AVATAR – WATERBENDERS

V 1.1 BY APOCBOX

WATER. EARTH. FIRE. AIR. FOUR ELEMENTS THAT THE PEOPLE OF THIS WORLD CAN CONTROL AND FOUR NATIONS BUILD AROUND THEM. WATER IS AN ELEMENT OF CHANGE, ACTING FLUIDLY AND GRACEFULLY, LETTING THEIR DEFENSE BECOME THEIR OFFENSE AT A MOMENT'S NOTICE AND TURNING THEIR OPPONENTS' OWN FORCE AGAINST THEM.
YOU CAN ARRIVE ANYWHERE IN TIME AND PLACE FROM THE TIMES HUMANS FIRST LEFT THE WATER-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.

CIVILIAN

WHETHER YOU ARE A SIMPLE FISHERMAN, A HUMBLE ICE ARCHITECT, OR A YOUNG HEALER, YOU RARELY SEE COMBAT OR ENGAGE IN HIGH SOCIETAL ACTIVITIES, LEAVING A MOSTLY AVERAGE LIFE. YOU WAKE UP IN YOUR SMALL HUT OR TENT.

WARRIOR

MAYBE A SOLDIER FIGHTING YOUR ENEMIES ON THE FRONT LINES OR A GUARD TO ONE OF THE CHIEFS, YOU HAVE TRAINED IN COMBAT FROM A YOUNG AGE, AND YOUR CURRENT LIFE REFLECTS IT. YOU WAKE UP IN BARRACKS OR A CAMP WITH A SQUAD OF YOUR BUDDIES.

CHIEF

Well, maybe not necessarily the leader of one of the tribes, but you are in the upper echelons of your society either running it or helping with running it, whether as an elder of the tribe or a high ranking waterbending master or perhaps you oppose the current order as a rebel or criminal. You wake in a rather large and opulent home.

Sage
Not concerned with the worldly desires, petty conflicts of mortals, or the burden and blessing of ruling, you dedicate your time to the spiritual side of the world. Maybe you are a humble recluse spending your time in meditation or are serving in one of the Avatar temples as one of the sages. You wake up in a simple, unfurnished abode with very little to your name.

Perks
Perks are discounted to their respective origins, perks worth 100 are free and the rest is 50% off. Free perks are optional.

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

Waterbending – Free
Your chi is aligned with the element of water. You can control and manipulate water in solid, liquid, and gaseous states. 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.

Eternal Dance – 600
Just as Wan fused with Raava, so did you fuse with a spirit of great might aligned with water, maybe even either the the Moon spirit or the Ocean spirit. Unlike being the Avatar, this doesn't give you access to other elements but instead shoots your waterbending

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 Spirit's 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.

Civilian

But I Believe... – 100

Stories, traditions, culture. There are a few ways the older generation can pass them down, and you are an expert in the oldest way. You are an excellent storyteller with a soothing voice and ability to convey even the most complex of tales to even the most unruly of children, making them stick in their memories for the rest of their lives.

Clean Spring – 200

Despite many people's obsession with purification, the completely pure water isn't always healthy for you to drink; it is still, however, much better than drinking stinking, polluted river muck next to a factory. You are exceptionally good at using your abilities to separate water and any other element you can control from its impurities, getting a perfectly clean example of such.

Sturdy Ice – 400

It is rather hard to get more traditional building materials like stone and wood that other nations use in building their cities and homes in the freezing wastes of the Northern and Southern Poles. Which is why almost everything there is made out of ice and compacted snow, some through the work of non-benders but with most intricate and large projects being done by the benders like you. From small igloos to large townhouses to giant walls, towers and palaces, you are a genius at utilizing your abilities for construction and creation, being able to make extremely long-lasting structures and items from even the most fragile of materials.

Source of Life – 600

Some waterbenders are capable of greatly accelerating the natural healing abilities by utilizing water as the catalyst to concentrate the body's energy in an afflicted area. It's best used for external physical wounds, as that method struggles with more internal damage and curing of illnesses. The quality of water also can alter the strength of healing, with the water

from the spirit oasis being even able to bring back to life the recently dead. You are a master of this technique and can easily figure out how to use your other supernatural abilities for healing both yourself and others.

Warrior

Ideas and complaining guy – 100

Being able to think creatively both in and out of battle as well as see things from a more realistic standpoint is one of the core aspects of being a warrior, as one's creativity allows them to utilize their battlefield to full advantage and a discerning eye to spot the enemy's weaknesses.

Field advantage – 200

From creating dense mist to confuse enemies and hide yourself, to making slippery ice patches, to making surprisingly deep puddles, you are a master of manipulating the battlefield to your advantage using your powers as well as being great at utilizing them for personal maneuverability, like ice skating and mist stepping.

Push and pull – 400

The waterbenders are masters of maintaining balance between the positive and negative jing, switching between offense and defense at a moment's notice, and you are an excellent example of that. You can change from attacking to defending on a moment's notice as well as being great at utilizing the strengths of your enemies against them.

Red water – 600

Water is life, and to you, most living things are just bags of water, with you being able to control the flow of their blood and manipulate their bodies as if they were puppets. You are extremely proficient, being able to even use this skill during the day without the need for a full moon. You also find that your other supernatural abilities can now be used on other people's bodies, even if it shouldn't have been possible, like a metal manipulator controlling calcium in someone's bones.

Chief

Snow white – 100

Maybe it was a blessing from a spirit, or you just won a genetic lottery, but you are an exceptionally attractive person, with even people who would have not been usually attracted to

people of your demographic reconsidering their sexuality and personal views. Having a naturally stark white hair is an option too.

Calm Surface – 200
Your will is eternal, and your soul, mind, and spirit are immutable to anything you do not want to affect them. You could perfectly retain your mind and personality even under a direct possession of the strongest of spirits gaining full access to their powers and suffer no mental or spiritual consequences once they leave. Although your body isn't defended by this protection so it can still change in such a scenario.

Motions of the Mind – 400
To help direct the flow of energy within oneself, specific movements that benders use are an almost universal constant, with only exceptional masters or freaks of nature being able to forgo them and utilize their abilities with just their will. You are one of those people who, either through constant training or natural talent, is able to use any and all of your supernatural abilities without a need for any movements, words, or tools, only needing your mind.

The Moon Within – 600
The waterbenders have learned their art by watching the tides and owe their abilities to the moon spirit. Literally, as if it were to be captured or slain, they would lose access to it, something that can happen since it has gained a rather weak physical form at the dawn of this world. But not to you, as all of your abilities are intrinsically tied to yourself, not needing any outside force, being or object to function with you being able to use them without trouble even if you really shouldn't.

Sage
Pants are an Illusion and so is Death – 100
Maybe it's life experience or all those nice swamp weeds you constantly eat and smoke, but you are actually pretty wise, having some really profound ideas in your noggin and having a nice and understandable way of conveying them to others.

Under the Surface – 200
Although since Avatar Wan has sealed the spirit portals, most people would go most of their lives without encountering a single otherworldly inhabitant, it is still a possibility. You do not fear them as you have a way of understanding any

inhuman beings. their wants, needs, likes, and dislikes. and those beings also seem to like you somewhat more, at least giving you a chance to engage with them.

permeable mist – 400
there are a few ways a bender can lose their gift, whether through someone who has mastered energybending, an exceptional bloodbender or a cruel spirit; one can be locked out of their abilities' potential forever. not you, as all of your powers, abilities, perks and so on are unable to be affected by anything you do not want them to be affected by.

glowing waters – 600
humans live far more stable and consistent lives than those of spirits, as a great emotional change can deeply affect them. a disturbed spirit will change its shape to a more dark and dangerous one, and their personality will become more violent and primitive.you have learned a way to both cure such conditions, being able to bring anyone to calmness and revert any sort of changes to their minds and bodies, as well as induce such conditions with potentially even gaining control over them.

items

items are discounted to their respective origins, items worth 100 are free and the rest is 50% off. anything can be imported into a fitting item (weapon into a weapon, tool into a tool etc.). if lost or stolen you get them back in an hour. all items can be bought multiple times, with free items costing 50 after first purchase. you can combine compatible items like fishing boat and stealthy vessel.

civilian

fishing boat – 100
a small, if extremely well-made and sturdy, boat. has a storage compartment that is bigger on the inside, being able to hold much more than one would think as well as keeping everything inside fresh.

freshly fallen – 200
you have two large crates, one filled with snow that acts as a great substitute for mortar, and the second having ice, whether

in chunks, specific forms, or solid blocks. They both replenish once they are closed and opened again.

Perfect Aid – 400
This human-like mannequin is an extremely thorough representation of the insides of the human body, showing all the organs, nerves, veins, and so on. It also shows any examples of supernatural structures or organs within the people of the world you are in. It acts as a perfect training dummy for both regular and mystical skills and abilities, with all progress being sped up significantly.

Unending Source – 600
This small vial is capable of endlessly replicating any sort of liquid placed inside of it with any and all of its qualities and abilities as well as keeping it fresh forever. It can perfectly contain any such liquid, even extremely volatile ones that would have usually destroyed such a container easily.

Warrior

Battle Ready – 100
A twin set of large waterskins that can hold absurd amounts of water on the inside, easily more than five times what they normally should. All of it can be nigh instantly emptied and put back inside by you or anyone you allow, but not by your enemies. They are also quite more durable, being able to withstand a few sword strikes before rupturing. You can teleport them to yourself with a thought.

Cold Steel – 200
A weapon of your choice, whether a rather conventional one like a sword, spear or club or something more unusual like a boomerang. Whether it is made of bone or metal, it can easily cut or break steel, going through it like it isn't even there. Similarly to the item above, you can also always summon it to yourself.

Stealthy Vessel – 400
A boat that has enough space for ten people and supplies to last them a month without needing to come ashore. It glides through the water soundlessly, and unless you want others to notice, it is extremely hard to spot. You could easily go through the highly secure blockade on it and even slip through the great gates of Azulon unnoticed.

THE SCROLL – 600
THIS MANUSCRIPT, DESPITE LOOKING RATHER COMPACT, CONTAINS A FULL COLLECTION OF EVERY SINGLE MOVE AND STYLE OF WATERBENDING THAT HAS EVER BEEN INVENTED AS WELL AS CONSTANTLY ADDING NEW STUFF THAT IS BEING MADE DURING YOUR STAY IN THE CURRENT JUMP. IT WILL ALSO UPDATE TO INCLUDE ANY MAGICAL SPELLS OR SUPERNATURAL TECHNIQUES FOR ANY ABILITIES, POWERS, SYSTEMS, AND SO ON THAT YOU WILL GET ACCESS TO IN THE FUTURE OR HAVE ALREADY GAINED ACCESS TO PREVIOUSLY.

CHIEF

ICY THRONE – 100
DESPITE LOOKING RATHER UNCOMFORTABLE TO SIT ON, IT'S A RATHER PLEASANT SEAT. WHETHER IT'S ACTUALLY MADE OUT OF ICE, BONE, OR SOME OTHER NORMAL MATERIAL IS UP TO YOU. GIVES YOU A MORE SERIOUS AND JUST IMAGE AND YOUR WORDS A BIT MORE WEIGHT WHEN YOU SIT ON IT.

WHITE GROUNDS – 200
A RATHER SPACIOUS OPEN SPACE THAT IS CURRENTLY FULL OF SNOW, ICE, AND FLOWING WATER. IT'S A PERFECT PLACE TO TRAIN WATER-RELATED ABILITIES, BUT THAT CAN BE CHANGED BY ALTERING THE SURROUNDINGS, LIKE SCRAPING ALL THE SNOW AND ICE AND BLOCKING WATER AND INSTEAD PLACING ROCKS AND METALS, MAKING IT A PERFECT AREA FOR EARTH MANIPULATORS INSTEAD.

FORTRESS CITY – 400
LOCATED IN A NATURALLY HEAVILY DEFENDED PLACE AND FURTHER REINFORCED WITH MAN MADE DEFENSIVE STRUCTURES, THIS CITY IS ONE OF THE SAFEST PLACES TO BE IN DURING AN INVASION OF ANY KIND. IT HAS SPACE ENOUGH FOR THOUSANDS OF PEOPLE AS WELL AS ACCESS TO CLEAN WATER AND POOLS CONTAINING FISH AND EDIBLE SEAWEED THAT PROVIDE A STEADY SOURCE OF FOOD.

SPIRIT OASIS – 600
EITHER A SECRET LOCATION THAT ONLY YOU KNOW THE WHEREABOUTS OF AND CAN GIVE ACCESS TO OR A WAREHOUSE ATTACHMENT. CONTAINS A LUSH GARDEN AND A POOL OF HIGHLY SPIRITUALLY CHARGED WATER. PERFECT PLACE FOR ANY SUPERNATURAL BEING TO INHABIT, FULFILLING ANY AND ALL OF THEIR NEEDS WITH THE WATER BEING ABLE TO BRING EVEN RECENTLY DEAD BACK TO LIFE IF USED BY A SKILLED HEALER.

SAGE

FLOWING PEACE – 100

this small water fountain and a bamboo tube that fills and empties with an iconic sound is a perfect place to meditate next to, being able to calm one's mind and boost the concentration of everyone who can hear it.

Animal Companion – 200
Although many a recluse shies away from humans, they still seek companionship. They often find it by taking in a pet. Whether this is a cute otter penguin or a big and somewhat frightening yet friendly polar bear dog this animal is surprisingly smart, being able to perfectly understand your commands and likes you a lot, seeing you both as a family and friend.

Spirit Army – 400
Although there are famous and unique spirits, there are also a bunch of weaker, identical-looking ones. Whether it's a fluffle of colorful dragonfly bunnies, a frightening group of humanoid kemurikages or a mixture of different ones they are perfectly loyal, with you being able to send them mental commands. The stronger they are, the fewer you have, but no matter the amount, all respawn a day after death.

New Gate – 600
North and South poles are the location of the two portals to the spirit realms, with you now having a third one fully to yourself, being able to set who can enter and leave through it as well as instantly changing the location to where in the spirit world it leads to. In future worlds, it can either let you access a copy of the world from this jump or an in-setting equivalent if one is present.

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.

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.

Stinky Sweaty Genius + 100
Damn, maybe that water chi is extremely potent, or you are just a really nasty person, but you sweat a lot. Like ridiculous amounts. Better stay hydrated and wash yourself a lot.

You're Not Very Bright, Are You? + 100
You are not exactly a moron but you can be a tad slow, as well as joking at inappropriate times and not taking a lot of things serious.

Sorry, Ladies. Didn't Mean to Interrupt Your Dance Lesson +100
You have rather traditional views on gender roles. As the man is a warrior, hunter, protector, and provider, the woman should stay in the kitchen. Which will most likely cause you to underestimate your opponents or yourself. Maybe get humbled a few times and learn your lesson?

Never Come Back + 100/200/300/400/500
Once again you have seemingly done something rather despicable, only this time it's one of the water tribes that hates you, with you being issued a death sentence if you ever try to enter it. For 100 points it's the foggy swamp that hates you; for 200 it's one of the polar tribes. This drawback can be taken

multiple times, so taking the swamp and one of the polar tribes will give you 300, while taking all of them will give you 500 points.

Sour Twins + 100/300
Whether it's laziness, some sort of spirit curse, or just you being born like this, your face is incredibly inexpressive. Even during the most emotionally intense moments, it will not change. Well, at least Koh can't steal your face now. For an additional 200, he in fact already stole it. You can still somehow breathe, eat, and drink, but you can no longer see, smell, taste or speak. And now we'll have a blank patch of skin instead of any facial features.

Angered Spirits + 200
Maybe you destroyed a sacred forest or did some other despicable thing to offend them, but any and all spirits seem to be highly distrustful of you, and many are outright hateful, going in for the kill the moment they see you.

Real Tough + 200
You severely overestimate your combat capabilities as well as the strength and intelligence of your opponents. You could try to piss off and knock out the Avatar and just think that you could get away after easily, completely ignoring the famous Avatar State.

Blood Curdle + 200/300
Whether it was an Avatar, angry spirit, or a skilled bloodbender, you have lost access to both waterbending and any out-of-jump water-manipulating abilities. Can only be taken if you have picked the waterbending perk. For an additional 100, you lose access to all elemental abilities from previous jumps, which you have to have to be able to take this perk.

Never Learned + 200/300
Well, that's kind of embarrassing. For someone from the people associated with the element of water to not be able to swim is just... how does it happen exactly? Well, better stay away from anything deeper than a bath, I guess, and forget about learning how to, since you no longer can. For an additional 100, you have an intense fear of open waters and will begin to shake by just looking at it from the shore, let alone trying to cross it on a boat or going for a swim.

Evaporation + 300
While it is true that waterbenders draw power from the moon, the sun usually does not do anything to them. To you, though, it is an enemy, as not only do you feel like shit during the day, but you also become extremely weak, both physically and in the supernatural way.

Dark Sky + 600
Tui, the Moon Spirit, has been killed with all that it entails, and there's no way to bring it back from the dead. La, the Ocean Spirit, as well as the Avatar of the time period, think that you are the one who did it and need to be killed for your crime against the world.

The Final Choice
First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this diorama versions of both the Agna Qel'a and the Wolf Cove for free.

Now choose

Stay Here
Want to stay here? Well not a bed choice. Here take additional 1000 to spend here

Go Home
Feeling tired? It's okay, go rest. Here take 500 to spend here before you retire.

Next Jump
That's what we're talking about! Here take this non supernatural version of the Spirit Oasis.

Notes
Changelog
V 1.0 Release
V 1.1 Added Verse, Supplement, Self-Insert Drawbacks