

(NSFW) Avatar: The Last Airbender

V1 by gastroc2525

The mystical world of Avatar: The Last Airbender is home to Spirits, elemental bending, and a variety of hybrid animals. It's also home to the Avatar, the one human capable of bending all four elements.

This world is also home to many attractive and skilled individuals. Perhaps you'd like to be one of the many lovers of the Avatar, find a wise and dangerous bending master, or just live in luxury inside the impenetrable Ba Sing Se.

Take 1000 choice points to spend below.

Origins:

Select the origin of your choice. You may enter this jump as any gender you desire, and at any age you desire. Your origin may be a Drop-In without memories or a detailed background at your discretion.

Outsider: You are a non-bender. This may appear to be a massive liability in this world, but non-benders tend to possess skill in areas that are neglected by the average bender. You may appear as though you come from any nation you desire.

Fire Nation: As a firebender, you'll be wielding one of the most dangerous and powerful elements available here. The Fire Nation is expansionist and prosperous, with its people clever and aggressive. The art of firebending is associated with drive and breath, as well as dragons themselves.

Air Nomad: The peaceful Air Nomads lived lives of seclusion and learning inside their air temples. They wield the powers of air to fly and non-lethally dispatch opponents. The art of airbending is about avoidance and freedom, as well as the peaceful flying bison.

Water Tribe: The Water Tribe are sailors and explorers, a people spread between the two poles and a single foggy swamp. Water is both deadly and healing, capable of great destruction and even greater change. Waterbending is tied to the moon and its phases, as well as the Moon Spirits.

Earth Kingdom: The largest nation by far, the Earth Kingdom is powerful beyond comprehension. Their stubbornness is legendary, but so is their fertility. Earthbending is tied to strength and will, and was learned from badgermoles.

Location:

Benders can start anywhere within their nations, with Air Nomads starting at one of the ruined temples. Outsiders can start anywhere in the world.

General Perks:

You receive a **200 CP** stipend to spend on Perks.

Spirit Time [Free] Your entrance here is typically a week before Aang's awakening from the iceberg. You may use this Perk to instead start at any other time period.

Likewise, you may freely age-swap characters at will. This doesn't have to be a universal change; you could make Aang eighteen but make Iroh thirty. This Perk may be freely used in your future jumps.

Lastly, attempts to use this Perk offensively end in failure. Although Ozai might be physically weaker at one hundred and one, he'll be wiser and more cunning to account.

Body of the Elements [Free] The world of Avatar is a mixture of various cultures and technological periods. You'd typically find your time here an absolute discomfort, but with this Perk the hard edges are sanded off.

Your hygiene is perfectly maintained at a high level. Your skin is clean, your teeth are brushed, and you always smell pleasant. You are also immune to all mundane diseases found in the settings you visit. A copy of this Perk is automatically given to anyone you'd desire to have it.

Natural Beauty [Free] Your attractiveness is raised by three on a scale of ten. A copy of this Perk is automatically given to all individuals in a jump without this sentence, unless you'd rather they didn't have it.

Porn Universe [Free] You are protected by a small form of porn physics. You can handle any biologically impossible insertions, your refractory period is reduced as far as biologically possible, you can become fertile or infertile at will, and your reproductive system never causes any pain.

Aesthetic Overhaul [Free for this jump/50 to keep] As you enter this jump, you may change the cultural dress of the various groups found here. Perhaps you'd prefer if the Kyoshi Warrior's uniform had an exposed midriff, or have the northern water be nudists when within their homes.

People in the setting will find the changes completely normal, but these uniforms are just traditional cultural dress. People may freely wear non-traditional dress or dress up for the weather.

Cultural Overhaul [50] As you enter this jump, you may change the sexual norms of a group found here. This can be as simple as the prevalence of a specific fetish within a nation, or a complete restructuring of the Fire Nation to be a matriarchy.

People within these groups will find these changes completely normal, with the changes being a part of a new history incorporating these changes. You may purchase this Perk multiple times.

Alternate Universe [Free] You may have this jump take place in any alternate timeline or fanfiction you desire.

Gender Swap [Free] As you enter this jump, you may freely change the genders of any canon characters you desire. These changes do not need to be universal. Characters that have been swapped will have their histories change to fit their new gender.

With That Stance? [100] You are a master martial artist. You may select any mundane fighting art to be a master in. This does not inherently provide benefits to your bending, but learning a mundane style may allow you to flavor your bending with that martial art.

Harem Lord [100] You are able to maintain multiple ongoing relationships without much strife, capable of enjoying an entire harem. Members of your harem never seem to grow seriously jealous of each other, and even tend to develop relationships with other members of your harem.

Harems you form are surprisingly socially accepted. You'll never face legal struggles from these relationships.

Zuzu [100] Incest carries no downsides for you, your lovers, or your children. You are very compatible with your siblings and family members (this can be platonically or romantically, your choice). You can take your family members as a group companion for free. This includes future families from future jumps.

Prison Body [200] You have a body built for war. Your physique sits at the peak of humanity. You do not require a specific diet to maintain it, nor do you require an exercise regimen. While bending strength does not come from muscle, your bending is positively benefited by your body.

Peace [200] You are in tune with the spiritual. You can see the spiritual bodies of others while they are in the spiritual realm. You can enter the Spirit world through meditation, and Spirits tend to give you a greater deal of respect compared to other travelers.

You are also amazing at Pai Sho.

Protagonist Luck [200] Your life is destined to be pleasantly lewd in all the best ways. You find yourself stumbling into lewd situations that fit your preferences, meeting attractive and interesting people, and narrowly escaping terrible situations.

White Lotus Opening [400] You have a lifetime of experience using the abilities you possess. A non-bender with this Perk would likely be the finest swordsman, tactician, and teacher the

world has ever seen. A bender would be capable of conquering cities on his own. If desired, you may begin as a grand master of the white lotus.

You age supremely well, with your vigor sufficient to extend your natural lifespan past a hundred and twelve. You'll also never descend into the natural struggles of age, appearing as beautiful and wise as you were as a young adult. In fact, your appearance will increase with time, becoming a mature beauty.

As a final bonus, your power and wisdom now grow steadily over time. This isn't very substantial year over year, but with a decade of existence you'll see true gains.

Lion Turtle Secrets [400] You have received the tutelage of a Lion Turtle, turning you into an apprentice energy-bender. At the beginning, you may only use your energy-bending to temporarily seal the bending of a target away by touching two of their chakras. With time, you can even turn the temporary seal of bending into a permanent lock with a battle of wills.

With enough practice, you can also use energy bending to provide copies of your Perks to others (including bending Perks!). Sharing Perks is substantially easier if you have a deep relationship with the person you are sharing with.

Avatar [600] The bending arts are locked to their nations for everyone except the Avatar. This Perk gives you a portion of this power. You receive the locked 100 CP bending Perk of all four nations for free with an additional 50% Discount on future Perks from those origins as well.

You also receive the rest of the Perks associated with being the Avatar. You have access to the subconscious memories and talent of all previous Avatars, and you may enter the Avatar State during periods of great distress (or with spiritual enlightenment). You'll find that their skills bleed into your own skill set, giving you a talent for most things. This includes the sexual skills of several avatars renowned as voracious lovers. You may freely talk with the previous Avatars, as well as relive their memories with meditation.

Outsider Perks:

Boomerang [100] You learn all skills at twice the rate as before. You'll rapidly become a renaissance man, planning, engineering, haiku, and fighting your way to victory.

As a side effect, something about you is very charming. You'll be quickly surrounded by skilled and attractive people that match your preferences, and they'll develop feelings for you far quicker than you'd think.

Fan and Sword [200] You are an absolute menace with a particular mundane fighting style of your choice, elevating it to the degree where you could fight a bender with it. A martial artist could use chi blocking to suppress bending itself, whereas a knife-thrower could incapacitate others with pin-point accuracy. You also develop new fighting skills at twice the rate as before.

Your skill with this particular fighting style also possesses a substantial erotic side. A chi-blocker could use their skill with pressure points to lock away or induce orgasms, whereas a knife thrower could just as easily strip their opponents with well-placed throws. You also develop a great deal of flexibility and acrobatics regardless of your choice.

Mechanist [400] You are particularly intelligent and creative when it comes to technology. Your mind is sufficient to elevate a medieval society from squalor to airships in a couple of years. You are especially good at magnifying these inventions with the supernatural abilities of your allies, letting you use bending in place of ballast or air purification.

One area where you excel is the realm of adult entertainment. Producing sex toys and other erotic products proves far easier than anything else you attempt, and such products can easily surpass the world's tech level with effort. You also know how to spread these inventions far and wide, netting you a tidy profit and some influence. Even the isolated southern Water Tribe would eventually have access to your naughty inventions.

Painted Lady [600] You are not entirely human, being at least partially Spirit. You possess a minor supernatural ability related to your status as Spirit. This could be anything from minor Spirits that serve you to the ability to steal the faces of others. While you still appear human and are at least partially human, you can enter into a war-form that reflects your true nature. The sky is the limit with this form, from a gigantic centipede to a massive black and white monster.

Lastly, you are attractive to the spiritual. Spirits and in-tune humans are able to see past your false face and see your true metaphysical depth. Your true face is fascinating and alluring to such beings.

Air Nomad Perks:

Airbending [100] (Restricted to Origin) You are a skilled airbender, capable of all universal techniques. You can blast others with air, fly with a glider, and even hover over the ground on an air ball.

Airbending is freeing, and so your life is free. You'll find that the worries of the world tend to pass you by. You possess good luck as you pass through life, and you quickly recover from trauma and tragedy.

Twinkle Toes [200] You're hard to pin down, capable of ducking and dodging even the strongest of opponents. Not only can you rarely get hit in combat, but you are amazing at escaping combat and retreating to live another day. You are even a master of conflict avoidance and could lead a team of conflicting personalities easily.

Your sexual escapades are similarly joyful. Not only are you a nimble expert at causing pleasure, you are also able to give your sessions a certain positivity that leaves people with a smile on their faces. Your relationships never become jaded or dull, being continuously filled with the same enthusiasm of a new couple.

Chakras [400] You have achieved spiritual enlightenment. If you are an air-bender, you can use all airbending techniques, even the deadly techniques used by Zaheer. If you are the Avatar, you can freely enter into and exit the Avatar state.

While traditional enlightenment in this world is achieved by renouncing your earthly ties, you'll find that the opposite is true for you. As you develop deep relationships, you progress spiritually as if you had spent the time meditating instead. You can share this spiritual development with others. This effect is optional, if desired.

Flying Like A Bison [600] You cannot be meaningfully captured, blocked, or incapacitated. Prisons holding you fall, hypnotic conditioning breaks, and even chi-bending would only temporarily suppress your powers. This even applies to your own spiritual or mental blocks, which fall apart with time. These effects can be toggled on and off, even automatically toggling if an unaffected version of you would like it to.

Once a year, you can even escape death. Deaths escaped this way do not count as chain-failure and leave you intact except for a gnarly scar. You awaken in the nearest safe place from the site of your death, alive but slightly weakened.

Earth Kingdom Perks:

Earthbending [100] (Restricted to Origin) You are a capable earthbender, able to use all basic earthbending techniques. You can move stones, throw rocks, and even glide with a rockslide.

The Earth Kingdom is the most populous nation, and you inherit their fertility. Your sexual characteristics are increased, turning you into a chiseled hunk or a curvaceous babe.

Stubborn [200] You are as enduring and stubborn as the Earth Kingdom itself. Your endurance and durability are superhuman, allowing you to take boulders to the face without much issue. This boost allows you to fight for hours, and gives you more than enough stamina to satisfy an entire stable of lovers.

Listening to the Earth [400] If you are an earthbender, you now know all advanced earthbending techniques. You are even capable of discerning the pieces of stone in metal and using Toph's powerful metalbending techniques.

Regardless, you also receive the ability to perceive vibrations through the ground around you. This "aura" extends out sixty feet, and essentially acts as a tremor sense. You can perceive the shape and size of nearby objects to a powerful level of detail. This does mean that more solid objects are easier to notice than light and flimsy objects. You can use this ability to peer through clothing and behind walls. Only a flying creature could catch you unaware.

Neutral Jing [600] You are a master of waiting for the right moment to strike. Time you spend preparing dramatically increases the results of your eventual action. Either your preparations serve you very well, or a lucky event serves to hinder your enemies' actions.

To aid your efforts, this Perk gives you severe patience and wisdom. You are an enduring and stubborn creature incapable of being easily broken. Especially in the bedroom.

As a last benefit, your power comes from the earth. Time spent managing properties you possess counts as time spent training your bending. The quality of training depends on the size and prosperity of the lands you are managing.

Fire Nation Perks:

Firebending [100] (Restricted to Origin) You are a skilled firebender, capable of all universal techniques. You can throw fire, increase your body temperature, deflect fire from others, and even use your fire as a movement tool.

As a firebender, you are capable of deep passion. Life appears a bit brighter to you than before, and you are more able to enjoy the small things. Perhaps this emotional depth will help you connect with others as well.

Delectable Tea or Deadly Poison? [200] Your skill with words is unmatched. You could convince a mugger to change his ways, redeem people who have nearly fallen into darkness, and bring peace to a troubled soul.

Your skill with words can also be an axe that you take to your opponents. You can dissect people with words alone. You can beat any lie detector in existence, and capture a city with a few hours of politicking. If you are a firebender, you are capable of producing Azula's famous blue fire.

Cold Blooded [400] You are not reliant on emotion when you use your powers. Emotion-linked abilities lose that link and always perform at 100% capacity. You are never at risk of emotional compromise and are always capable of viewing a situation rationally. This cold analysis makes you the perfect plotter and planner, capable of running century-long wars and shadow plots.

If you are a firebender, you are capable of lightningbending like a true master. Regardless, you also learn the similar and much easier ability to redirect lightning itself. Your power with lightning is supreme, letting you dial how much energy to use per bolt. You could simply knock your opponent unconscious instead of killing them. You can even generate small sparks from your fingertips, but I'm unsure what you'd ever use that for.

The Dancing Dragon [600] Firebending is not simply fire, but life. You develop your firebending as you live, breathe, and feel. This grants you two great boons.

First, any limits placed on your development are lifted. You may grow your attributes, skills, and bending forever. You may surpass even the Avatar in ability with your bending.

Second, time spent following your passions counts as time training for your development. An explorer could simply explore and see his bending expand and his body strengthen. The same is true of any other passion. Relationships are very passionate, making time spent with others especially useful for your development.

Lastly, a minor boon: you are an expert dancer. You are a skilled dancer capable of dances from the dancing dragon itself to the ballroom dances of Ba Sing Se.

Water Tribe Perks:

Waterbending [100] (Restricted to Origin) You are a skilled waterbender, capable of all universal techniques. You can move water, throw icicles, and pull water from the air itself.

As a waterbender, you've got an easy-going aura that helps others. Not only are you charming, but you are also able to give speeches to inspire others. Water is the element that heals after all.

Running Water [200] You can use your waterbending like Katara: by placing water onto another, you can heal their injuries and help them recover. You've got a great talent for healing, and with practice you could heal anything short of death itself.

You may also use the ability to cause more esoteric effects than simple healing. You can use your bending to recover the stamina of others, and even use a mild form of blood bending to alter the bodies of others or yourself.

Puppeteers [400] If you are a waterbender, you now know all advanced waterbending techniques. This includes the dangerous art of bloodbending, which you can use without needing the full moon.

You are also an expert spy. You possess the necessary acting and disguise skills to truly fool others and could wage a one-man war on a far larger nation. This Perk comes with a good portion of combat experience and dark charisma. You could tempt even pure souls to follow you on your crusade.

Tui and La [600] What is temporary for other people is permanent for you. Whenever you receive a temporary buff (such as the natural strength waterbending pulls from the moon), you may instead render the bonus permanent.

Items:

Damaged, stolen, or lost items are replaced within a day. You receive a **200 CP** stipend to spend only on items.

Lake Laogai Manual [100] This manual contains all the necessary knowledge required to use the brainwashing techniques of the Dai Li. These techniques can be used to add triggers and compulsions, remove or alter memories, and even completely rewrite an individual's personality.

Scroll of Husbandry [200] This paper scroll comes from the grand library of Wan Shi Tong. With the information contained within, one could raise, create, and care for the animal hybrids found within this world. The end of the scroll is charred but contains information on the strongest and strangest creatures this world has to offer, such as the Unagi.

Jumper's Comet [400] This comet arrives once per jump. Its appearance in your world provides a **200% boost** to your powers for the duration of its stay (two weeks). The comet always appears to arrive at the perfect time.

Ba Sing Se [600] Congratulations, your majesty. You are now the owner of the finest city in the world. Ba Sing Se is massive, prosperous, and utterly impenetrable (save for the infamous Dragon of the West). You may freely choose if you are the Earth Monarch or if the Earth King remains as a puppet for your shadow rule.

The city is populated by twenty million followers, complete with a large military force, massive groups of refugees and citizens, and the loyal Dai Li secret police. Ba Sing Se either travels with you to each new jump, or is added to your warehouse as an attachment.

Outsider Items:

Disguise Kit [100] You've got a full set of disguising makeup, wigs, and other tools. You could disguise a teenager so well he'd look like a middle-aged father, or create a disguise strong enough to pass through a Fire Nation checkpoint.

Meteorite Sword [200] Well, it doesn't have to be a sword; it could really be any weapon you desire. Weapons made of this star-forged metal are more powerful than their mundane equivalents and capable of some serious destruction. You can break lesser weapons with a good swing and cut through steel armor with some dedication.

There's also a small ingot of the metal itself, if you'd rather make your own tool. The ingot replenishes each month.

Shirshu [400] This beastly is the dream of any good bounty hunter; it's large enough to ride, strong enough to tackle opponents by itself, capable of paralyzing others, and can track scents across the entire Earth Kingdom. The Shirshu is a kidnapping and bounty hunting machine.

This Shirshu is loyal only to you, being surprisingly good-natured for such a beast. The Shirchu develops as you do, being capable of matching jumps with more complex technology. As a bonus, they can be any gender you want, are fully fertile, and can breed.

Air Nomad Items:

Glider [100] This small wooden staff is capable of unfolding into a flight-capable glider in the hands of an airbender. Not only is it surprisingly comfortable, it's also got a secret compartment for snacks.

Guru's Guide [200] This small leather-bound journal contains all the information necessary to achieve spiritual enlightenment. Following its advice is all one would need to achieve inner peace and breach into the Spirit World. It's also got advice on how to avoid the most dangerous Spirits.

Also comes with a set of blue tattoo ink, and a water-skin with a bottomless supply of onion-banana juice.

Flying Bison [400] This mammoth of a beast is a flying bison, and it's the closest thing the world of Avatar has to fast air travel. Not only is the flying bison a physical powerhouse in its own right, it's also capable of instinctive airbending. Observing its bending could skyrocket your own airbending if you can do such a thing.

This bison was basically raised by you and is loyal and friendly. The bison is also fitted with a comfortable saddle. The bison develops as you do, eventually being capable of matching jumps with more complex technology. As a bonus, they can be any gender you want, are fully fertile, and can breed.

Earth Kingdom Items:

Jennamite [100] This creeping crystal is a favorite of earthbenders for good reason. It grows remarkably fast, can be easily bended by an earthbender, and can even be used to capture an opponent in crystal.

You receive five rings of Jennamite. They slowly grow throughout the day and may be used as a food source for five people if necessary (although a diet of pure sugar is not particularly healthy).

Ostrich Horse [200] This tireless bird-horse is the perfect mount for the citizen in need of speedy transportation. This loyal steed is everything you'd need to cross the Earth Kingdom in decent time. Your particular ostrich horse is trained to respond to a specific whistle and requires about half of the food, water, and rest of a regular ostrich horse. As a bonus, they can be any gender you want, are fully fertile, and can breed.

The ostrich horse develops as you do, eventually being capable of matching jumps with more complex technology.

Omashu [400] This large Earth Kingdom city views you as its king. Built like a fortress and with a unique earthbending delivery system, this city is everything one would need to survive a siege. Omashu is populated by a group of followers who view you as their rightful king or queen. Omashu imports itself into each following jump unless you decide to attach it to your warehouse.

Fire Nation Items:

Manor [100] You are now the owner of a small manor. The manor is tax-free and staffed by a set of loyal followers that act as servants. The manor is also built to take advantage of a hot spring, providing the manor with hot water. The manor imports itself into each following jump unless you decide to attach it to your warehouse.

Fire Nation Ship [200/400] This metal vessel is built for exploring the world. It comes with a small crew of followers trained as loyal sailors and firebenders. The ship is resupplied every month with enough food and coal to last the month.

For an additional **200 CP**, this ship is no longer built to travel the seas but instead the air itself. The small iron ship has been replaced with a fire-nation war balloon, and your crew upgraded to include capable engineers.

Both ships may be upgraded freely, with repairs

Royal Title [400] You aren't a nobody, but instead a member of the royal family with a direct route to becoming fire-lord. This provides you with near-unlimited resources, command over a large portion of the Fire Nation military, and social privilege that surpasses anyone in this world.

This title is updated each jump, placing you into a new position of power for each future jump.

Water Tribe Items:

Wolf Armor [100] This piece of armor is built to provide you with protection and to strike fear into the hearts of your enemies. This armor is sufficient to protect against benders (at least temporarily), possesses a bag that can be filled with water, and comes with a boomerang that always returns to your hand once thrown.

Bending Scroll [200] This deceptively thin scroll contains knowledge on all techniques for the types of bending you can do. Learning advanced techniques from the scroll isn't as effective as proper instruction, but the scroll decreases the learning time of all techniques by 50%.

Spirit Spring Water [400] This vial of water can be used to return the dead to life. However, it is limited to resurrecting individuals that have died within a couple of hours. If you die while wearing this vial, you return to life as if you had the vial used on you. This ability can only be activated once every ten years. Once used, the vial is replaced in a month.

Companions:

All companions are from a timeline where they are highly compatible with their jumper. This does not need to be romantic compatibility but instead be platonic.

Old Friends [100] You may import companions for the cost of **100 CP** per four companions. Each imported companion receives a **600 CP** stipend to spend on purchases in this document.

New Friends [100] For **100 CP**, you may take four companions from this world. This option can be taken multiple times. They receive **600 CP** to spend, as well as their canon abilities.

Joo Dees [100/400] (free/Discounted if you have Lake Laogai Manual) These four women have been brainwashed and trained to be your loyal servants. Joo Dees purchased this way will never overcome their programming and are preprogrammed with a set of lewd hypnotic triggers. The Joo Dees are non-benders, receiving the Outsider Origin and individual stipends of **600 CP** to spend in this document. You may import your Joo Dees together as a group companion.

For **400 CP** instead, you may swap out your non-bending Joo Dees for benders. Each Joo Dee receives a bending Origin and an individual stipend of **800 CP** to spend above. These Joo Dees can be brainwashed canon characters if desired.

Team Azula [100] (free with Royal Title) The team of Princess Azula is purchasable as a group companion. The retinue of Azula can be imported together for the price of one companion (each member receives their own stipend). Each member possesses their canon abilities and receives a **600 stipend** to spend in this document as well.

Team Azula consists of Azula, Mai, and Ty-Lee.

Team Avatar [200] The team of Avatar Aang purchasable as a group companion. The Gaang can be imported together for the price of one companion (each member receives their own stipend). Each member possesses their canon abilities and a **600 CP stipend** to spend in this document as well.

Team Avatar includes Aang, Katara, Toph, Sokka, Suki, Zuko, Appa, and Momo.

Friend from the Past [200] (One free with Avatar) You can freely take any past or future Avatar as a companion. They receive the Perks: **Avatar, Fire Bending, Water Bending, Air Bending**, and **Earth Bending** for free. If they have a spouse, they can bring their spouse together with them as a group companion that imports together with individual stipends. All avatars receive **600 CP** to spend.

Dragon (Discounted with The Dancing Dragon) [200] This mighty beast stands atop the world. Dragons are capable of flight, speech, and each is a master fire bender. This particular dragon is a young adult (for a dragon), but large enough to carry four humans.

In this world, dragons are hunted by master fire-benders as a rite of power. Luckily, your particular dragon can eventually learn to take a human form. This will take at least five years,

unless you happen to be (or know) an energy bender, which can rapidly speed the process along. Your dragon's appearance(s) and personality can be freely customized as desired. The dragon possesses **Firebending**, **Delectable Tea or Deadly Poison?**, and **The Dancing Dragon**. As a bonus, they can be any gender you want, are fully fertile, and can breed.

Royal Harem [200] (Discounted with Royal Title, Omashu, or Ba Sing Se) This group companion (imports together with individual stipends) consists of four trained courtesans. These courtesians are willing experts of sex and sexuality. The four courtesians each possess a different bending origin and **800 CP** to spend above. If you arrive after the Air Nomads genocide, you may switch the Air Nomad out for an Outsider. The exact personalities and appearances of these companions may be freely decided.

Ancient Spirit [400] (Discounted once if you possess Peace or Painted Lady) This titanic Spirit is capable of manifesting freely within reality. It has become fond of you and will be a great ally or patron. This Spirit possesses **Painted Lady** and **600 CP** to spend freely. They possess an animalistic natural form and a human disguise that they can freely assume. The exact details of their appearance(s) and personalities are up to your discretion, although it should be noted that any Spirit this ancient surely possesses a strong and decadent personality. As a bonus, they can be any gender you want, are fully fertile, and can breed.

The Pink Lotus (Discounted with White Lotus Opening) [400] This ancient group of master benders has been urgently awaiting your arrival. These benders are universally attractive (and attracted) to you, with the whole group possessing the necessary firepower required to topple Ba Sing Se. They even have contacts within the White Lotus proper. They follow you from jump to jump, the secret society growing with new powerful members as you enter a new jump.

Drawbacks:

Shipping Wars [0] This particular timeline is perfect for your desired ships to take place. The individuals will quickly find each other and forge a powerful bond.

Replacement [0] You may take the place of a particular character. You do not receive any of their powers without purchasing the specific Perks for CP. Their history adapts to match your choices.

Supplement [0] You may use this document as a supplement to a different Avatar jump.

Extended Stay [+100] You will remain here for an additional ten years. This Perk may be purchased multiple times, although you can only remain here for up to one hundred and twelve years.

Nudist [+100] Wearing clothes is deeply uncomfortable for you. You'll be able to tolerate clothes in survival situations such as cold weather, but you'll only truly be comfortable nude.

Fire Lord, my Flame Burns for Thee! [+100] You are a massive patriot for any of the four nations, dressing exclusively in their cultural dress and attempting to live up to their customs. For example, a Fire Nation patriot would constantly praise the Fire Nation and wear exclusively red.

Ember Island Players [+100/200] Instead of the beautiful special effects that you've come to expect, bending takes the appearance of a poorly designed stage play. Fire blasts are red streamers, water bending is blue paper moved by stagehands, etc. Everything is still as deadly as you'd expect. After this jump, the special effects return to normal.

For an additional **+100 CP**, the people here seem to be bad actors of their true selves. They act over (or under) dramatically, make bad jokes, and even look incorrectly. After this jump, they'll return to their normal human selves.

My Cabbages! [+100/200] Something truly annoying will constantly happen to you during your stay here, necessitating a lot of extra work and effort.

For an additional **+100 CP**, these accidents will tend to serve as the perfect obnoxious cock-block.

I'm the Avatar! [+200/400] Avatar Aang has been replaced with a different Avatar who lacks his upbeat attitude and humility. Their team Avatar will likely include very different characters, as their new attitude might even drive away some of the original team. If you want them to properly resolve the current war, it'll likely require some babysitting.

For an additional **+200 CP**, Aang has been replaced by a bloodthirsty and tyrannical Avatar from the distant past. This Avatar will quickly resolve the current crisis, but it is less about being freed and more like being under new management.

Boiling Rock [+300/400] You'll quickly find yourself locked into the Boiling Rock prison at the beginning of this jump. This volcanic prison is run by an authoritarian warden and is surprisingly difficult for even the Avatar to escape. With some wit, you'll be able to escape within a couple years, and without it you'll at least be able to escape by year five. The prison has been upgraded from canon, always providing a proper challenge.

The only way to escape this prison sooner is to successfully escape with Team Avatar as they arrive to break out Suki and Hakoda. At least the prison guards are largely professional.

For an additional **+100 CP**, the prison guards are despicable, unprofessional sadists.

Spirit Tracks [+300] The boundary between worlds is breaking due to your entrance here, releasing Spirits into the normal world. These spirits range from slightly to intensely dangerous. As the spiritual crisis progresses, you'll eventually find yourself dealing with an entirely separate problem. Some people without bending will quickly find themselves developing air-bending.

Fire Nation Intelligence [+300] The Fire Nation has been given advance warning of your presence here, including a dossier of your current abilities. Their group competence has also been drastically improved.

No Friends [+300] You cannot bring companions from previous jumps into this one.

No Perks [+300] Perks from other jumps do not work during this jump.

No Items [+300] Items from other jumps do not work during this jump.

Spirit [+400] A very ancient and powerful Spirit has grown an obsession for you. Their alien mind has caused them to focus on you, leading them to desire to meddle in your life. They'll sabotage mortal relationships, send minor Spirits to stalk you, and otherwise cause you strife. Your only reprieve is that they cannot physically manifest into the world (unless you happen to arrive in a place where the boundary between worlds is weak).

Scenarios:

But I Believe That Aang Can Save the World

You'll quickly find yourself meeting Avatar Aang and being recruited to help Aang save the world. This timeline is much harder than canon, with Aang facing a much stronger Fire Nation. Within six months, the Fire Nation will attack and successfully conquer the northern Water Tribe and the city of Ba Sing Se. It is unlikely that this Team Avatar will be able to defeat the Fire Lord alone.

You must manage to non-lethally defeat the Fire Lord with Aang's help and bring peace to the four nations.

Rewards:

Team Avatar as a companion for free (see above).

You may leave this world immediately after, instead of waiting for the necessary ten years.

Dragon of the West

You've been promoted up to Admiral in the Fire Navy. How you're viewed will depend on your origin (you needn't be from the Fire Nation; colonials can come from anywhere) and personal skills, but you'll end up commanding a large navy. Your goals are rather simple: conquer the world in the name of the Fire Lord. You'll have to fight armies, deal with political backstabbing, and even face the Avatar personally.

Rewards:

A copy of this world as a warehouse attachment.

Repopulate the Air Nomads

(Requires Air Nomad or Airbending)

The air nomads have been cruelly wiped off this world by the actions of the Fire Nation. You've got a responsibility to repopulate. You must create at least eight children here, and for the duration of this scenario, your children are guaranteed to be Airbenders.

Rewards:

The joys of parenting and the ability to say dad jokes

You may provide your children with 300 CP worth of Perks from the moment of their births. All births you participate in are harmless and non-painful.

Final Choice:

You've finished your ten years in this world. You now face a final choice.

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