AVATAR - FIREBENDERS

V 1.5 BY APOCBOX



WATER. EARTH. FIRE. AIR. FOUR ELEMENTS THAT THE PEOPLE OF THIS WORLD CAN CONTROL AND FOUR NATIONS BUILD AROUND THEM. FIRE IS AN ELEMENT OF POWER, CONSISTING OF OVERPOWERING FORCE TEMPERED BY THE UNFLINCHING WILL TO ACCOMPLISH TASKS AND DESIRES, WITH FIREBENDERS ALSO HAVING A UNIQUE ABILITY TO GENERATE THEIR OWN ELEMENT. YOU CAN ARRIVE ANYWHERE IN TIME AND PLACE FROM THE TIMES HUMANS FIRST LEFT THE FIRE-ALIGNED LION TURTLE TO THE ARRIVAL OF AVATAR KORRA IN REPUBLIC CITY.

TAKE THESE 1000 POINTS TO SPEND HERE

ORIGINS

CHOOSE YOUR AGE AND SEX FOR FREE. ALL ORIGINS CAN BE TAKEN AS A DROP IN.

INVENTOR

YOU CONSTANTLY STRIVE TO TRY AND UNDERSTAND THE WORLD AROUND YOU TO MAKE MACHINES AND OTHER INVENTIONS.

WARRIOR

A SOLDIER OR PERHAPS A GUARD, YOU HONE YOUR BODY AND SKILLS FOR COMBAT AND WAR.

SAGE

SIMILARLY TO THE INVENTOR, YOU TRY TO UNDERSTAND THE WORLD AROUND YOU, BUT IN A MORE SPIRITUAL AND PHILOSOPHICAL WAY, AS WELL AS YOUR PLACE IN IT.

RULER

WHETHER YOU'RE A GOVERNOR OF A SMALL CITY OR ONE OF THE FIRELORD'S MANY HELPERS, YOU BUSY YOURSELF WITH MANAGING OTHER PEOPLE.

PERKS

PERKS ARE DISCOUNTED TO THEIR RESPECTIVE ORIGINS, PERKS WORTH 100 ARE FREE AND THE REST IS 50% OFF, FREE PERKS ARE OPTIONAL.

General

Chi Free

Life energy that flows throughout all living things. You have an overabundance of it, making you somewhat stronger and quite a bit more hardy and resilient. You could live to be over 100 and still be quite a capable fighter.

Firebending Free

Your chi is aligned with the element of fire. You can channel it to both create and control flames. You have great talent but only moderate skill and experience with it.

Chi Manipulation 300

You have complete knowledge of all the chi pathways in a human body as well as where to strike to temporarily paralyze a person or get rid of their bending abilities for a while. If you are proficient enough in a more spiritual side of bending, you could even permanently block someone's bending abilities or, with extreme effort, learn how to share your chi and bending abilities with others.

Agni's Chosen 600

Just as Wan has fused with Raava, so did you fuse with a spirit of great might aligned with fire and the sun, or maybe even the actual sun spirit. Unlike being the Avatar, this doesn't give you access to other elements but instead shoots your firebending through the roof with you being comparable to the Avatar in their Avatar State in both skill and raw power. And that's before you enter your own spirit state, which is comparable in power to Aang fused with the ocean spirit. You can design the spirits personality, and they're friendly towards you from the start. They don't act as a companion unless you import them, in which case you still have access to the powers of this perk.

Inventor

Creative Invention 100

You're incredibly creative, and the more you know and have experienced, the more inventive you become.

Metal, Oil and Coal 200

You have a complete understanding of the steam and oil-powered technology of this world up to the events of Korra as well as great talent at making and improving it. From simple jet skis to hot air balloons to the giant drill.

Understanding of the Universe 400

The more you know, the more the knowledge in your head starts to connect with your understanding of the laws of the universe, constantly growing and improving. Your memory is also perfect, has infinite storage, and instant recall.

Spirit Tech 600

You are a genius at utilizing all types of energy in technology, from mundane kinetic energy and electricity to more supernatural ones like spirit energy or chi. You easily study them, come up with ways of how to use

them to power your technology, and even find a way to synthesize them out of mundane reactions and materials.

Warrior

Chosen Weapon 100
You are equal to a sword master like Piandao with a single weapon type of your choice, with the more niche weapons giving you greater skill, as well as possessing great skill in smithing your preferred weapon.

Athleticism 200
Agility, quick reflexes, flexibility, and good balance are all extremely important to a professional warrior, and you are one of the best when it comes to it. From all the different parkour moves to being able to easily evade blows to being able to contort yourself into a pretzel and back to normal with zero discomfort, you've got it all.

Emotional Fuel 400
You're capable of channeling any and all of your emotions into any of your powers to give them a corresponding boost. The boost itself depends on both the power and the emotion used. Changing rage and anger into flames will make them burn hotter and leave wounds that are harder to heal, while changing fear into lightning will make it move even faster than before and push those it strikes away.

Comet Azula 600
Whether you were born a genius or learned it through hard work and effort, you know how and are able to utilize more advanced forms of any element you can control. In the case of firebenders, it is the ability to create much hotter blue or white flames, the fabled royal skill of lightning bending, and the extremely rare ability to explode things with your mind.

Sage

Smell the Roses 100
You can always appreciate the small things in life no matter how experienced, jaded, or old you become and can even share a bit of that appreciation with others.

Spirt Friend 200
It's quite a rare sight for a mortal to be able to see spirits when they do not want to be seen. Not only can you do that, but you also instinctively know how to calm any aggravated spirit or ghost down.

Draconic Discipline 400
Your will is an eternal flame that cannot be put out; your spirit is hotter than magma, burning away any attempts to manipulate or harm it, and your discipline and self-control are as perfect and assured as the rising of the sun. Interestingly, you possess the ability to share this perk through teaching. Might take a while if your student is particularly unruly.

Healing Flames 600
After much meditation and contemplation, you figured out how to use flames in a more esoteric and positive way. You can burn away infections and diseases, both mundane and spiritual, from both the body and mind.

You can achieve similar yet different effects with any other element you can control through meditation and understanding.

Ruler

Courtly Manners 100

You have a perfect instinctual understanding of manners, societal rules and expectations of any place you visit.

Master Manipulator 200

From inquiring and squeezing out information from anyone without them figuring it out to creating rivalries and friendships with a few whispered words, you are a social manipulator bar none. You're also a master liar, being able to fool someone with supernatural senses.

Strength is Power 400

Strength is desired, but it is also feared. You can easily inspire fear through demonstration of power, be it personal or some other type like political or monetary. And the more people fear you, the more loyal they become in turn.

Empire Built on Ash 600

You possess great instinctual knowledge for the places you need to strike and people you need to kill to greatly increase your chances of taking something over, and the more brutally you do so, the less others will resist you in the future out of fear you will do the same to them.

Items

Items are discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported into a fitting item (weapon into a weapon, tool into a tool etc.). If lost or stolen you get them back in an hour. All items can be bought multiple times, with free items costing 50 after first purchase. You can combine compatible items like Eternal Flame and Flaming Throne.

Inventor

Hissing Workshop 100

An advanced mechanized workshop run with steam power with a variety of different tools and machines for crafting and experiments.

Natural Reserves 200

A mine full of both coal and iron as well as an oil field nearby. Not only are they quite large, having enough material for decades, if not centuries, of excavation, but once everything has been stripped down, it will immediately replenish back to full.

Spirit Vines 400

A collection of samples of flora from the spirit world. They possess quite the reserves of energy if one knows how to tap into them. You get a new batch a day after you finish with this one.

Mythical Operator 600

An incredibly intricate technological device made out of materials from the spirit world that has two beds in it and can interact with the chi, spirit energy, and any other type of supernatural energy of beings placed on them. From transferring the chi of one of them to the other and therefore killing one and healing and rejuvenating the other, from swapping the elements they control or even stripping them entirely of their bending to creating artificial spirits. It will take a lot of experimentation to get how to do all that, though.

Warrior

Space Sword 100

Maybe it's a jian like Sokka's or a niuweidao that can split in two like Zuko's; whatever this black blade is made of is a meteorite and can cut through steel like a hot knife cuts through butter.

Purple Spirit 200

A metallic theater mask of your design that completely hides your identity from both mundane and supernatural means of information gathering. Acts as a full head-covering metal helmet despite only being on your face in general and is nigh immune to arrows specifically.

Training Yard 400

Possess both a variety of different training weapons and environments that make learning martial skills far faster than should be possible. Someone who has the skill with a sword could reach mastery here within a few days.

Dragon Blood 600

A pool a couple of meters in diameter and depth full of boiling blood. By taking a dunk in it, a person will not only not get burned but will come out of it possessing immunity to fire and a heightened affinity for all fire-related abilities. Can optionally grant draconic features like elongated claws, scale-like skin, a forked tongue, and draconic eyes.

Sage

Pai Sho 100

A Pai Sho board and two bags with all the tiles as well as a tea table with a couple of pillows for comfortable sitting and play. Comes with a rule manual.

Eternal Flame 200

A basin containing the first fire gifted to humans by dragons. It is both full of life, and a source of great destruction depending on how it is used.

Dragon Egg 400

A golden egg that feels warm to the touch. At any time, you can wish for it to hatch, and a dragon in a color of your choice will be born. They see you as both a parent and a friend and will take about a year to grow to be big enough for you to ride them and, in ten years, will reach the size of Ran and Shaw when Aang and Zuko met them. They're a follower unless you import them as a companion.You get another egg at the start of your next jump.

Flaming Vortex 600

A vortex of flames in all colors of the rainbow that is completely harmless. By entering inside and looking at the flames, a person is granted

full understanding of what fire is and all the meanings it holds. It will greatly magnify both power and skill of any fire-related abilities.

Ruler

Hair Ornament 100
A golden ornament with a flame design meant to be placed in a topknot. Gives you a regal and authoritative aura as well as boosting all of your rulership-based abilities and perks slightly.

Flaming Throne 200
A golden throne with a wall of flames in front of it. You have no problem seeing through it, but the people on the other side will only see your silhouette. You can effortlessly channel any of your fire-related powers into the flames without straining.

Colossal Armada 400
A hundred battleships on the same technological level as the ones utilized by the United Forces during the times of Avatar Korra with enough loyal NPC followers to fully operate them.

The Comet 600
Once, a jump or every ten years, whichever comes sooner, you can summon a flaming comet that will pass by the world you're on. It will tremendously boost any fire-related abilities of you and anyone else you allow for about a day. You can also optionally make it so it will radiate huge amounts of both chi, spiritual and pure cosmic energy, that will grant both chi and firebending perks to about 1% of the population.

Companions

Companions can't take drawbacks.

Original/Import 50 for 1, 200 for 8
Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 CP to spend as they please.

Canon 100
Take any individual as long as you can convince them to go.

Drawbacks

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Verse Free
You can freely choose which of the works in the Avatar universe are considered canon here and which continuity you end up in.

Supplement Free
You can use this jump as a supplement to any other Avatar jump. The points are kept separate.

Self-Insert Free

You can choose to take the place of one of the canon characters of the time you enter. Either by replacing them or taking over their body. You do get their skills and abilities even if you didn't purchase them, but only for your stay here.

Extended Stay +100 per
Stay for 10 more years. Can be taken as many times as you want but you only get CP for the first 4 purchases.

Jealousy +100
You're rather jealous of those you perceive to be your betters, which might make you act out against them.

Positive Jing +100
You prefer action to inaction heavily and generally are more focused on attack than defense, sometimes to a detrimental degree.

Burn Scar +100
You have a rather large and highly visible burn scar somewhere on your body. It periodically throbs with old pain.

Anger Issues +200
You're quite an angry individual, getting fired up a lot easier and staying angry for longer. Expect quite a bit of property damage from lashing out.

Abusive Relationship +200
You are in some sort of underling position with an abusive asshole who considers you their "friend."You are rather scared of them, and it will take something truly significant to change that.

Love of a Parent +200
You have a family member, be it a parent, sibling, or child, whom you love deeply and will do anything to keep safe.

Psychotic +200/300
Your mental state is rather unstable, with you being quite paranoid and delusional of both yourself and those around you. For an additional 100, you've completely lost the plot and constantly see things that are not there.

Exile +200/300/400
You have been exiled from the Fire Nation with some ridiculously hard task to fulfill if you want to ever come back. For an additional 100, you will be hunted down and attempted to be killed if you try to come back. For an additional 100, you are constantly attacked and harassed by Fire Nation soldiers no matter where you go.

Extinguished +300
Not only do you not get access to the Firebender perk and Agni's Chosen if you've taken it until the end of your jump, but also all your out-of-jump fire abilities as well. Incompatible with Sun Powered.

Sun Powered +300

ALL OF YOUR FIRE-RELATED ABILITIES CANNOT BE USED WHILE THE SUN ISN'T IN THE SKY, AND YOU GENERALLY FEEL WEAK AND COLD DURING THAT TIME. INCOMPATIBLE WITH EXTINGUISHED.

THE FINAL CHOICE

FIRST OF ALL ANY MENTAL, PSYCHOLOGICAL, PHYSICAL OR SUPERNATURAL TRAUMAS THAT YOU ACQUIRED HERE OR ANYWHERE ELSE ARE GONE. IF YOU WANT THEM GONE THAT IS. TAKE THIS DIORAMA VERSION OF THE FIRE NATION CAPITAL FOR FREE.

NOW CHOOSE

STAY HERE

WANT TO SETTLE HERE? NOT A BAD CHOICE. HERE TAKE ADDITIONAL 1000CP TO SPEND HERE

GO HOME

WANT TO REST? IT'S OKAY GO RELAX. HERE TAKE 500CP TO SPEND HERE BEFORE YOU RETIRE.

NEXT JUMP

THAT'S WHAT WE'RE TALKING ABOUT! HERE TAKE THIS COLLECTION OF FIRE NATION THEATER MASKS.

NOTES

CHANGELOG

V 1.0 RELEASE
V 1.1 MINOR FIXES
V 1.2 ADDED SELF-ISERT DRAWBACK
V 1.3 MINOR FIXES
V 1.4 MINOR FIXES
V 1.5 MINOR FIXES