

AVATAR - AIRBENDERS

✓ 1.1 BY APOCBOX



WATER. EARTH. FIRE. AIR. FOUR ELEMENTS THAT THE PEOPLE OF THIS WORLD CAN CONTROL AND FOUR NATIONS BUILD AROUND THEM. AIR IS THE ELEMENT OF FREEDOM, AND THE KEY TO AIRBENDING IS FLEXIBILITY, CONCENTRATING ON DEFENSE AND MANEUVERABILITY, WITH AIRBENDERS GENERALLY BEING EXTREMELY PACIFISTIC PEOPLE WHO VALUE ALL LIFE.

YOU CAN ARRIVE ANYWHERE IN TIME AND PLACE FROM THE TIMES HUMANS FIRST LEFT THE AIR-ALIGNED LION TURTLE TO THE ARRIVAL OF AVATAR KORRA IN REPUBLIC CITY.

TAKE THIS 1000 POINTS TO SPEND. YOU WILL STAY HERE FOR 10 YEARS.

ORIGINS

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

TRAVELER

ALTHOUGH THE AIR NOMADS CALL THE FOUR TEMPLES THEIR HOME, AS THE NAME IMPLIES, THEY DO TRAVEL AROUND THE WORLD QUITE A BIT. WHETHER IT IS TO HELP THE PEOPLE OF THE WORLD, TO FIND NEW WAYS TO UNDERSTAND THEM AND NEW PLACES TO MEDITATE UPON, OR TO SIMPLY HAVE FUN, YOU CALL THE WHOLE WORLD YOUR HOME AND NEVER STAY IN THE SAME LOCATION FOR LONG.

GURU

THE UNIVERSE IS A BEAUTIFUL BUT CONFUSING PLACE, WITH MANY SECRETS, HIDDEN MEANINGS, AND JUST PLAIN STRANGENESS. TO UNDERSTAND IT AS WELL AS WHO YOU ARE AND YOUR PLACE IN THE

GRANDER COSMOS, YOU SPEND YOUR TIME MEDITATING, CONTEMPLATING, TALKING TO OTHER THINKERS, AND READING THEIR WORKS, SEEKING THE TRUTH YOU MAY NEVER FIND.

RUNAWAY

SINCE CHILDHOOD YOU ALWAYS FELT UNEASY IN THE CONFINES OF THE AIR TEMPLES. AFTER EXPERIENCE SOME SORT OF EVENT, LIKE PARTICIPATING IN A HEIST, WHICH WOULD HAVE BEEN FROWNED UPON BY YOUR MASTERS AND FINDING ENJOYMENT IN IT YOU JUST RAN LIKE THE WIND TO YOUR FREEDOM. NOW YOU LIVE YOUR LIFE AS YOU YOURSELF SEE FIT, FREE FROM THE CHAINS OF YOUR NATION.

OUTSIDER

MAYBE YOU WERE LOST AS A CHILD AND RAISED BY PEOPLE OF THE OTHER NATION, OR PERHAPS YOU GAINED YOUR ABILITIES IN SOME STRANGE SPIRITUAL ACCIDENT, BUT YOU HAD VERY LITTLE IF ANY INTERACTION WITH THE REST OF AIRBENDERS AND THEIR CULTURE.

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/200

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. FOR AN ADDITIONAL 200, THE AMOUNT OF ENERGY INFUSING YOUR BODY IS GENUINELY INCREDIBLE, WITH YOU POSSESSING PHYSICAL ABILITIES FAR SURPASSING MOST PEOPLE, BEING ABLE TO MOVE AT INCREDIBLE SPEED, AND STRIKING WITH SUCH STRENGTH AS TO BE ABLE TO CRACK SOLID STONE. YOUR BENDING IS SIMILARLY INFUSED WITH STRENGTH, WITH YOU BEING ABLE TO CRUSH A FIRE NATION AIRSHIP WITH RELATIVE EASE.

AIRBENDING - FREE

YOUR CHI IS ALIGNED WITH THE ELEMENT OF AIR. YOU CAN CHANNEL IT TO CONTROL AND MANIPULATE THE SURROUNDING WINDS. 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.

BOUNDLESS SKIES - 600

JUST AS WAN HAS FUSED WITH RAAVA, SO DID YOU FUSE WITH A SPIRIT OF GREAT MIGHT ALIGNED WITH AIR, OR MAYBE EVEN THE ACTUAL SKY SPIRIT. UNLIKE BEING THE AVATAR, THIS DOESN'T GIVE YOU ACCESS TO OTHER ELEMENTS BUT INSTEAD SHOOTS YOUR AIRBENDING 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.

TRAVELER

SORE FEET SONG - 100

THE MOST KNOWN WAYS OF TRAVEL UTILIZED BY YOUR PEOPLE ARE THE FLYING BISON AND AIR GLIDERS. THAT DOESN'T, HOWEVER, MEAN THAT YOU EXCLUSIVELY USE THEM; TRAVELING BY FOOT IS STILL SOMETHING YOU DO QUITE A LOT. YOU ARE AN EXPERIENCED TRAVELER AND WILDERNESS SURVIVOR, WITH YOUR LEGS BEING QUITE STRONG AND YOUR ENDURANCE BEING EXCEPTIONAL. YOU KNOW HOW TO START A FIRE AND WHERE TO FIND FOOD, WATER, AND SHELTER AND IN GENERAL FEEL COMFORTABLE EVEN IN THE PLACES THAT HAVE NEVER SEEN THE FOOT OF MAN.

FREE WIND - 200

YOUR PEOPLE ARE KNOWN FOR THEIR PACIFISM, ALTRUISM, AND THEIR NOMADIC NATURE. PERHAPS IT'S BECAUSE OF YOUR PEOPLE'S GOOD REPUTATION OR SOME OTHER FACTOR; NO MATTER WHERE YOU GO, AS LONG AS IT ISN'T A COMPLETELY CLOSED-OFF PRIVATE PROPERTY, YOU ARE ALLOWED FREE ACCESS TO ROAM PRETTY MUCH ANYWHERE WITHOUT ANY DOCUMENTS OR OTHER KINDS OF IDENTIFICATION. THERE ARE NO BORDERS FOR YOU.

JINGLING LAUGHTER - 400

PERHAPS IT'S YOUR BOUNDLESS OPTIMISM OR CARING NATURE, BUT YOU FIND IT EXTREMELY EASY TO MAKE FAST FRIENDS WITH ALMOST EVERYONE, WITH YOU BEING QUITE CHARISMATIC AND HAVING A GREAT SENSE OF HUMOR. YOU ARE A GREAT LISTENER, WITH PEOPLE FEELING COMFORTABLE WITH SHARING THEIR TROUBLES WITH YOU AND BEING ABLE TO GIVE GOOD, SOUND ADVICE TO EVEN THE MOST COMPLEX

PROBLEMS SOMEONE MIGHT HAVE, UTILIZING YOUR PERSONAL EXPERIENCE AND HISTORY.

DEEP REVERBERATION - 600

DO YOU HEAR IT? THE CONSTANT SMALL MOVEMENTS OF THE WORLD AROUND YOU? NOTHING IS EVER STILL, AND YOU HAVE FOUND A WAY HOW TO INFLUENCE THE AIR AROUND YOU IN A RATHER INTERESTING WAY. YOU HAVE GREAT CONTROL OVER YOUR AIRBENDING, ALLOWING YOU TO MAKE IT VIBRATE JUST THE RIGHT WAY TO PRODUCE ANY AND ALL SOUNDS THAT YOU WANT, ALLOWING YOU TO MAKE YOUR VOICE CARRY GREAT DISTANCES, MUFFLE YOUR MOVEMENTS OR EVEN DEAL EXTREME LEVELS OF DAMAGE THROUGH LOUD NOISE BOMBS OR EVEN SAW THROUGH THINGS WITH HIGHLY CONCENTRATED HIGH-FREQUENCY AIRBLADES. YOU GAIN GREAT CONTROL OVER ANY AND ALL OF YOUR OTHER SUPERNATURAL POWERS AND ABILITIES, ALLOWING YOU TO FIND NEW AND UNIQUE WAYS TO UTILIZE THEM EASILY.

GURU

PURE AND SIMPLE - 100

IT CAN BE RATHER EASY TO GET LOST IN TRYING TO DECIPHER ANCIENT KNOWLEDGE LEFT BY PREVIOUS GURUS OR BECOME LOST IN ONE'S SEARCH OF THE TRUTH ON THE WAY TO ENLIGHTENMENT. THANKFULLY, YOU ARE ALWAYS ABLE TO GET AWAY FROM ANY SORT OF WORK OR OTHER ACTIVITY TO SIMPLY APPRECIATE THE WORLD AROUND YOU FOR WHAT IT IS. NO MATTER HOW OLD OR EXPERIENCED YOU BECOME, YOU WILL NEVER BECOME TOO JADED OR STIFF IN THE MIND, ALLOWING YOU TO ALWAYS APPRECIATE SIMPLE PLEASURES AND LIFE'S BEAUTIES.

BREATH OF HARMONY - 200

FROM ANCIENT TIMES YOUR PEOPLE LIVED IN HARMONY WITH THE SPIRITS, FULLY ACCEPTING THEM AND FORGING BENEFICIAL RELATIONSHIPS. AND IT SEEMS ALL SORTS OF SPIRITUAL BEINGS NOW RECOGNIZE YOU AS AT LEAST A NEUTRAL ENTITY IF NOT AN OUTRIGHT FRIENDLY ONE, ALLOWING YOU FAR MORE LENIENCY THAN MOST AND FORGIVING MANY A MISTAKE THAT WOULD HAVE ANGERED THEM IF DONE BY ANYONE ELSE.

INVISIBLE DRAFT - 400

IT'S A RARE TECHNIQUE THAT YOU MANAGED TO FIGURE OUT. THE ABILITY TO SEPARATE ONE'S SPIRIT FROM THEIR PHYSICAL BODY, ALLOWING ONE TO FLY IN SUCH A FORM UNNOTICED BY THOSE THAT THE USER DOES NOT WANT TO BE SEEN BY, AS WELL AS BEING ABLE TO TELEPORT TO PLACES OR PEOPLE THEY KNOW ABOUT.

CLEAN GUST - 600

CHI DOESN'T FLOW THROUGH THE BODY IN A RANDOM WAY. THERE ARE POINTS WHERE IT CONCENTRATES, AND WHEN THEY ARE OPEN, THE ENERGY FLOWS FREELY, GRANTING ONE MANY BENEFITS, BUT THEY CAN BE CLOSED OR BLOCKED BY EMOTIONAL MUCK. THESE POINTS ARE CALLED CHAKRAS, AND YOU HAVE SUCCESSFULLY UNLOCKED ALL OF THEM, GAINING GREAT UNDERSTANDING AND ACCEPTANCE OF YOURSELF IN THE PROCESS AS WELL AS GAINING ACCESS TO PURE COSMIC ENERGY WITHOUT NEEDING TO NECESSARILY LOSE YOUR EARTHLY ATTACHMENTS, ALTHOUGH YOU STILL CAN IF YOU WANT TO. YOU AGE FAR MORE GRACEFULLY AND CAN EVEN THEORETICALLY LIVE FOR HUNDREDS OF YEARS, IF NOT FOREVER, THROUGH PERIODIC MEDITATION AND CYCLING OF YOUR ENERGIES. YOU ARE ALSO EXCEPTIONALLY GOOD AT GUIDING OTHERS THROUGH THE PROCESS OF OPENING THEIR OWN CHAKRAS, EVEN IF THEY PREVIOUSLY DIDN'T POSSESS ANY, ALLOWING THEM TO GAIN GREATER UNDERSTANDING OF THEMSELVES AND BOOST THEIR OWN SPIRITUAL AND ELEMENTAL ABILITIES.

RUNAWAY

RUNNING LIKE THE WIND - 100

YOU WOULDN'T HAVE REALLY GOTTEN THAT FAR AWAY FROM HOME IF YOU COULDN'T GET AWAY FROM YOUR PURSUERS, RIGHT? YOU ARE A MASTER OF UTILISING YOUR BODY AND POWERS FOR MOBILITY AS WELL AS BEING INCREDIBLY AWARE OF YOUR ENVIRONMENT AND ABLE TO USE AND ABUSE IT TO FURTHER BOOST YOUR SPEED.

ASSISTED FLYING - 200

ONE OF THE MOST FAMOUS AND PROMINENTLY USED AIRBENDER ITEMS ARE THEIR STAFFS, CAPABLE OF UNFOLDING INTO GLIDERS. NOT ONLY ARE THEY A GREAT MOBILITY TOOL, BUT THEY CAN ALSO BE USED FOR COMBAT. YOU ARE A MASTER OF FIGURING OUT SIMILAR TOOLS AND WEAPONS TO AUGMENT ANY AND ALL ABILITIES THAT YOU AND PEOPLE WHOM YOU'VE STUDIED ENOUGH POSSESS.

EVERPRESENT FLOW - 400

BETRAYING NOT ONLY YOUR FAMILY, FRIENDS, AND TEACHERS BUT YOUR VERY OWN CULTURE ISN'T AN EASY THING. IT REQUIRES EITHER RECKLESSNESS OR CONVICTION, AND IF YOUR FORMER IS UNAFFECTED, THE LATTER DOES GET A MASSIVE BOOST. YOUR DETERMINATION AND WILLPOWER ARE OFF THE CHARTS, ALLOWING YOU TO GO THROUGH THE TOUGHEST MOMENTS OF YOUR LIFE, BOTH PHYSICALLY AND MENTALLY, AND COME OUT STRONGER AND BETTER FOR IT, NOT BREAKING IN THE PROCESS.

UNLEASHED STORM - 600

AIR NOMADS ARE PACIFISTS, SHOWING RESPECT TO EVEN THE SIMPLEST OF LIFEFORMS, LIKE BUGS, LET ALONE ANIMALS OR PEOPLE. AND THEIR FIGHTING STYLE REPRESENTS IT, FOCUSING ON MANEUVERABILITY AND KNOCKING THEIR ENEMIES BOTH OFF BALANCE AND UNCONSCIOUS. IT DOESN'T, HOWEVER, MEAN THAT THEY AREN'T CAPABLE OF DEALING GREAT AMOUNTS OF DAMAGE. YOU ARE AN ABSOLUTE MASTER OF USING ANY AND ALL OF YOUR ABILITIES FOR KILLING AND DESTRUCTION, HAVING ALREADY LEARNED HOW TO SUFFOCATE PEOPLE BY DRIVING AIR FROM THEIR LUNGS AND CREATING A BARRIER AROUND THEIR HEADS, NOT ALLOWING THEM TO DRAW ANY MORE BREATHS, AS WELL AS THE FABLED AND EXTREMELY DESTRUCTIVE TECHNIQUE OF AIRLESS VOID, CAPABLE OF CREATING A HARD VACUUM.

OUTSIDER

SHAVEN SHIVER - 100

AIR NOMAD MALES TRADITIONALLY SHAVE THEIR WHOLE HEAD, WHILE THE WOMEN LEAVE MOST OF THEIR HAIR INTACT, ONLY SHAVING AROUND THE FOREHEAD. IT ISN'T JUST A CULTURAL THING, HOWEVER, AS AN AIRBENDER IS QUITE A BIT MORE SENSITIVE TO THE VIBRATIONS OF THEIR ELEMENT, AND A BALD HEAD ALLOWS THEM TO SENSE MOVEMENT AROUND THEM FAR BETTER. YOU HAVE INCREASED AWARENESS OF AIR AROUND YOU, BEING ABLE TO FEEL EVEN NEARLY SOUNDLESS OPPONENTS OR PROJECTILES COMING FROM YOUR BLIND SPOTS, WITHOUT NEEDING TO GO BALD.

NEW BREEZE - 200

HAVING NEVER BEEN TAUGHT AIRBENDING BY THE PEOPLE WHO SPENT THEIR ENTIRE HISTORY PERFECTING IT, YOU INSTEAD CREATED YOUR VERY OWN UNIQUE STYLE SUITED JUST FOR YOU. NOT ONLY IS IT INCREDIBLY EASY AND INTUITIVE FOR YOU TO USE IT, BUT ANYONE WHO HAS EVER SEEN SOMEONE WHO HAS YOUR GENERAL SKILLSET WILL FIND THEMSELF CONFUSED DUE TO NOT EXPECTING YOUR UNUSUAL MOVES. YOU ARE ALSO A QUICK LEARNER IN GENERAL, BEING ABLE TO ADAPT TO NEW ABILITIES EXTREMELY FAST. IN FUTURE WORLDS WITH SUPERNATURAL ABILITIES, YOU WILL SIMILARLY GAIN NEW UNIQUE STYLES PERFECTLY SUITED FOR YOU.

HURRICANE OF CHANGE - 400

AIR IS NOT SUPPOSED TO STAND STILL. STAGNATION DOES NOT SUIT IT, NOR DOES IT SUIT YOU. YOU ARE A MASTER OF CHANGE, WHETHER IT'S SHIFTING SOMETHING ABOUT YOURSELF, ALTERING PERSONALITY OF PEOPLE AROUND YOU, WITH OR WITHOUT THEIR CONSENT, OR EVEN TRANSFORMING ENTIRE SOCIETIES IN THE WAY YOU SEE FIT. FIGURING OUT HOW TO INCITE ANY SORT OF CHANGE IS EXTREMELY EASY, AND YOU HAVE

GREAT LUCK IN FINDING THINGS, PLACES, AND PEOPLE WHO WOULD HELP YOU ACHIEVE YOUR GOALS.

ENTER THE VOID - 600

EVERYONE HAS EARTHLY DESIRES. IT'S NOT A BAD OR GOOD THING. IT IS JUST A FACT OF LIFE. BUT WHAT IF ONE WERE TO COMPLETELY ABANDON THEM? LEAVING EVERYTHING THAT ONCE HELD THEM DOWN, AN AIRBENDER IS CAPABLE OF BECOMING ONE WITH THE WIND, ACHIEVING PERFECT UNSUPPORTED FLIGHT. IT IS SAID THAT GURU LAGHIMA, WHO DISCOVERED THIS TECHNIQUE, LIVED THE LAST FORTY YEARS OF HIS LIFE WITHOUT EVER TOUCHING THE GROUND. YOU ARE NOW ALSO CAPABLE OF SUCH A FEAT, HAVING THE ABILITY TO FLY WITHOUT ANY COST OR EVEN CONCENTRATION WITHOUT HAVING TO LET GO OF YOUR EARTHLY TETHERS. IN FUTURE WORLDS WITH OTHER SUPERNATURAL POWERS AND ABILITIES, SIMILAR TO LAGHIMA, YOU WILL BE ABLE TO FIND A TECHNIQUE THAT CAN BE CONSIDERED THE CULMINATION AND TOP OF SAID POWER OR ABILITY, ALTHOUGH IT MAY REQUIRE QUITE A BIT OF SACRIFICE AND WORK TO ACHIEVE.

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 **AIRBENDER STAFF** AND **SPIRIT STAFF**.

TRAVELER

AIRBENDER STAFF - 100

ONE OF THE TWO MOST FAMOUS AIRBENDER THINGS BESIDES THEIR ABILITIES THAT THE PEOPLE OF THE WORLD RECOGNIZE THEM BY. THIS STAVE IS CAPABLE OF FOLDING AND UNFOLDING INTO FAN-LIKE GLIDERS. USED FOR BOTH COMBAT AND TRAVERSAL, THIS PIECE IS QUITE A BIT STURDIER THAN IT HAS ANY RIGHT TO BE. YOU CAN CHOOSE WHETHER TO HAVE THE TRADITIONAL DESIGN OR THE ONE MADE BY THE MECHANIST FOR THE AVATAR AANG, IN WHICH CASE IT ALSO COMES WITH A REPLENISHING SUPPLY OF SNACKS IN A HIDDEN COMPARTMENT.

TRAVEL SUPPLIES - 200

IN SOME PLACES YOU COULD JUST SPEND A NIGHT SLEEPING ON THE GROUND UNDER AN OPEN SKY, WHILE THE WEATHER IN OTHER PLACES WILL VERY MUCH NOT ALLOW THAT. YOU HAVE A RATHER LARGE BACKPACK FULL OF STUFF YOU MIGHT NEED DURING TRAVEL. A REALLY EASY AND QUICK-TO-SET-UP TENT, A SMALL POT THAT MAKES FOOD COOKED

IN IT TASTE BETTER AND A TEAPOT THAT DOES THE SAME, A SMALL AMOUNT OF DIFFERENT SPICES AND HERBS AS WELL AS SOME NUTS AND HARDTACK THAT REPLENISH A DAY AFTER GETTING EATEN. AND OF COURSE SOME VERY DELICIOUS TEA OF YOUR CHOSEN KIND, AS WELL AS A FEW OTHER BITS AND BOBS THAT YOU MIGHT NEED.

TROUBLE COMPASS - 400

A SOMEWHAT STRANGELY CONSTRUCTED DEVICE. IT LOOKS SOMEWHAT SIMILAR TO A REGULAR COMPASS WITH THE EXCEPTION OF THE HOLES ON ITS SIDE. THE NEEDLE DOESN'T, HOWEVER, POINT NORTH. BUT WHEN THE WIND IS BLOWN INTO IT, THE NEEDLE WILL ORIENT IN THE DIRECTION WHERE YOU CAN FIND SOMEONE IN NEED OF HELP THAT YOU COULD PROVIDE.

SKY BISON - 600

THE OTHER THING MOST PEOPLE ASSOCIATE AIRBENDERS WITH. THIS MASSIVE SIX-LEGGED CREATURE IS A NATURAL BENDER CAPABLE OF BASIC AIRBENDING AS WELL AS FREE FLIGHT OVER MASSIVE DISTANCES. THEY ARE INCREDIBLY INTELLIGENT, AND THIS ONE EVEN MORE SO, BEING PERFECTLY CAPABLE OF UNDERSTANDING YOU. IT HAS A COMPATIBLE PERSONALITY WITH YOU AND IS FIERCELY LOYAL. ACTS AS A FOLLOWER UNLESS IMPORTED AS A COMPANION. COMES WITH A SADDLE.

GURU

ONION-BANANA JUICE - 100

A SHABBY WOODEN BOWL FULL TO THE BRIM WITH A RATHER UNAPPETIZING TO MOST CONCOCTION. IT'S AN ACQUIRED TASTE TO BE SURE, BUT IT IS QUITE HELPFUL IN BOTH FILLING YOUR STOMACH WITH HEALTHY NUTRITION AS WELL AS MAKING ANY MEDITATIONS FAR EASIER AND MORE PRODUCTIVE. YOU GET A NEW BOWL A DAY AFTER THE LAST ONE WAS EATEN.

ZEN GARDEN - 200

THIS IS ONE OF THE BEST, IF NOT THE BEST, PLACES IN THE WORLD TO MEDITATE. SURROUNDED BY THE SOUNDS OF NATURE, THIS LITTLE ALCOVE WILL MAKE YOU ACHIEVE THE DESIRED STATE OF MIND AS WELL AS MAKE YOUR ABILITY TO CONTEMPLATE AND UNDERSTAND THINGS FAR BETTER.

CENTRAL TEMPLE - 400

YOUR VERY OWN AIR NOMAD TEMPLE IS LOCATED IN THE MOUNTAINS IN THE SECRET LOCATION ONLY YOU KNOW. NO ONE CAN REACH IT WITHOUT YOUR PERMISSION, NOT ON FOOT NOR THROUGH AIR NOR THROUGH ANY OTHER MEANS. IT HAS A SOURCE OF CLEAN WATER AND A RESERVE OF NATURAL GAS UNDERGROUND AS WELL AS SOME FARMS PRODUCING

ENOUGH FOOD TO BE ABLE TO SUSTAIN A FEW HUNDRED PEOPLE INDEFINITELY.

WRITINGS OF GURUS - 600

DO NOT TELL ABOUT THIS PLACE TO A CERTAIN OWL; HE MIGHT GET JEALOUS. THIS LIBRARY CONTAINS A LARGE COLLECTION OF SCROLLS AND BOOKS AND CONTAINS ALL WRITING THAT HAS EVER BEEN PRODUCED. FROM WONDERING ON THE NATURE OF THE UNIVERSE TO A RECIPE FOR SOME DELICIOUS FRUIT CAKES, EVERYTHING IS NEATLY ORGANIZED FOR EASE OF ACCESS. THE ONLY THINGS THAT THIS PLACE DOES NOT HAVE IN STOCK ARE THE KNOWLEDGE OF BENDING OR ANY OTHER SUPERNATURAL POWERS IN FUTURE WORLDS, IN WHICH IT WILL UPDATE TO PROVIDE THE SAME LEVEL OF KNOWLEDGE THAT IT DOES THERE AS WELL AS ALREADY CONTAINING SIMILAR COLLECTIONS FOR ANY WORLD YOU HAVE ALREADY VISITED.

RUNAWAY

SCHOOL CLOTHES - 100

WELL, NOT NECESSARILY. SEE, THIS SET OF CLOTHES OF YOUR CHOICE IS CAPABLE OF CONCEALING YOUR IDENTITY SO WELL ONLY PEOPLE WHO HAVE KNOWN YOU FOR YEARS ARE ABLE TO TELL THAT IT'S YOU. IT IS ALSO A GENERALLY COMFORTABLE SET OF CLOTHES THAT YOU DO NOT NEED TO WASH EVER SINCE IT IS ALWAYS CLEAN.

WAR FANS - 200

A PAIR OF SIMPLE YET STURDY METALLIC FANS. THEY BOTH MAKE GOOD MELEE WEAPONS, ALLOWING FOR OFFENSE AND DEFENSE AS WELL AS ACTING TO BOOST USERS' BENDING ABILITIES IN STRENGTH, RANGE AND PRECISION. INTERESTINGLY, DESPITE ORIGINALLY BEING CREATED FOR THE USE OF AN AIRBENDER, THEY DO AFFECT OTHER ELEMENTS AND OTHER ABILITIES YOU MIGHT ALREADY POSSESS OR GAIN IN THE FUTURE.

TEAM JUMPER - 400

YOU ARE A LEADER OF A RATHER LARGE OUTLAW GANG MASQUERADING AS A THEATER TROUPE. THERE'S A DIVERSE SET OF SKILLED PEOPLE IN IT WITH SKILLS AND ABILITIES YOU WOULD FIND USEFUL, WITH ALL OF THEM BEING NOT ONLY MASTERS OF THEIR CRAFT BUT ALSO INCREDIBLY LOYAL TO YOU. THEY DO ACTUALLY MAKE SURPRISINGLY GOOD ACTORS, MAKING THEIR DISGUISE ACTUALLY WORK.

SPIRIT STAFF - 600

TRULY BOTH A GIFT AND A CURSE TO YOUR PEOPLE. THIS GLOWING STAFF IS CAPABLE OF CHANNELING GREAT AMOUNTS OF ENERGY FROM THE SPIRIT WORLD TO BOOST ONE'S BENDING ABILITIES AS WELL AS BEING ABLE TO GIVE ITS USER THE ABILITY TO SHARE THEM WITH OTHERS EN MASSE, EFFECTIVELY GRANTING THE CHI PERK AS WELL AS A SINGLE BENDING

PERK TO THE ONES THAT DO NOT CURRENTLY POSSESS THEM. CHANNELING SUCH ENERGY, HOWEVER, REQUIRES A CALM STATE OF MIND; OTHERWISE, THE USER MIGHT BE CORRUPTED AND TURNED INTO A RAGING SPIRIT-LIKE MONSTER.

OUTSIDER

NEW HOME - 100

A RATHER SIMPLE IF SPACIOUS PRISON CELL LOCATED ATOP THE MOUNTAIN. THERE'S A BOWL OF RICE AND A CUP OF WATER THAT REPLENISH EIGHT HOURS AFTER BEING EMPTIED, AND YOU CAN CLOSE AND OPEN THE DOORS TO IT WITH JUST A THOUGHT. A GREAT PLACE TO IMPRISON A NON-BENDER.

LOCKET OF TRUTH - 200

THIS SMALL GOLDEN PENDANT CONTAINS A CRYPTIC INSTRUCTION FOR SOME EXTREMELY USEFUL AND RARE TECHNIQUE. COMPREHENDING IT, HOWEVER, WOULD BE A CHALLENGE AND WILL TAKE QUITE SOME TIME TO BE ABLE TO FIGURE IT OUT. YOU GET A NEW TECHNIQUE IN IT A YEAR AFTER YOU FIGURED OUT THE PREVIOUS ONE.

HIDDEN CAVERNS - 400

THIS BASE IS LOCATED IN A RATHER HARD-TO-REACH PLACE, REQUIRING EITHER SOME GOOD MOUNTAIN CLIMBING GEAR AND SKILLS OR THE ABILITY TO FLY. BESIDES PROVIDING A SECRET PLACE FOR SOME NEFARIOUS DEEDS, THE MAIN DRAW IS A GIANT CHAMBER WITH FOUR CHAINS INSIDE SUSPENDING ANYONE LOCKED UP IN MID-AIR. ANYONE WHO'S BEEN LOCKED IN THERE IS EXTREMELY UNLIKELY TO GET OUT, WITH IT REQUIRING THEM TO USE SO MUCH STRENGTH AND POWER THAT IT WILL CAUSE THEM LONG-TERM DAMAGE IF NOT OUTRIGHT KILL THEM IF THEY TRY.

GLIMMERING DEATH - 600

A BOWL FULL OF METAL-BASED POISON THAT COULD BE CONTROLLED BY A METALBENDER. ONCE INTRODUCED INTO THE SYSTEM OF THE PERSON, IT WILL FORCE THEM TO USE THEIR FULL POWER WITHOUT ANY REGARD TO PERSONAL SAFETY. IT MAKES IT POSSIBLE TO KILL THEM NO MATTER HOW UNKILLABLE THEY WERE BEFORE, AND KILLING THEM WHILE THEY ARE IN SUCH A STATE WILL PUT AN END TO THEM PERMANENTLY, WITH ANY ATTEMPTS AT RESURRECTION, ESCAPING DEATH, AND SO ON BEING IMPOSSIBLE. THERE ARE NO METAPHYSICAL CONSEQUENCES TO THEIR DEATH IF THERE WERE SUPPOSED TO HAVE USUALLY BEEN ANY UPON THEIR DEMISE. YOU GET A NEW BOWL EACH YEAR.

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 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.

CONTINUITY - FREE

IF YOU HAVE PREVIOUSLY VISITED THE WORLD OF AVATAR AND HAVE SELECTED A STARTING DATE THAT IS AFTER YOUR PREVIOUS STAY HERE, YOU CAN CHOOSE TO VISIT THAT VERSION OF THE WORLD.

EXTENDED STAY + 100 PER

STAY FOR 10 MORE YEARS. CAN BE TAKEN AS MANY TIMES AS YOU WANT BUT YOU ONLY GET POINTS FOR THE FIRST 4 PURCHASES.

AIRHEADED + 100

YOU ARE A SOMEWHAT SCATTERBRAINED INDIVIDUAL, JUMPING FROM ONE THING THAT INTERESTS YOU TO ANOTHER AND HAVING TROUBLE PAYING ATTENTION. YOU CAN STILL CONCENTRATE IN TIMES OF NEED, BUT DURING MOMENTS OF PEACE, YOU CONSTANTLY END UP PURSUING THE FLIGHTS OF YOUR FANCY.

SHINING DOME + 100

IT'S NOT THAT YOU SHAVE YOUR HEAD TO ACHIEVE THIS PERFECT LEVEL OF BALDNESS; IT'S THAT YOU NO LONGER CAN GROW HAIR ON YOUR HEAD. WHICH ANNOYS AND SOMEWHAT FRUSTRATES YOU, EVEN IF YOU WERE BALD BEFORE THIS JUMP.

HOPELESS ROMANTIC + 100

YOU HAVE FALLEN IN LOVE WITH SOMEONE, OR WILL SOON IF YOU ARE A DROP-IN. THIS PERSON ISN'T PARTICULARLY INTERESTED OR EVEN THAT COMPATIBLE WITH YOU, BUT UNFORTUNATELY YOU ARE SMITTEN WITH THEM. GETTING THEM TO SEE YOU IN A SIMILAR WAY WILL BE A CHALLENGE, AND GETTING REJECTED BY THEM WILL HURT A WHOLE LOT.

SACRIFICE ONESELF + 200

ALL LIFE IS SACRED IN YOUR EYES, AND YOU SEE IT AS YOUR PERSONAL DUTY AND BURDEN TO HELP THOSE AROUND YOU, EVEN AT THE EXPANSE OF YOUR OWN PERSONAL FEELINGS AND NEEDS. ALTERNATIVELY, IF YOU WOULD BE OKAY WITH THAT, YOU ARE INSTEAD A HIGHLY SELFISH AND ABUSIVE INDIVIDUAL, PREFERRING TO TAKE THINGS FROM OTHERS AND OCCASIONALLY DOING MALICIOUS THINGS FOR THE FUN OF IT.

CAGED PRISONER + 200

YOU WILL START THE JUMP HAVING BEEN IMPRISONED BASED ON THE CRIMES YOU MAY OR MAY NOT HAVE COMMITTED. THE CELL WAS SPECIFICALLY DESIGNED WITH YOU IN MIND FOR JUMP PURCHASES, SO BREAKING OUT WILL BE IMPOSSIBLE WITHOUT OUTSIDE HELP OR SOME INCREDIBLE COINCIDENCE.

I'VE CERTAINLY NEVER USED VIOLENCE TO TAKE A LIFE + 200

AANG, BUDDY... OKAY, SEE THERE'S THE THING. YOU DON'T HAVE A PARTICULARLY GOOD GRASP ON HOW STRONG YOU REALLY ARE AS WELL AS HOW MUCH DAMAGE YOUR ENEMIES CAN TAKE, MAKING YOU PERIODICALLY KILL PEOPLE WITHOUT INTENDING TO DO SO OR ALTERNATIVELY HIT THEM TOO WEAKLY.

WHY DID YOU ABANDON US? + 200

THERE'S SOMETHING YOU DID. SOMETHING YOU ARE DEEPLY ASHAMED OF AND HATE YOURSELF FOR DOING. IT HUNTS YOUR DREAMS, AND IT WILL TAKE A LOT OF HELP FROM PEOPLE WHO LOVE YOU TO MAKE YOU GET OVER IT EVEN PARTIALLY, WITH YOU NEVER FULLY GETTING OVER IT.

TOO HIGH! TOO HIGH! TOO HIGH! + 200

IT'S KIND OF EMBARRASSING FOR AN AIRBENDER TO BE AFRAID OF HEIGHTS, BUT UNFORTUNATELY YOU IN FACT ARE. THERE'S NOTHING YOU CAN DO ABOUT THAT FEAR, AND EVEN BEING ON THE ROOF OF A MODEST

SHACK WILL MAKE YOUR KNEES SHAKE IN TERROR, LET ALONE FLYING ON A GLIDER OR BISON.

THE SIMPLE LIFE + 200

YOU DO NOT WEAR COMPLEX, HIGH-QUALITY, AND PRICEY CLOTHES, PREFERRING TO DRESS IN SIMPLE OUTFITS. YOU DO NOT EAT EXTREMELY TASTY AND RICH FOODS, PREFERRING PLAIN MEALS. YOU DO NOT LIVE IN LAVISH HOUSES, PREFERRING SMALL ACCOMMODATIONS. IN GENERAL, YOU TRY TO PRACTICE ASCETICISM TO THE BEST OF YOUR ABILITIES.

HOLLOW SHELL + 300

PERHAPS A RESULT OF A CHILDHOOD TRAUMA, AN UNLUCKY ENCOUNTER WITH A SPIRIT, OR SOME OTHER CAUSE HAS MADE YOUR MIND UNSTABLE. WHETHER IT'S YOU HEARING VOICES THAT NEVER STOP, SEEING THINGS THAT ARE NOT THERE, OR REMEMBERING THINGS YOU HAVE NEVER EXPERIENCED, THERE'S SOMETHING UP WITH YOUR HEAD. YOU CAN LEARN SOME MEDITATION TECHNIQUES THAT MAY SOMEWHAT MEDIATE THIS CONDITION, BUT IT WILL NEVER FULLY GO AWAY, CAUSING YOU TO PERIODICALLY LOSE SIGHT OF REALITY FOR PROLONGED PERIODS OF TIME.

FROZEN IN ICE + 300

INSTEAD OF STARTING IN THE TIME PERIOD OF YOUR CHOOSING, YOU WILL START SOMEWHERE IN BETWEEN A HUNDRED TO THOUSANDS OF YEARS LATER THAN YOU SHOULD, HAVING SPENT THAT TIME FROZEN IN AN ICEBERG. WHEN YOU GET OUT, NOT ONLY WILL YOU HAVE TROUBLE ADAPTING TO THE CHANGED WORLD, BUT YOU WILL ALSO FIND THAT PEOPLE WHO YOU WERE CLOSE TO, WHO YOU IN FACT HAD QUITE A FEW OF, HAVE ALL DIED, WHICH WILL MAKE YOU HIGHLY DEPRESSED. IF YOU ENTERED AS A DROP-IN, YOU WOULD BE IMPLANTED WITH MEMORIES OF PEOPLE YOU WOULD HAVE CARED ABOUT.

TRUE PACIFISM + 300

YOU DO NOT USE VIOLENCE AGAINST OTHERS. PERIOD. NOT AGAINST ANIMALS OR SPIRITS AND DEFINITELY NOT PEOPLE. EVEN IF YOU WERE IN A LIFE-OR-DEATH SITUATION, YOU WOULD PREFER TO DIE THAN INFLICT ANY AMOUNT OF PAIN OR DAMAGE ON ANOTHER PERSON.

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 TOY VERSIONS OF DIORAMA VERSIONS OF ALL THE AIR TEMPLES FOR FREE.

NOW CHOOSE

STAY HERE

WANT TO HANG AROUND? WELL SURE THING. HERE TAKE ADDITIONAL 1000 TO SPEND HERE

GO HOME

HAD ENOUGH ADVENTURING? VERY WELL. HERE TAKE 500 TO SPEND HERE BEFORE YOU RETIRE.

NEXT JUMP

THAT'S WHAT WE'RE TALKING ABOUT! HERE TAKE THIS COPY OF THE DOOR TO THE AIR TEMPLE SANCTUARIES AND THE BLUEPRINTS FOR IT.

NOTES

CHANGELOG

✓ 1.0 RELEASE

✓ 1.1 ADDED CONTINUITY DRAWBACK