in addition to the above:

Elite Training: Activating this tech floods the body with a surge of adrenaline, allowing the user to temporarily sprint faster, jump higher, and shrug off a measure of pain. It recharges every 20 seconds.

Berserk: Does not affect mental stability. This tech temporarily overclocks the user's currently held weapon, allowing it to fire faster, more accurately, and hit twice as hard for roughly a full minute, before taking 180 seconds to recharge.

Operators are granted the following two Techs in addition to the first two:

Chromatic Blend: Usage of this Tech, derived from a similar effect present in certain variants of Viperwolves, produces a cloaking effect upon the user to a not-quite invisibility degree to either escape combat or sneak by patrolling enemies. The cloaking effect lasts 30 seconds, and recharges in 120.

Tactical Strike: Slightly more complicated to use, as use requires an open view of the sky, this Tech is essentially an on-demand airstrike designator with a 240 second cool down. Once you designate the strike location, the payload will arrive in 3 seconds.

Scientists get only the following additional Tech to help protect them:

Zeta Field: Activating this Tech projects a short-lived screen of contained energy around the user, minimizing the damage they take for 10 seconds, before a 60 second cool down.

Other Techs that you do not get for Free may be purchased for 50 CP each.

Soldier Items

-**Brute Force Package**: -100 CP
Exactly what it says on the tin, a collection of weapons to bring the pain to the Na'vi and a bulky, beefy set of armor to stop them from doing the same to you. Soldiers get their hands on an Assault Rifle, M60 Machine Gun, Combat Shotgun, and M222 Grenade Launcher for offense, and the hardy Exotant body armor for personal protection. All weapons have infinite ammunition, but must be reloaded. The armor will repair itself in lulls between combat. Yes, the Exotant will stop you from being impaled by a Na'vi arrow, but it is also heavy and you will still absolutely get thrown around by the impact. Weapons you are not using are stored in a small 'pocket space' for you to draw from at any time.

-**A-POD Network**: -200 CP
You know what absolutely sucks for a grunt in the middle of a battle? Running out of ammo. Thankfully, the RDA addresses this problem with the installation of A-PODs, literally Ammunition Dispenser Pods scattered through RDA controlled zones to fill the bandoleers of the madlads fighting the good fight. Encrypted so only those you approve of can access the goods inside, A-PODs can dispense a 'Yes' amount of bullets and medical supplies to your allies wherever you plonk them down. This purchase will give you a helpful orange outline in tactically optimal locations, but you are free to ignore that and place them wherever.

-**One Man Bulwark**: -400 CP
The Exotant might be an adequate degree of protection, but it has a number of drawbacks that hold it back from being the best physical protection that one could get on Pandora. The honor belong to the Centauri Armor system, and it deserves 'system' because while outwardly even bulkier and offering better coverage than the Exotant, the additional weight and bulk of the Centauri is completely offset by mechanical servo-support. This mechanical complexity means that despite being the beefiest beast you can wear on Pandora, it does nothing to affect the mobility of the wearer. Na'vi arrows and melee blows are more likely to just bounce off than do meaningful damage, and you could probably laugh off getting run over by a Hammerhead, once. This is as good as it gets, Jumper, raise Hell.

-**The Backup**: -600 CP
Semper Fi, you blue fuckers. This Item takes the form of an otherwise simple Flare Gun, but when fired into the air, regardless of where, the name makes complete sense. Heeding your summons, 7 RDA heavies (Followers) armed with M60 machine guns, M222 grenade launchers, and Centauri armor will storm your position to pound the shit out of whatever you happen to be fighting. These heavies will scale to you, and persist until you dismiss them or they are killed. You can summon them every hour, and they will 'reinforce' back up to 7 if there have been any casualties.

Operator Items

-**Tactical Package**: -100 CP
Operators, having lesser direct combat calling than the grunts, receive a lighter collection of equipment as a fallback option in the event that their ride gets wrecked. Militum Armor, composite and titanium-plated, lightweight and flexible for speedy positioning. In weaponry, they gain the Standard-Issue Rifle, the Nail Gun, and the Bush Boss FD-3 flamethrower. Both of the former are ideally long-range weapons for tactical engagements, while the latter is ideal for emergency close combat against creatures and encroaching Na'vi warriors. All weapons have infinite ammunition, but must be reloaded. The armor will repair itself between combat. The Militum Armor will probably keep you from getting impaled by a Na'vi arrow, though it leaves your limbs uncovered and unprotected for lower weight. Weapons you are not using will be stored in a small 'pocket space' from which you can draw them at any time.

-**Great Gator**: -200 CP
Born on a bayou~ The Gator, an RDA light watercraft, is utilized in the many swampy, waterlogged areas of the Pandoran jungle where foot travel is both tedious and dangerous, and where air travel is difficult due to the tree cover. Lightly armored and quite agile, the Gator mounts a twin-barreled 50 cal. for the protection of its riders and driver. As this is a fan-boat, the Gator is perfectly capable of operating on land as well, albeit to potentially lesser results than out on the water.

-**The Swan**: -400 CP
Otherwise known as a 'Hellrider' given the typical vulnerability of the gunner. The Swan is a 6-wheeled all-terrain vehicle with extremely puncture-resistant tires, IE even Na'vi arrows landing a direct hit will not pop them, and an armored chassis fit to resist pretty much anything but the heaviest of Pandora's animal antagonists. The massive 60mm autocannon mounted on this beast can be raised up to 12 feet above the vehicle to see over obstructions, hence the name 'Swan.' Unlike the normal version, the Swan you purchase here has a contained, armored gunner's perch that minimizes the typical risks.

-**Future Flyer**: -600 CP
The SA-9 Kestral is an aircraft, presently, in the prototype stage. The intention behind it, is to replace both the venerable Samson transport craft and the Scorpion gunship. To this end, the Kestral is armed to the teeth with 30mm wing guns, 20mm chin guns, HELLFIRE missiles, three more sentry guns dotting the hull to be manned by carried soldiers... It's complete overkill in a tiny package. On top of that, the Kestral has the high-tech anti-magnetic countermeasure that allows it to operate in the otherwise inoperable areas of the Pandora that stymied the Samson and Scorpion. One on one there is not a single flying thing on Pandora that could challenge the Kestral, especially since this one is overtly Na'vi arrow-proof.

Scientist Items

-**Cell Samples**: -100 CP
Because a Scientist must Science, this Item here is a collection of DNA samples from the flora and fauna of Pandora. All of it. Everything from the humble Viperwolf, samples from each tribe of Na'vi, all the way up to the gargantuan 'Tulkun' whales. What will you do with this genetic data? Cloning? Splicing? Designing targeted bio-weapons? That depends entirely upon you and your imagination.

-**Automat-awesome**: -200 CP
A scientist needs peace of mind to do his work, and the flesh can be weak. Fortunately, the RDA provides in this area as well. Automated turrets, automated mortars, automated flamethrowers, automated missile turrets... You get 8 of each, and can arrange them and recall them as you like. Any turret that gets destroyed will re-spawn within an hour. They all have unlimited ammunition and never need to be reloaded.

-**Unobtanium**: -400 CP
This 'the cheddar,' the whole reason the RDA set up shop on Pandora. Unobtanium, the slang name that stuck, is a room-temperature superconductor that holds these qualities all the way to the melting point, and generates a magnetic field unlike other, less efficient, superconductors that repel them. This metal is as close to magic as technology gets, worth easily 40 million USD per 2 pounds refined. Earth *needs* this metal to solve the energy crisis at home, and now you get to buy a stable supply of this wonder-metal all for yourself. Every month, you get 100 pounds of this stuff, perfectly refined, and ready to be used in whatever way you see fit. Sell it, use it, plate a floating throne with it, doesn't matter.

-**Avatar**: -600 CP
Buying this won't exactly net you friends with the bulk of the RDA, but first impressions can always be overcome. This specific Human/Na'vi hybrid body was genetically manufactured, cultivated, and grown specifically for you to the rough cost of 5 *billion*

USD. Included in the purchase is the specialized link-bed that allows you to 'drive' the Avatar, a portable 'bunker' in which you can store said link-bed, and a customized M60 machine gun with a bottomless magazine for your Avatar to use. Your Avatar inherits all of your Perks and abilities while you 'drive' and returns to your link-bed inside of a week if killed. After all, why should you risk your own person to do your field work when you can use another body to do so? Additionally, while inside your Avatar body, wildlife, on Pandora and beyond, is less hostile to you.

Advanced Armory

Soldiers get a Discount on all guns. Operators get a Discount on all vehicles. Scientists get 3 Discounts to apply freely. All weapons, and vehicle weapons, purchased here have bottomless magazines, but can be reloaded if you so choose, for style points.

-**Dual Hornets**: -100 CP

You know, contrary to popular opinion, wasps are actually quite chill insects whom genuinely adhere to the old adage of 'if you don't bother them, they won't bother you.' *Hornets* on the other hand, are one part chitin, three parts Evil, and one part hatred-of-everything-that-lives. A fitting new name for this pair of custom-made 'Wasp' pistols. Firstly, these pistols now fire magnum rounds befitting a revolver, allowing them to put the hurt on anything you might face up to and including a Hammerhead. Secondly, and putting them firmly in 'war-crime' territory, these magnum rounds are *also* polonium rounds that inflict radiation poisoning upon whatever sorry sap you shoot, so that even if they make it off the battlefield they're in for a slow, agonizing death.

-**Spartan Shotgun**: -200 CP

There are a lot of close-range encounters in the jungles of Pandora. Either hostile animals looking to chomp bits of you off or a Na'vi angry that you stepped on their favorite twig. Against any of those close encounters, this is the best possible option to have in your hands. 20mm buckshot standard? Child's play. We go big or go home with this custom piece. Forget 12 gauge, forget 8 gauge, we're rocking 4 gauge. This full-auto monster has so much force behind it Na'vi will literally be torn in half by the new buckshot. The larger creatures of Pandora aren't safe either, as this thing could easily blow a basketball-sized hole through a Thanator. Na'vi will be running away from *you* to shoot at you instead of using their spears and axes with this thing on your person.

-**Full House**: -200 CP

The Assault Rifle is the workhorse of the RDA infantry, good at pretty much everything and deficient in nothing. Improving this weapon really only works by making it better at everything, and that is the case with this artisan piece. Armor-piercing rounds, higher muzzle velocity for increased range, lighter construction making it more maneuverable, and the addition of a 40mm high-explosive grenade launcher. This one gun by itself is a

swiz-army knife that can carry you from one end of the war for Pandora to the other without picking up or using a single other gun.

-**The Assassin**: -200 CP
Despite the name 'Standard Issue,' there is nothing standard about a weapon capable of firing through Pandora's denser atmosphere (because of course the atmosphere is denser and therefore bullets do not fly as far) to a distance properly qualifying as 'long-range.' This is the reason proper sniper rifles are not employed. This custom piece, however, readily qualifies as something a real military sniper would wield with pride, with an incredible amount of muzzle velocity, discarding-sabot rounds, and internally suppressed on top of all of that. This is an artist's weapon, and popped Na'vi heads are your canvas.

-**The Impaler**: -200 CP
The Nail Gun fires titanium spikes at extreme velocity over very long distances, despite the thick atmosphere. The only reason it's not a sniper's tool is the top-loaded nature of the 'nails' and the overall size of the weapon. How do you improve a weapon that has functionally no flaws? You double-down, you make this rail gun shoot bigger spikes with more energy and superheat them for good measure. Give the Na'vi a taste of their own medicine in stapling them to their precious trees with searing metal from beyond the range of even their bows.

-**The Cleanser**: -200 CP
Fire is purifying, fire is immaculate, fire is terrifying. There is a reason as well that flamethrowers were more or less banned as inhumane weapons of war, 'cruel and unusual,' being the typical words justifying their ceased use. The Na'vi are not human, and for that reason they have no protection from our laws. To, better purge the unclean in as agonizing a way as possible, have this over-tuned flamethrower. Possessing a range more akin to assault rifles in how forcefully it projects searing napalm, this one-person 'war crime' is the fastest way to ignite great swathes of the Pandoran jungle, cooking flesh from bone in seconds for even the biggest of Pandora's creatures. A glancing hit is enough to cripple a Na'vi for life, assuming they live through it.

-**Desolator**: -400 CP
Really, what exactly can you Do to improve the M60? It has a tremendous rate of fire, stopping power, a drum magazine permitting extending shooting, its depleted plutonium rounds give it extreme armor-piercing capabilities... Ah, and there we go. This particular model drops the 'depleted' from the plutonium rounds. This extremely destructive weapon fires nuclear explosive rounds at a terrifying rate, because 'fuck you and everyone in your general direction.' The plants don't need to be here for us to get the Unobtanium.

-**Boom-Boom Special**: -400 CP
One the RDA's most valuable specialists is one 'Boom-Boom' Batista, a 'mad bomber' by all popular opinion. Naturally, just about no one is willing to take the risk of fielding this grenade launcher that he tampered with, until you, that is. Cramming a frankly absurd amount of explosives into each shell, this rotary launcher, which dramatically raises the rate-of-fire, fires explosives at great speed that more register as seismic events as opposed to conventional detonations. Rock walls, fortifications, massive beasts, destruction is the order of the day. Na'vi, naturally, are more or less reduced to bloody mist from a near-miss.

-**AMP Suit Ultra**: -400 CP
The venerable AMP Suit is a staple of the RDA ground forces, its GAU-90 auto-cannon more than enough to devastate anything on Pandora short of a Hammerhead... but there can always be improvements. This 'ace custom' AMP Suit has a custom paint-job of your choice, along with an extra suite of upgrades. Additional armor along the limbs and torso, internal optimizations to reduce weight, recoil compensators for the GAU-90 (re-chambered from 30mm to 60mm armor piercing) allowing it to be fired with only one hand, a shoulder-mounted M222 for additional offense, a wrist-mounted flamethrower for close-range threats, and, potentially most important for an addressed 'design flaw,' the glass canopy of the suit is reinforced with industrial-diamond plating to keep Na'vi arrows from penetrating it, and by extension you. This is a war-machine that any soldier would kill to have in their side, treat it well.

-**Fafnir**: -600 CP
The Dragon Assault Ship is the single most powerful vehicle in the RDA's arsenal: 8 50mm sentry guns, 16 auto-cannons, dozens of missile pods, ground-effect grenade launchers... But it's not *quite* legendary enough to bear the name 'dragon.' The Fafnir corrects that, converting a 'normal' Dragon Gunship into a genuine *monster* of warfare. The number of effective guns has been doubled, the missiles have been increased in potency, and the lower hull has been mounted with something worthy of the title 'dragon.' No less than 5 gargantuan flamethrowers have been mounted to the lower hull, with a particularly large one mounted below the nose. The armor plating of the hull has also been dramatically improved, and especially the rotors that might otherwise be considered a weakness. As well, the hull has been painted a *gorgeous* enamel black.

-**Devil's Gate**: -800 CP
Too aggressive? Counterpoint, the main RDA base is 'Hell's Gate,' and this collection of structures is much, much more aggressively-inclined. What we have here is a flat-out military base, no frills, no space set aside for the hippie-coddling Avatar program. This complex is foundries, factories, and armories. Hangars, landing pads, and RnD labs to both store and develop new weapons of *war*. The fortress walls are tall and thick, crowned with devastating weaponry fit to clear a vast swathe of the Pandoran jungle and

keep it back. The base is manned by hardliner, dedicated RDA Followers unless you've ready Companions to staff it, and the sheer amount of RDA-made weapons that they've access to would make any proper military blush with envy. The Na'vi would need to throw tens, if not hundreds, of thousands of themselves at this bastion for it to so much as *crack*, let alone fall. Rest your head here at peace, knowing you are safe.

Companions

-**Band of Brothers**: -100/-200 CP
Have you existing friends that you want to bring with you? Here is your opportunity to bring them into this war for Humanity at your side. Each Companion you import and/or Create with this option gets 600 CP to spend on Perks/Items and the 600CP stipend for equipment. They cannot purchase Companions of their own. For 200 CP, you can import/create up to 8 Companions.

-**RDA Hire**: -100 CP
Your journey across time and space, multiple other worlds and settings, can be an extremely lucrative/exciting/rewarding opportunity. Should there be a loyal member of the RDA that you wish to bring with you, you may pay the 100 CP fee to meet them on excellent terms and start with a good chance of convincing them to come with you. For context regarding 'loyal,' Boom-Boom Batista, Dr. Monroe, and Colonel Miles Quaritch are viable options. Grace Augustine, Dr. Harper, and arch-traitor Jake Sully are *not*.

-'**Bubbles**': -100 CP
...Ok fine, fair is fair, 'tall alien cat-lady' can certainly make one feel a certain kind of way. Further 'fair is fair,' extermination of the Na'vi is not the actual goal, mining the Unobtanium is, and if the Na'vi fucked off and let us do it we wouldn't be at war. Moving to the matter at hand, you might be surprised to learn that Pandora is generally as hostile to the Na'vi as it is to us. Viperwolves and Thanator will absolutely hunt and kill Na'vi for food if given the chance. Such was the case for the mother of this wayward Na'vi girl whom was taken in and raised by the RDA. Now an adult, we can charitably classify her intelligence as 'ditsy.' However she is genuinely kind, sweet, and feminine, by human standards. She loved having classic Disney stories read to her, for reference.

-**Able Ryder**: -200 CP
This 'Companion' may be purchased twice, once for Alex Ryder, and once for Sarah Ryder. Alex Ryder is a Soldier, a hardcore bastard with the first 3 Soldier perks, Centauri Armor, and strongly favors the M60 machine gun. Sarah Ryder is an Operator, having the first 2 Operator Perks, the capstone Perk, and strongly favors a 'normal' AMP suit as her chosen combat method. Both siblings are also 'Signals Specialists,' an occupation that would, in theory, be almost useless on Pandora. In theory.

Drawbacks

Select what you think you can bear.

-**Shut The Fuck Up Grace!!!**: +100 CP
There is not a more arrogant, sanctimonious, and pontificating human being on Pandora than Doctor Grace Augustine, head of the Avatar Program and largest human simp alive for the 'goddess' of the Na'vi, Eywa. Grace has now been given your direct comm line and will frequently call you to lecture you on how your actions are ultimately useless and futile in the face of Eywa's 'inevitable wrath' and how the Na'vi are 'better' than us. You cannot kill her, and cannot block her communications in any way.

-**Content Extension**: +100 CP
Can be taken multiple times. Each instance pads the 'runtime' of your Jump here by an additional ten years, 'cheating' more Na'vi out of the trees and terrain to keep fighting and making the RDA's day worse.

-**Bad Dog!**: +200 CP
Viperwolves, they are the 'trash' opposition that generally annoy and harass RDA troops out in the field. A single bullet or shell is generally enough to put them down... but they're out specifically for you. Outside of Hell's Gate there will *always* be Viperwolves around trying to chomp your ass, at least one every five minutes. As things drag on, or you go for long enough without getting munched, Pandora will start throwing nearly invisible Viperwolves at you.

-**Bleeding Hearts Unite**: +200 CP
It is depressing, really, the amount of people who will look at the state of Earth, look at the Na'vi and go, 'nah, fuck my people, I'm going to side with the alien savages and make shit worse for humanity.' Well, now it's going to be worse. RDA personnel will defect, in fair numbers, to betray humanity and fight for the Na'vi. They will not be the best the RDA has to offer, it will be the young and stupid, but it's certainly going to be depressing shooting other *people* on Pandora.

-**Managerial Ineptitude**: +400 CP
A reminder that the RDA is a company, not a proper military. Unfortunately, that also means that they are saddled with the ever-present malignancy that is, middle management. The RDA on Pandora has now been saddled with a particular example of incompetence, whom will meddle as management is wont to do, thinking they know better than everyone else. Supplies, weapons, and troops will be sent to the wrong places, troops will run dry and be left without support, and Na'vi vulnerabilities will not be capitalized upon. Killing them means nothing, as the RDA will simply send another inept-company man to keep fucking things up.

-**I Hate Nature**: +400 CP
The Na'vi are one thing when it comes to Pandora, but that is not to say there aren't other ways that the planet can make your day worse. Endless torrential rain is another, the ground sucking you in and bogging down anything heavier than a man, poor visibility neutering all aerial efforts. Howling wind that grounds air support and can literally blow soldiers off of cliffs to their deaths... add to that what seems to just be an *infestation* of the dangerous plants lying in wait for the RDA and you, your suffering is only getting started.

-**Executive Arrogance**: +600 CP
Who writes this sort of story? 'Uhhhg, humanity is so terrible and evil. How dare they grasp for the resources that they need for survival? The Na'vi are just so much wiser, smarter, more beautiful, and they have better sex. What poor human wouldn't want to be a Na'vi instead of a boring, sad human?' Well, James Cameron, upon learning of your potency when it comes to derailing his 'Dances With Wolves' rip-off fursuit adventure, has rewritten the script to strip you of your out-of-jump powers, Items, and Companions. He will not intervene further, assuming this will be enough.

-**Eywa's Anger**: +600 CP
...You know, with this in place, maybe Grace's pontification is actually slightly sage. I'll be short, the entire planet actively wants you specifically dead. The heaviest beasts that roam the moon will be drawn to your location like moths to a flame, and your imminent victories will be contested by almost literal 'divine intervention' from Eywa's direction. Herds of Hammerheads that do not care about their own lives thundering towards you, packs of Thanator at the same time, Sturmbeasts throwing themselves heedlessly into your defenses just to make a hole for a greater attack. This will be Hell, Jumper, for the RDA and you. I hope you're up for it.

Scenario: Total War Pandora

Enough is enough, it's not just the Unobtanium anymore, we've got whale brains that can make people biologically immortal? Oh Hell no we aren't letting Pandora go until we've thoroughly explored and analyzed *everything* on it for every possible application. And given how the Na'vi react to us trying to do literally anything regarding the moon, it's going to take total pacification for humanity to do this great undertaking with any semblance of safety.

The goal here is exceptionally direct: The Na'vi tribes must be subjugated or exterminated, there is no room for half-measures at this point. The human deaths at Na'vi hands are casus belli to the beleaguered population of Earth, nothing is now off the table. Naturally, however, as much of a united front as you will now have, the Na'vi too will put aside their tribal differences in the face of total war, their primitive existence

and voiceless 'goddess' under desperate threat. It will take blood, and a lot of it, but humanity has the weight of need, technology, and sheer grit on Our side. All they need is a leader to get them there. Subjugate the moon from one pole to the other, stamp out any and all resistance, and you may count this Scenario complete.

While you might not be entitled to the direct planet that you helped conquer, you get the next best thing in the form of a pristine copy of Pandora that you are free to selectively edit to your liking. Altering the atmosphere, for instance, so you and other humans could walk the wilds without a respirator, or removing any of the irritating plants that kept trying to kill you. Eywa is 'deleted' by default. The 'planet' will follow you henceforth, as either an attachment to your Warehouse/Reality or inserting into space where appropriate.

Notes:

-All Items and Equipment will scale with you to remain useful in future Jumps, so you may continue to represent Mankind, properly.
-As of 'The Way of Water,' three 'laws' lain out by Eywa dictate that the Na'vi remain in a primitive state forever. 'You shall not set stone upon stone. Neither shall you use the turning wheel. Nor use the metals of the ground.' Make of that what you will.
-This Jump was heavily inspired by the fantastic 2009 Avatar game, which actually lets you choose to side with the RDA, despite the amount of chastising they do of you if you stick with Humanity. Hilariously, Na'vi fans shrieked and complained that the game was horribly balanced in multiplayer PvP because 'the RDA's guns hurt so much, and they have powerful vehicles that hurt so much more, and they're so hard to see with their uniforms, and they're so hard to hit because they're so small...' Hilarious that this highlights exactly how an earnest war with the RDA would go without literal 'divine intervention.'
-James Cameron was actually, finally criticized for demonizing humanity following Way of Water, and has promised that he will 'do better' for the third movie, however long it takes for him to get that next one out. Supposedly, it will introduce "evil Na'vi." But considering the tone of the previous two films, I wouldn't hold my breath on the 'fire tribe' being genuinely malicious.
-The RDA is limited in terms of weaponry and such via pre-movie treaty as a condition for their exclusivity rights to extractions from Pandora. This is why they do not simply drop nukes on the Na'vi.
-Armory: Are these weapons canon to the setting? No, I was having fun extrapolating on what higher-tech possibilities there were, and I think I did not exceed the tech level of the setting. I absolutely exceed the treaty binding the RDA, but that's not a concern for a Jumper.

-I will not be adding Na'vi anything (else) to this jump, do not bother asking. They have the spotlight of multiple other jumps.
-Humanity Fuck Yeah. No amount of environmental hand-wringing or hamfisted colonialism allegory can make me throw the *survival of my species* away for an alien people still living in the stone age.
-As a final note, I leave you with this gem of a quote that I think fits perfectly.

