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AVATAR: THE LEGEND OF KORRA
JUMPCHAIN CYOA

Earth. Fire. Air. Water. Since the beginning of time the elements had been in balance, and four nations existed in harmony. Then, everything changed when the Fire nation attacked, the world was engulfed in hundred year war that nearly destroyed everything, but it was stopped when the Avatar, a unique individual capable of bending all four elements, came back after a century long absence defeated the Fire Lord, and established a new era of peace. Now, almost seventy years later, a new Avatar is about to begin her journey. The world has drastically changed in the past several decades, technology has advanced, bending has evolved, a new nation has been born, and danger has taken on a few new faces. You'll appear one year before Avatar Korra first arrives in Republic City and you'll leave five years after the end of the series. (169 A.G to 179 A.G.)

You have **1000cp** to spend on the options below, good luck.

Origin

Regardless of whether or not you chose to gain new memories of this world, all origins will grant you a new body. You can choose your new age to be anything from 16 to 26 and you may either keep your current gender or change it if you wish.

Wanderer [Free]: You’re dropped into this world with no history and no new memories. People you meet will assume that you’re just a traveler, and even though you don’t gain any innate knowledge of this world, you also won’t have anything affecting your judgment.

Civilian [Free]: You have a simple and peaceful life, you've rarely ever had to deal with any criminals, and you've always had enough money to live comfortably. This life has given you many practical and social skills, but it's left you lacking in combat experience.

Peacekeeper [100cp]: Whether you're a cop, a soldier or a vigilante, you've made it your job to keep your home safe from danger and free of criminals. You've been trained in both martial-arts and melee weapons and you can solve conflicts either with or without violence.

Inventor [100cp]: You've spent a large part of your life learning about science and technology, mesmerized by the new age of innovation you were born into. You're a very well educated person and you even have the potential to make a few breakthroughs yourself. However, you have very little worldly experience, and your knowledge of combat doesn't extend beyond what you've read about.

Nationality

Now that you've selected your origin, you must pick which nation you've been born into. Not only will this affect your memories, personality, and beliefs, but it will also determine which of the four elements you'll be able to bend.

Earth Kingdom: The largest and arguably strongest nation on the planet thanks to it's huge population and wealth of natural resources. The citizens of the Earth Kingdom are a proud and diverse people who greatly value their culture and martial might. While most of the Earth Kingdom is peaceful, political unrest, corrupt governments, and banditry are all unfortunately very common here.

--Earthbending: The ability to move and manipulate rocks, dirt, mud and sand. Specializations include seismic sense, metalbending, and lavabending. Earthbenders need to be strong and decisive in order to take advantage of the great defensive and offensive abilities their element offers.

Fire Nation: Newly reformed after the hundred years war, the Fire Nation has lost some of it's importance on the world stage, but it is still very rich and powerful. This nation stretchers across a volcanic archipelago west of the Earth Kingdom and it's usually a very safe place to live.

--Firebending: The ability to manipulate and generate fire. Specializations include blue fire, combustion, and lightning. Firebending relies primarily on emotion and the user must have a strong inner drive to fuel their flames.

Air Nomads: A monastic order devoted to peace and harmony with nature, these people were all but completely wiped out by the Fire Nation. After the return of Avatar Aang and the end of the war, the Air Nation has been steadily rebuilding. So far there's only a single family of Airbenders in existance but they're supported by many Air Acolytes, people who've dedicated themselves to preserving the Air Nomad culture.

--Airbending: The ability to manipulate air. Specializations include flight, pressurebending, and astal projection. Air is the element of freedom and airbenders must be spiritual and flexible in order to harness their element. Unlike the existing airbenders you were not born with your abilities, instead you received them from an ancient and mysterious creature known as a lion turtle.

Water Tribe: The people of the Water Tribe are generally peaceful, but they will not hesitate to defend themselves against any threat that may arise. Both the north and south poles belong to this nation and while they're both very similar the north is much more traditional than the south.

--Waterbending: The ability to move and manipulate water, ice, steam, and various liquids. Specializations include healing, bloodbending, and spiritbending. Waterbenders have the unique ability to change the physical of their element, but they must be able to flow, adapt, and be patient in order to use their abilities.

Location

Roll 1d8 to determine where you begin your journey or pay 100cp to decide yourself.

1. **National Capital:** The largest and most heavily populated city in your nation. Earth Kingdom citizens will arrive in the middle ring of the walled city of Ba Sing Se, Fire Nation denizens will be placed in the Harbor area of their capital, people from the Water Tribe will start in the icy northern capital city, and Air Nomads will find themselves at the mountainous Northern Air Temple with some confused Air Acolytes.
2. **Major City:** It's not as impressive as the capital, but this place is still a major settlement in your nation. The towering city of Omashu will serve as the destination for Earth Kingdom citizens, followed by Fire Fountain city for Fire Nation citizens, then Harbor City in the south pole for members of the Water Tribe, and finally the Southern Air Temple will be the point of arrival for all Air Nomads.
3. **Rural Settlement:** You've landed in one of the many small villages or towns that dot your home nation. A lot of these places are unremarkable, but some of them have a unique culture or history that may draw some attention. The Earth Kingdom and Fire Nation have a lot of industrial towns, but the Water Tribe only has a few small villages outside their main cities. Instead of arriving in a village, Air Nomads will be placed in the deserted Eastern Air Temple.
4. **Zaofu:** Home to the metal clan, Zaofu is an autonomous city-state in the southern Earth Kingdom. This city is the safest and most technologically advanced place in the entire world and it's leader, Suyin Beifong, is willing to accept almost anyone seeking a second chance.
5. **Republic City:** The capital of the United Republic of Nations and one of the largest and most modern cities in the world. Republic City is home to millions of people from every ethnicity and background, both Benders and non-benders prosper here, and the unparalleled amount of social interaction has given the city a unique new culture.
6. **Prison:** Uh oh, it looks like you've somehow landed in a maximum security prison guarded by the White Lotus. People of the Earth Nation will find themselves on a wooden barge in the middle of the ocean, Fire Nation Citizens will end up deep below the frozen wastes of the North Pole, Water Tribe members will be in a cage chained up above a volcano, and Air Nomads will be locked up in a cell at the top of a mountain. The guards won't be freeing you anytime soon, but maybe you could escape by using something they wouldn't expect you to have?
7. **Spirit World:** Ok, double uh oh. Instead of arriving in the real world you've arrived in the Spirit world, a separate plane of existence inhabited by powerful eldritch beings who don't really care for humans. This world is endless and almost impossible to navigate, it also holds a unique property that prohibits benders from using their powers if they haven't physically entered the spirit world.. If you want to escape this place you'll either need to find a location where the physical and spiritual worlds meet or try to convince a spirit to help you get home.
8. **Free Choice:** Today's your lucky day, you may select any of the locations to start in for free.

Perks

Special Abilities and skills that'll help you out while you're here.

Wanderer

“Traveler's Luck” is free, all other perks are discounted by 50%.

- **Traveler's Luck [100cp]:** You have a knack for running into important things while your on a journey. You'll meet influential people, find essential items, and be witness to historical events much more often. Keep in mind though, this perk won't protect you from anything you come across that might be dangerous.
- **Common Face [300cp]:** You're able to completely conceal your identity with just some lies and a few cosmetic changes. People who know you will question you're identity but if you act convincingly enough you'll be able to make people lose interest.
- **Quick Learner [600cp]:** You can easily pick up new skills and adjust to new powers and abilities. You'll be able to learn new things in about half the time it'd normally take you.

Civilian

“Hard Worker” is free, all other perks are discounted by 50%.

- **Hard Worker [100cp]:** You can complete any menial job with a smile on your face. Boredom just doesn't affect you when you're working, you can always find something to keep your mind occupied and make time move faster whenever you're doing what should be an idiotic and mind numbing job.
- **It's called an engine [300cp]:** The age of innovation has created many different new and incredible vehicles, and you've taken to them with gusto! You're able to drive any mechanical vehicle without any formal training or experience. Cars, trucks, planes, motor bikes, so long as it's powered by an internal combustion engine, and lacks any computers or cybernetic parts, you're able to control it.
- **Creature Tamer [600cp]:** You have an aura around you that pacifies both supernatural and mundane creatures. Domesticated animals will always follow your commands and wild animals will ignore you until you either provoke or befriend them.

Peacekeeper
"Fighting Lessons" is free, all other perks are discounted by 50%.

- **Fighting Lessons [100cp]:** You've been trained in martial arts for several years and know how to defend yourself with hand-to-hand combat and melee weapons. Your able to take on low-level soldiers, bandits, and police forces, but expert fighters are still out of your league.
- **Investigator [300cp]:** A lot of people often accept that the most obvious solution is the correct one. You on the other hand do not. You're able to notice small details and clues that slip past others and you gain the ability to sense whenever someone is lying.
- **The Great Recruiter [600cp]:** You've learned how to get extremely favorable results out of your "negotiations." You can dissuade potential enemies from attacking you, and intimidate defeated foes into becoming your allies. People who are significantly stronger than you, or hold you in completely hostile regards, cannot be dissuaded.

Inventor
"Future Industrialist" is free, all other perks are discounted by 50%.

- **Future Industrialist [100cp]:** Pick one field of Science to specialize in, you gain ten years worth of practical knowledge in that field.
- **Lovable Madman [300cp]:** People will become instantly enthralled with you whenever you act quirky. You can tell nonsensical stories that could turn strangers into allies, conduct dangerous groundbreaking experiments without raising any attention, and even cover up your plans world domination by telling a few distracting jokes.
- **Deus Ex Mecha [600cp]:** You're able to push the boundaries of modern science and create things that shouldn't be available for decades. You could make a working integrated circuit in the 1930's, or cobble together a railgun that could take out ironclads in the 1800's.

Misc.

- **Tall [100cp] (Discount: Earth Kingdom & Fire Nation):** You're just bigger than everyone else. You'll always be whole foot taller than the average height of your race.
- **Acrobatics [100cp] (Discount: Water Tribe & Air Nomads):** You're capable of performing great feats of athletic and acrobatic skill. You can easily evade pursuers in urban environments and avoid various attacks during combat.
- **Strong [200cp] (Discount: Earth Kingdom):** You can lift boulders and break down wooden doors with you fantastic strength.
- **Expert Fighter [200cp] (Discount: Fire Nation):** You gain extensive combat training in both martial arts and weaponry. You're as skilled as a special forces soldier.
- **Tough [300cp] (Discount: Water Tribe):** You have a large reserve of stamina and you're extremely resilient to surface damage. It'll take enemies about twice as long to inflict noticeable wounds on you and you can keep fighting until you receive a crippling injury.
- **Chi Manipulation [300cp] (Discount: Air Nomads):** A natural energy known as chi exists within all living organisms in this world, and you know the location of critical points on the human body that allow chi to flow. You've been trained to utilizes this knowledge during combat to temporarily paralyzes foes and temporarily disable other people's bending.

Bending Abilities

Some of the inhabitants of this world are able to manipulate natural elements and use them for various purposes. These “benders” are usually widely accepted by society, but recent incidents have begun to stir tension between benders and non-benders.

Bender [100cp]: You've been born with the ability to bend the natural element of your nation, and you have a lifetime worth of experience with bending. In order to harness your powers you have to be able to move, most of your bending will be conducted through a unique set of movements and gestures, but some feats can be accomplished with something as simple as waving your hand. All other bending abilities require you to have this.

Mobile Bender [200cp] (Discount: Wanderer): You're skilled at using your bending to get around quickly. Earthbenders can create huge waves of dirt to surf on, firebenders can propel themselves on jets of flame, airbenders can manipulate the atmosphere around them to glide, enhance their jumps and temporarily levitate, and waterbenders can propel themselves across waves and create slides out of ice.

Utilitarian Bender [200cp] (Discount: Civilian): Bending can be used for more than just combat, and you're one of the people who knows how apply your powers to every day life to make simple tasks easier. Construction, transportation, energy generation, healing, each element has its own unique practical application.

Combat Bender [200cp] (Discount: Peacekeeper): Despite being useful for more than just combat nothing can compare to the martial applications of bending. You've been trained to use your powers in combat, you know how to shape your element into lethal and non-lethal attacks and also how to defend yourself against both benders and non-benders. The hand to hand combat experience you've gained from this can also be applied to non-bending combat and any existing martial arts you already know could easily be adapted for bending as well.

Analytical Bender [200cp] (Discount: Inventor): You're incredibly innovative when it comes to bending. You can figure out new bending skills and techniques faster, come up with new uses for the skills you have, and adapt your forms to overcome new situations and enemies.

Earth Specialization – Seismic Sense [100cp] (Earth Kingdom only): This skill allows earthbenders to detect vibrations in the ground to perceive objects, people, and other aspects of their environment, essentially acting as sonar through earth and metal.

Earth Specialization – Metalbending [300cp] (Earth Kingdom only): A skill commonly taught to soldiers and police forces that allows earthbenders to control processed and liquid metal in a similar fashion to bending regular earth. This ability only works on impure metal, earthbenders cannot manipulate heavily processed metals like platinum.

Earth Specialization – Lavabending [500cp] (Earth Kingdom only): The very rare ability to manipulate molten earth, it is believed this power can only be learned by skilled earthbenders who also have an affinity for firebending. Lavabending allows the user to melt rock into lava, solidify lava into stone, create temporary constructs like lava discs, and manipulate existing sources of lava with great dexterity.

Fire Specialization – Lightning [100cp] (Fire Nation only): Much more common now than it was seventy years ago, this power allows firebenders to produce lightning by separating positive and negative energies internally, before directing them up through the arm and out the fingertips. Generating lightning requires peace of mind and control over one's emotions, however this can be overcome if a firebender is particularly skilled. In addition to lightning generation you'll also be granted the ability to redirect lightning.

Fire Specialization – Blue Flames [300cp] (Fire Nation only): A highly intense variant of normal fire. Blue flames generate more heat and produce a powerful combustive effect upon impact. Blue fire also allows the user to propel himself across surfaces and through the air far more easily than users of regular fire bending.

Fire Specialization – Combustion [500cp] (Fire Nation only): The ability to channel chi through the forehead, often marked by an intricate third-eye tattoo, superheat the surrounding air, and produce a massive beam of explosive energy capable of causing immense damage at both short and long range. Unlike conventional firebending, which produces a flame from the body, combustion creates a powerful beam that explodes upon contact with a solid surface.

Air Specialization – Pressurebending [100cp] (Air Nomads only): A unique form of airbending that allows the user to manipulate the density of air to create things like solid air constructs that can you can ride on, or airless vacuums that can quickly suffocate people.

Air Specialization – Spiritual Projection [300cp] (Air Nomads only): The ability to temporarily separate one's spirit out of their body to travel to another location in a matter of seconds. Through projection, an airbender is able to explore locations that would otherwise have been unaccessible, such as moving around freely underwater or in sealed locations by passing through solid matter. The user may also speak to and be seen by others while projecting.

Air Specialization – Flight [500cp] (Air Nomads only): Normally only achievable by releasing ones earthly tethers, you can achieve the power of flight through sheer willpower alone. You can freely levitate at will and fly at subsonic speeds, you're highly agile while in the air but strong winds will be able to pull you down or knock you off balance. This technique is so rare that only a single airbender is know to have unlocked it.

Water Specialization – Healing [100cp] (Water Tribe only): The ability to heal wounds by redirecting chi throughout the body, using water as a catalyst. Healing is able to repair almost all cellular damage and can remove many known diseases, however it unable to reverse mortal injuries or conditions, unless water with special spiritual properties is used.

Water Specialization – Lifebending [300cp] (Water Tribe only): You've mastered several rare abilities that let you manipulate the water within living organisms. You can control plants to use them as armor or extra appendages and under the full moon you gain the dark power of bloodbending, a forbidden skill that allows its user to control living things by bending the blood in their bodies. Bloodbending inflicts intense pain on it's target but the user is able to completely control the physical movements of any organism. With enough time and training you'll be able to use bloodbending without the aid of the full moon.

Water Specialization – Spiritbending [500cp] (Water Tribe only): A new unique skill that utilizes knowledge of both healing and spirituality to alter and affect spiritual energy. Users of this power can restore balance to corrupt spirits and corrupt pure spirits. It also has the potential to be used on humans to either purge an individual of evil, or completely destroy someone's soul. The only drawback to this ability is that it's virtually useless in combat as it takes a great amount of time and concentration to use.

Bending Genius [600cp]: You're a natural savant, capable of manipulating your element on a level that most benders could spend a lifetime trying and failing to achieve. In addition to starting off stronger than any average bender you'll be able to quickly grasp new unconventional bending applications and you'll also have an easier time unlocking new specializations such as metalbending, lightning, or bloodbending. Additionally you will now have immediate mastery over any other bending abilities you've purchased.

Store

Useful equipment and gear. Some of this stuff is unique but other things can be found later on. Unless otherwise stated everything may be purchased multiple times, and anything you purchase here will replenish soon after it's consumed, lost, or destroyed.

Money [50cp] (Free: Inventor): A large supply of your nations currency, enough to live comfortably for five years or make a single large purchase. Does not replenish. Can be purchased multiple times, with each purchase you'll receive the same amount of money.

Personal Weapon [50cp] (Free: Non-bender Peacekeeper): A single (or paired) weapon of your choice. There any many different kinds of weapons available in this world, from the simple and ancient sword to the complex and innovative shock glove. Despite the existence of explosives and ranged weaponry, guns are not available in this world.

Personal Armor [50cp] (Free: Non-bender Peacekeeper): A suit of tough leather armor with your choice of design. It should protect against most attacks, elemental or otherwise, and will last you for a while before eventually wearing out.

Marbles [50cp] (Free: Earth Kingdom): Small clay and stone balls covered in decorative patterns. They're mainly used for games, but some earthbenders can find other uses for them.

Canteen [50cp] (Free: Water Tribe): A large plastic water container, it comes with a strap and is resistant to heavy amounts of damage. Aside from providing a source of drinking water, it can also be used by waterbenders as a portable source of their element. This canteen also has a unique feature, it can rapidly condense and absorb atmospheric water, allowing it to slowly refill in humid areas.

Survival Equipment [100cp] (Discount: Wanderer): A backpack filled with food, water, medical supplies, camping equipment, a map and a flashlight.

Bending Scrolls [100cp] (Discount: Civilian): Instructions on different forms of bending and how they're executed. These scrolls can teach you a number of offensive, defensive, and utilitarian moves, but they're no replacement for a real teacher. You'll receive a dozen scrolls for your nation's element, and you may purchase additional scrolls for any element at a discounted price.

Metalbender Gear [100cp] (Discount: Peacekeeper and Earthbender): A durable and highly protective suit of metal armor and set of metal whips that can be manipulated with metalbending to serve as weapons and transportation.

Portable Radios [100cp] (Discount: Inventor): Small radio/microphone devices that allow individuals to communicate from up to 500 sq miles away. Comes with 8 radios and can be purchased additional times at a discount.

Wingsuit [100cp] (Discount: Airbender): Designed specifically for airbenders, this skintight suit can allow anyone sufficiently skilled at airbending to fly long distances with ease.

Biplane [200cp] (Discount: Peacekeeper): Your own personal high speed aircraft. Despite being a brand new invention this thing very safe to use and not likely to fall apart anytime soon, however benders can easily tear this vehicle apart if the hit the right spots. It can carry up to two people in the cockpit and support two more people on the wings, and you can attach small bombs onto the wings for combat.

Motorcycle [200cp] (Discount: Inventor): A quick little personal motorbike that works best in urban areas. It has incredible fuel efficiency and it could stop on a dime at any speed.

Mecha Tank [400cp] (Discount: Peacekeeper): This is an anti-bender vehicle that won't be invented for another year. The mecha tank is made entirely out of platinum, allowing it to resist metalbending. It can launch and electrify the claws connected to its fists, fire metal discs that ensnare and shock enemies, and even activate electromagnets that can attract nearby metallic objects. Despite the incredible strength, durability, and versatility of the mecha tanks, they're still vulnerable to excessive force and can be knocked off balance.

Yacht [400cp] (Discount: Inventor): A good sized, fully finished, fully equipped luxury ship that can comfortably ferry a dozen people on regular voyages and twice that number for parties or other gatherings. The cargo bay is big enough to hold a biplane and the ship's fast enough to outrun crazy waterbending stalkers.

Spirit Tree Sapling [600cp] (Discount: Wanderer): It may not look like anything special, but this small unassuming plant it is actually brimming with spiritual energy and possess many interesting supernatural qualities. The tree can slightly move in response to danger and certain spirits may be attracted to it if they're nearby. Additionally some individuals with spirit or nature based abilities will be able to sense and see things through the tree's roots, and any vines harvested from this plant will contain powerful spirit energy that can be harnessed to power mechanical devices. If you plant the sapling somewhere it can prosper then it'll eventually grow to a towering size and create a city sized forest spirit flora around it. However it would take decades for the tree to reach it's adult height and at least several centuries for a full forest to develop.

Airship [600cp] (Discount: Civilian): This massive aerial vehicle is basically just a flying yacht.
It can carry about two dozen people in luxury and even has space to haul a small car or plane.
You could easily cross the whole world of Avatar in a very short amount of time in this thing, but while you could probably this ship yourself it'd probably be much easier to find a dedicated pilot.

Mecha Suit [600cp] (Discount: Peacekeeper): An upgraded version of the mecha tank that won't be invented for another five years, it has an entirely humanoid design that allows for greater mobility. The mecha suits are even more powerful and durable than their tank predecessors and posses extra weapons as well such as a flamethrower and grappling hook.

Colossus Blueprints [600cp] (Discount: Inventor): You seem to have come across two very strange items that definitly shouldn't exist yet, or, at all to be honest. The first is a set of designs for an extremely huge and powerful mech suit. It looks like it's over twenty stories tall and it's equipped with some kind of energy cannon as its main weapon. You don't know how something like this could be built at this worlds present tech level, but the multiple references to something called, “Spirit Energy” may have something to do with it. The second item you've managed to acquire is a scaled down version of the energy cannon that's supposed to be equipped on the mech. It's about the size of portable cannon or rocket launcher and each shot is destructive enough to reduce a truck to a burning wreck. While this personal energy cannon is extremely powerful it's also difficult to aim and very dangerous to use.

Companions

Pet [100cp]: Whether you want company or an evil minion, this strange little creature will serve as a loyal and friendly companion to you throughout your adventures. Flying lemurs, Fire ferrets and Iguana parrots are just a few examples of some of the many beasts that exist here. You may select any creature from the Avatar world so long as it's no bigger than a dog. Pets are clever enough to learn a variety of commands, and some may not even need them to be able to understand you.

Friendly Spirit [200cp]: An aetherial creature from the spirit realm that represents nature, twilight, and balance. This mysterious creature has taken an interest in you and wishes to bond with your soul and become your companion. Taking it will help improve your relations with other spirits, make it easier for you to enter the spirit world, and perhaps even open you up to new possibilities when dealing with spirits and spirit based phenomena. Initially the spirit will simply be a quiet follower and observer, but that may change if you genuinely attempt to befriend it. Because it's connected to your soul it doesn't take up a companion slot.

Mount [200cp]: Motor vehicles are nice, but nothing beats ridding around on a giant monster. There are many different incredible and dangerous creatures in this world, such as the poisonous Shirshu, the speedy Eel hound, and the ferocious Polar bear dog. Very few of these beasts have ever been tamed successfully, so you'll definitely draw a lot of attention by riding one around in public. You may select any non-bending creature larger than a human but smaller than a house to become your companion, and it'll remain loyal and friendly so long as you treat it well.

Jump Clan [Free/50cp-400cp]: You can make up to eight of your current companions inhabitants of this world, granting them a background and a new body for free. If you spend any amount from 50cp – 400cp on this option you can grant each imported companion double the amount of cp you spent, (Ex. Spend 200cp your companions will receive 400cp each.) so that they may purchase perks, items, or bending abilities. Companions cannot purchase any companion options or drawbacks. Companions will only gain the free items, perks, and discounts given by their backgrounds if you spend cp on imports, otherwise they will only benefit from their new memories and a new form.

Team Jumper! [50-400cp]: Each individual purchase of this perk will grant you a single a new custom companion from this world. Newly purchased companions may select any background for free. Additionally each individual companion gains double the amount of cp spent on them but just like imported companions they cannot select drawback or purchase any companions options of their own. **This option also allows you to spend 200cp for the chance to take a single existing individual from this world with you on your adventures.** Only characters that have appeared on the show in-person can become companions. In order to make someone your companion you must convince them to come with you willingly.

Complications

If you really want some more points, you can take up to **+800cp** worth of drawbacks from the list below.

And The Adventure Continues [+0cp]: If you've already taken the Avatar:TLA jump, you may select this perk to allow your history to import into this world. The timeline will be altered to account for your actions, so the world you arrive in may be radically different from the one you know.

She's The Avatar, And You Gotta Deal With It [+0cp]: Instead of starting a year before Korra arrives in Republic city, you'll instead appear in this world shortly after the girl is discovered to be the new Avatar. Sometime after you arrive fate will conspire to put you in contact with both the White Lotus and it's malevolent counterpart. Both groups will come offering you a chance to become one Korra's new teachers, and depending on your actions and who's offer you accept, the young Avatar's fate could end up widely different from what it originally was.

Hotheaded [+100cp]: Your abstract problem solving skills and general cunning have taken a hit. You tend to jump into things without thinking about the consequences, and you believe that most problems can be solved with brute force.

Collectors [+100cp]: The local crime syndicate believes that you owe them a very large amount of money. Whether or not this is true is up to you, but they're determined to collect your debt one way or the other. Fortunately these criminals are rather weak and inept, so you should be able to easily dispatch them.

Bolin'd [+100cp]: You're clumsy, you have an awful sense of humor and you're a terrible judge of character. You will have to work very hard to be taken seriously. On the plus side, even villains are more likely to see you as less of a threat.

It's A Kids Show! [+200cp]: For some reason you can't bring yourself to kill anybody, and you'll also have an irresistible desire to try and save your enemies as well. it's a kids show after all.

Mark Of Vaatu [+200cp]: Chaos and misfortune follow you wherever you go. You'll suffer from bad luck, lose control of your emotions more easily, and be regarded with suspicion by the people around you.

Equalists Forever [+200cp]: The anti-bender terrorists know as the Equalists have marked you as a target. If you're a bender they're coming after you to remove your powers, if not they'll frame you for murder and get you thrown in prison for the next ten years. After the defeat of their leader a small force of Equalists will remain, and they'll come after you for an imagined offense you've inflicted against them.

Lotus Eaters [+300cp]: The Red Lotus, a dangerous and secretive group of rogue anarchists, have heard a prophecy that leads them to believe you're connected to the Avatar's destiny. They'll send their best agents after you in an attempt to kill you, and nothing you say will be able to dissuade them from their goals.

Crippled [+300cp]: You've been badly poisoned. Moving around will be slightly painful for you, and you'll also require much more sleep than you normally would. In addition, all your powers and physical abilities have been reduced to a third of their former strength.

Amputee [+300cp/+600cp]: If you're really desperate for points, you can choose to either have your non-dominant arm removed for +300cp, or get both your arms removed for +600cp. It is strongly recommended that you DO NOT sacrifice both your arms!

Alone [+400cp]: Welcome to your new life. This complication will lock away all your memories, along with your Warehouse, companions, and any other supernatural powers, skills and abilities you have from other worlds. You'll have to survive only with what you gain here. Your memories and everything else will all be restored at the end of the ten years, or upon your death and return to earth.

What Did You Do!? [+400cp]: You've somehow managed to piss off the entire White Lotus organization. (The guy's dedicated to protecting and teaching the Avatar, also the organization that the Red Lotus split from.) Not only are you a criminal being hunted by White Lotus agents, you're also an enemy of every major character connected to the organization, including the Avatar herself.

Outro

If you survive the next ten years you'll be given three options for what you want to do next. Regardless of what you pick, every complication you may have will be removed.

Back Where You Began: You decide to quit traveling and return to earth. You get to keep all your items, skills and abilities, plus any companions you may have. Also, it's worth noting that bending is genetic, so if you picked up that power and decide to have any kids later, they may inherit it from you.

Closing Ceremonies: This place is wonderful, sure it's a bit dangerous, but it's still way better than earth. You remain in this world for the rest of your life.

Into The Light: This was fun, but it's time to move on. You get to keep all your powers, abilities, skills, items and companions, and time here will remain frozen until the end of your travels. There's no guarantee that you'll ever find your way back here though.

Notes

- If you've already done the Avatar: TLA jump, you'll retain any bending powers or skills you already have. Repurchasing skills or powers will cause them to stack, increasing your knowledge and strength.
- If you have a multi-armed alt. form and chose the "Amputee" complication, then all the arms from one or both sides are removed. You're not getting out of this that easily.
- For "The Great Recruiter", you can dissuade any individual or group that isn't attacking you out of personal spite. (I.E, You could potentially stop someone who is only fighting you out of contractual obligation, but you can't stop someone is out for revenge against you.) Also, in order to intimidate a defeated foe, you have to have beaten them with overwhelming force, and it has to be used on a foe who'd realistically be willing to join you to save their own life.
- "Tough" works by adding an 'armor' to your current durability. It absorbs about half the damage done to you, then disappears once you've taken enough damage to start bleeding. The armor resets every time you fully heal.
- It's possible to learn energybending and the elements you don't have if you take the Friendly Spirit and manage to find a lion turtle.
- Raava and Vaatu are valid choices for the cannon companion purchase but good luck trying to get them to come with you.
- I'm not making anymore ruling regarding becoming the Avatar, learning other elements, or taking Raava and Vaatu as companions. Just write whatever you enjoy the most.