

Avatar Nations Jump

Origins

Nomad: You are not someone tied down by things like homes, or isolationist borders. The path is your home, and everywhere you are is your community

Royalty: Born with that silver spoon aye? Well now you are someone who was born Lucky and won from the start, beware the games of nobles grasping for more power

Banditry: This war has gone on almost past living memory, is it any wonder that some people may have taken a darker path when their livestock is taken by armies, or burned to deny it to the enemy

Soldier: you have the eyes of someone who has seen much of this spirit forsaken war, even if you are a child. At this point its all the same to you, whats another battle?

Mystic: The world you are in is so in tune with nature that it kinda changes a person doesn't it? The way the clouds drift, the way the people fight the way they all do things in strange ways... you can read that, and make sense of it all

Mechanist: Ah *BOOOM* Terribly sorry for interrupting your workshopping time, I'll be quick. You don't care one whit about this war nonsense, you just want there to be things improving, and you are the one doing it!

Performer: Wow... how are you so talented? Able to do everything in strange and amazing ways. You can light up a crowd, dance in the markets or any number of insane feats of whimsy. You truly are an artist in some way, and its always a joy to see

Nations

Fire: Through anger or through Breath, there are two paths for these benders to be. Which shall you choose?

Earth: the Kingdom of Earth has their strength tied to their confidence and emotions, the more unshakable your are mentally, the stronger you are physically

Water: To flow with nature as you do is a sight to behold, to become one with nature itself through the guiding and healing of body and soul is truly amazing

Air: The Joy of breathing life into the world and the bounty of Nature is something you adore doing. From the smallest of creatures to saving the lives of others, you love it all.

Colonial Exile: Whether you were from a colonist family or banished from your nation, you can pick a max of 2 nations to have your backstory.

Perks

General Perks are afforded a 300 CP stipend for this section only, all Origin perks are half off per their origin with 100 CP perks being free

Chi:Free

The source of energy for this world, allowing you to survive falling from greater heights, having boulders, fires and title waves thrown at you and even more.

Positive Jing: 100 CP

The art of advancement, and knowing how to be on the offensive. To never feel the need to go back. You always know how to go forwards and strike when needed.

Neutral Jing: 100 CP

The art of waiting for your moment, the ability to allow others to advance for you and counter their movements. In an individual fight or military charge you can immediately tell the mistakes, if there are any, in your opponents advancements.

Negative Jing: 100 CP

The art of a tactical retreat. You can retreat, or leave any engaged conflict with ease. Whether it be leaving a verbal sparing match or dancing through the raindrops of arrows and cannon fire to better allow yourself a chance at survival

Gangs Glow Up: 100 CP

This is a long term perk, the longer you spend in a world and grow in both power and fortitude, the more amazingly you grow to look. It goes to the point at the end of your ten years here you might as well be a model, you definitely will be one of the most attractive people in whatever verse you are from

Tienhai's Eye 100 CP

You have a way about you, something that attracts spiritual beings to you out of curiosity and awe. Whether it be your soul, mind or body something makes them look towards you as more than those around you

Failures New Form 200 CP

While this perk is a bit morbid, eventually even a jumper falls. Whether out of boredom or by combating someone to far above them. In the words of Tienhai, spirits do not die, but instead gain a new form. By purchasing this you are allowed to take a singular perk from your failed chain into the next world. Choose wisely, as this perk will heavily represent your core personality in your next life.

Chi Manipulation: 200 CP

Did you think only bending uses Chi? I hope not, because now you are well versed in things like using chi to strengthen yourself, or even blocking the chi of others. This is a dangerous combat style as several taps on an opponent will shut them down for hours until the effects wear off.

Bender Shifu: 200 CP

You are skilled in the art of teaching people your own personal skills, whether in combat or out of it. Although as is standard for this world, practical learning has a meteoric effect. With some practical guidance and this perk, any student you have can master your skills within a year

Friendships that last lifetimes: 200 CP

This is a world with a long history, and even longer friendships. You are unfortunately in a position to remember it all aren't you... what's more, unless you have companions then even your friends are left behind. Well now you find history doesn't repeat but instead rhymes, now should any companion leave you, or any friend die before their time, if you join a world in a later point in time, that is the same as they fell in, you can meet their reincarnation. This incarnation is fairly similar to them but with a few differences. Enjoy, you won't truly have to say goodbye.

Spiritual: 300

You have the way of someone touched by a spirit, and somehow didn't end up going mad or having their face stolen. Your life... bending and more has a wisdom decades ahead of your peers. People look to you for guidance and find you to be a cut above the rest, finding ways of relating whatever situation you are in to a form of wisdom said by you or others, while not perfect it is an art in and of itself (Capstone Booster)

Origin Perks

Nomad Perks

Nuts and Leafs 100 CP

You have the stomach and foraging ability to find water in the desert and food in the wastelands. Will it always be good? No. Will it at least keep you going? At least that

Nature is home 200 CP

You can immediately know the best spots to rest, heal and forage in your area, but just because you know these things doesn't mean you are the only one or that you get there first. All it means is you just know where they are, not the state they are in

Cultural Friends 400 CP

Want to pick up a language, culture, art or anything else from one of the other nations? Even things like combat and other guarded secrets are able to be learned with ease as long as you have a friend from this culture teaching you. If you start a journey as a child with care givers your guardians will also count for this perk as well.

Bladeless 600 CP

The nomadic life is supposed to be one of peace and unity, but in these turbulent times even you have picked up arms for self defence, you now know how to wield blunt force weapons for non lethal take downs, and how to incorporate your bending with said weapon

- Capstone Boosted: Now even if you wield a real blade, you will be able to control your movements and power to not kill your opponents and continue on as if they were minimally injured, even if you threw an entire box of knives at once, by luck you have only just pinned them to the floor with no cuts whatsoever. This only works when you want it to by the way.

Royalty

Of the Blood 400 CP (Free for Royals)

You have the blood of a lord, of some standard, and own some territory in the name of your family. You also have the gifts associated with your family as well, much like the Ty sisters all being acrobats, or the daughters of Toph all being able to metal bend among the best in the world.

- Capstone Boosted: You are of kin with the nations rulers, or the nations that are left. You are related to the rulers of this world as a child, in law, sibling or even them should you choose to insert yourself. Enjoy the mad house of royalty, and I hope you survive

Den of Vipers 200 CP

You know how to bluff and outmaneuver your way out of any conversation, or into any conversation, and at least on the right track for learning the loyalties and motives for those in conversation with you

The way to Rule 400 CP

WHAT DO YOU MEAN YOU BANISHED EVERYONE! WHO ARE YOU TO RULE? This perk gives you a mind for those pesky things all rulers of this world seem to forget, logistics and managing an area for people to live. From tracking farmland and soil quality, water purity and

sources and even the roads and sanitation of a nation this perk gives you an idea of how countries are *actually* ran and how to do so.

- Capstone Boosted: more then ruling well, you rule flawlessly, you control even more sectors so oft forgotten in running a kingdom or province, like information, trade, even fortification and healing supplies all become part of your knowledge base. If you build a kingdom from the ground up, you truly do make something as close to a utopia that this world allows

Words of the Masses 600 CP

Oration of the masses, or propaganda is certainly a skill. But what makes yours so insane is that any positive peace of propaganda you agree with about yourself has a tendency to become true, depending on the will of the people you rule. Declare yourself the most powerful bender of your element in the world after doing something insane? If enough people hear and agree with you then they will unknowingly push their chi towards that outcome. Now this isnt perfect but it also has limits. While this perk is active you have no idea its on, and if it has enough people behind it even negative propaganda is beginning to take effect, so this is a double edged blade all around. Another limit is physical impossibility as well, if you *physically cant do something* or if its a genuine impossibility then this perk cant force it or force you through it

Banditry

Smuggling route 100 CP

With barely any studying, and a can do attitude, you can break in and out of anywhere in a day of planning and doing. How much of either depends entirely on you. You are one hell of a smuggler as well, able to pull of routes that kill lesser men with ease, even crazy areas like unagi's pass are no sweat for you, you crazy jumper

Jumper Always Lies 200 CP

How do you have such a good poker face jumper? You looked right in that persons eyes and convinced them you are a doctor in one breath and their long lost sibling in another. The performance is terrifying but whats worse is I cant even tell if you lied. You have no tells, whether that be biological, spiritual or other to tell if you are lying... jumper is scary

Sense of treasure 400 CP

In this war torn world there is still treasure and areas to discover. If a location or place is valuable to your current needs and situation then you somehow will be able to find it without even knowing it was there in the shortest amount of time. Need water in the desert? Find an oasis. Need gold for a ransom? The treasure of a former bandit king. Its all the same to you jumper.

Jumper, Freedom Fighters 600 CP

Did you not become a bandit willingly jumper? Well now you are a different sort. You know how to begin rebellions, and how to attack the dominant power of whatever region you live in. Attacking their legitimacy, power blocks and more like the earth kings bear attacks the feast. Eventually when your rebellion ends this perk turns into The Way to Rule if you are fully successful in your endeavors

- Capstone Boosted: well jumper this is a simple boost, the more powerful and corrupt the power you are fighting against the stronger your rebellion. All the others who would rebel against them see fit to institute you as their leader and have *you* be the one in charge of whatever area you so choose. Note that even if you *can* topple them it will still take time for all the effects to work, and if want the easiest path take Of the Blood. If you have Of the Blood this perk is further boosted to allow you a shot at any royal line you wish to claim

Soldiers

Boot Camp 100 CP

ATTENTION! YOU WERE ONE OF THE WORST LITTLE FIRE LILLIES I HAVE EVER DONE SEEN JUMPER! Now look at you! You went through a rough style of training that has you gain the skills for whatever type of combat you need. You know your knots, camp management, latrine digging, and how to fight with at least one weapon for melee and one weapon for mid range combat! You are one of many because this describes most if not all of the soldier in your unit, but you are competent in all manner of soldiering in whatever jump you are part of. HURAH!

Coordination 200 CP

What is the point of being one soldier vs 1000? Nothing that's what, maybe if you are a strong bender you can take a bunch by themselves but unless you are the avatar you can't really be expected to do much. But for every soldier in your unit, or fellow fighters in your group, you now have the ability to take on 5 times your number. This perk becomes 6 times as effective if you are the one leading the herd, leading from the front and calling the shots. Watch an army of 200 walk away losing 10, and the army of 1000 walk away losing 800 from the sheer coordination you show.

War of Information 400 CP

Something that the war of the elemental nations seems to forget is that words are just as important for winning as the fighting. You are one hell of a spymaster, having the skill and ability to control the flow of information in and out of a battlefield, going in and out of enemy

settlements and strong holds, and finding truth to any rumor you so seek. Information is the name of the game, and you always seem to have the deck stacked just how you like it. Meanwhile, your enemies cant seem to decide how you look, act or even fight. Its like any information on you becomes lost in translation from word of mouth to seem even more insane than the truth. *As an aside, did you really wrestle the elephant koi outside of kyoshi island with a giant bucket and squirting lemon in its eye?*

General of Your Generation 600 CP

You are a monster when it comes to leading others into any field of battle, but more than that you are a master of teaching discipline to large groups, and teaching a group to be one. Now what does this mean? Well any soldier you train gains the ability and mindset of a veteran of the war, the military force you command also adapts itself to learn the more you combat them. Should a superior enemy be foolish enough to let you live without finishing you off you will be able to predict their moves to an astonishing degree. By the fifth encounter with any enemy of any size, you will be able to predict their every move even years later.

- Capstone Booster: more than just learning how to engage the enemy, you can now demolish them with commanders of your own who gain a lesser version of the base perk. Pick three companions in your retinue and each receives portion of your perk. One receives the training portion, able to train perk related skills or other learned skills of a soldier, another receives the ability to adapt and analyze all battle plans and abilities of enemies for helping you lead, the third commander instead gains the War of information perk, creating a spymaster for your army. Finally all three receive the perks Boot Camp and Coordination without the capstone booster

Mystic

Strange remedies 100 CP

You see this world has some weird ass remedies like putting frozen frogs in peoples mouths, or similar things that really shouldn't work. Now this changes in multiple areas like the fact fire lilies when boiled become a nectar filled drink to help with hypothermia and much more. No matter the area you now have the ability to find these strange remedies and make use of them to fix any mundane illness you find

Sage Wisdom 200 CP

You are wise behind your years, but you dont just dispense wisdom, you also can tell the root cause of the issues others face psychologically. This is far more dangerous then it sounds, as you also know the points of mental weakness the longer your converse with and know a person. The decision on whether to break them or build them up is for you. This perk stacks the more experience you have had, both in previous jumps and this current life. The more experienced and worldly your knowledge base, the stronger it becomes. Watch as even the unshakable

royalty of this world becomes frightened of the sharp tongue you have, or have the people with the weakest will become the most impossibly strong heroes of the people.

Fortune Tellers Woes. 400 CP

You are more than one of those charlatans who have no idea what's going to happen, or those so-called spiritualist medians who run when the wind blows ominously. You are actually someone who can read the meanings of nature and the world around you. Messages and conversations with the spirits are par for the course. You are only wrong if one of the greatest of spirits, the ones closest to gods, messes with you for fun. Let's see what this fortune teller can change shall we?

Foggy Visions 600 CP

It is said that the Foggy Swamp is alive in its own way, through its ability to mess with the senses of people and judging them by their own nature. You are a person who sees similar outside the swamps, visions of what you need to do, where your objectives are and who holds them. Should you meditate on your questions you shall always have a lead for where you must go

- Capstone Booster+Fortune Teller Woes: more than anything else you see possibilities, the ability to see what direction different paths and actions can take. The good and the bad, unfortunately for you this comes with too much information for one mind to hold. The possibilities you see begin at dawn and end at dusk each day, allowing you to plan around any surprises the world has in store for you

Mechanist

A different perspective 100 CP

You have a unique perspective on any mechanical or engineering problem. You see gliders that used to be powered by bending and chi and instead turn it into ways for even a disabled bender to take to the sky. As a creator as long as you have tools and material on hand you can make specialized things like bnoending implements work mechanically as long as it's physically possible.

Mechanist Mindset 200 CP

Why only make better what's already there? Do you remember the satomobiles of Korea's time? How would you make such a thing in the beginning of Aangs journey? Perhaps you would enjoy the mindset of a creator like this. **AN** *Note this is a major boost to all engineering perks, learning speed and allows you to begin the process of making LoK tech in AtLA time period. This is done over time and research not immediately*

Forging Old School 400 CP

Even if you are being fancy with all your automations a lot of this world still focuses on old timey things like traditional crafts. And you, jumper, are a master of them. You can forget blades, spears and more to the point where lords would beggar themselves for half a chance even hold your blades and call them their own. Armors forged by you are near perfect in mobility, defense and feel near weightless for how much they protect, arrows you craft are near soundless and somehow pierce through all but fortress walls and sheets of steel. You are a terrifying force multiplier jumper, but this only works for crafts you make yourself

Throw an egg into it 600 CP

You ever deal with a problem that you couldn't figure out? Well now you know how to deal with it. You are a monster when it comes to finding issues and weaknesses in machinery and especially those that you have studied. The more you look into a machine, even without taking it apart, the more you can tear it down. In that same vein the more versions and iterations you make on somethings designs the more flaws you remove from it as well, learning from the mistakes of previous set ups and allowing you an ungodly amount of progress

- Capstone Booster: reverse engineering: you ungodly crafter, how are you able to command this much intellectual power that as long as you have an example of the technology in front of you, a knowledge on what it does and tools you can learn the underlying principle of whatever you care for. While not as impressive in this jump should you acquire tech in future jumps it works just the same

Performer

Circus Freak 100 CP

WOW you are flexible jumper, and able to put on one hell of a show! You can run on a tightrope, contort your body into a knot, juggle knives and throw them with unholy accuracy, and more. All skills able to be seen in a traditional circus, including bending circus attraction and styles, you are well above average in to the point of being able to put on a one person show

Story Teller 200 CP

More than just telling stories this allows you to figure them out. By hearing information on a specific format, event or mystery allows you to guess on how real life events may go. On the performative side it allows you to do several things; from throwing your voice, changing or masking your voice with eerily on point impersonations, sing so well rulers of nations would pay a price for your voice in their halls. When combined with Jumper Always Lies, War of Information and Costume Change, allows you to conceivably pass yourself off as different

people to the point that other than your height you could fool a king into thinking you as a male is his daughter without him even thinking anything wrong.

Costume Change 400 CP

Jumper, this perk is more than just changing clothes, this perk also allows you to change your body language, posture, gait of your walk and transformation of your face with make up available to you. You can conceivably work on your looks enough that you can fool everyone on how you physically look to the point with just the body language and gait portions are needed to have your closest allies decide that you are a stranger who weirdly looks like their friend. The illusion could still be shattered as this perk has nothing to do with vocal manipulations or how well you can pull off a performance though. Your voice and ability to lie verbally is still needed for this perk to be more than just motion

Dancing Dragon 600 CP

Long ago, long before recorded records, in a time we only know of because the avatar state allows them memories of the past, there were dances and songs sung to allow benders communion with spirits. These forms have more meaning than as a sideshow attraction, they allowed communion with nature itself. Allowing benders to better prepare themselves to brave wilds held by spirits and make peace with nature. This perk does more than just access the dance of your element, it allows you to put actual feeling in any performance you do and share your feelings and perspective to even the most stubborn of individuals.

- Capstone Booster: As the spirits rampaged through the world when it is destroyed, it has come out that there are ways to mend the rifts and return them to a non darkened state. Even should a spirit be angered to the point of lashing out, your sincerity has reached them and allowed you to bring them serenity. More to the point, in future jumps this perk allows you to even barter with nature spirits and gods in jaw dropping performances and prayer to allow leniency from them when they rage use this wisely jumper, because beings like this can only forgive so many slights

Nation Perks

Two discounts for your chosen nation only, cannot choose other nation perks. If you have the Colonial Exile

Fire Nation

The need of Precision 100 CP

Whether it comes to your skill with long range weaponry or your control of fire, you are one of the most precise people in the world. Fire is the element of destruction and with this, you only destroy what you wish too. You have near flawless control of the accuracy, speed and power of your flames and thrown weapons

Rise with the Sun 200 CP

Unlike most Fire benders you don't weaken in the night, and your resistance to the cold and ice is greatly increased to the point where unless you submerge yourself in ice water in the North Pole, you will most likely be fine and still able to fire bend near your max. You still are effected by cold, but it would be a lot harder for people to use that to bind you.

Breath of Fire 400 CP

It has long been told that Fire Benders gain their greatest strength from the breathing they do. More than that, a firebender like you also gains a physical boost in ability and strength in martial pursuits when it comes to strengthening their bodies with chi to perform insane physical feats

Earth Kingdom

Unmovable as Stone 100 CP

An earthbender is someone unshakable, its where they draw their strength from. As someone who is able to look armies in the face and laugh as they through mountains and change the terrain, they have to have the confidence to throw it in the first place

Mountains Body 200 CP

The Jumper feels conflicted for how easy the Jumper gains these muscles, but the jumper is the jumper so he doesn't care. This perk allows you to gain whatever physique you desire more easily, and to train your body with every day movements alone to eventually make yourself look however you want in stature

More than Stone 400 CP

An earthbender has, perhaps, the most states of their materials they can control of any bender. With this any similar control perks you have such as fire bending allows you to control more than just fire but *heat* as well. Being able to chill an area or heat up the air around you, similar to how earthbenders can control lava and metal.

Water Tribe

High Tide 100 CP

As a sea faring and water using nation, you are able to navigate on sea, scout, and use the resources available to you to sneak in waters more quickly than any captain of the other

nations. Why is this so impressive? Because you can even navigate through fog layers in ice, such as during the coming of age ceremony of the Southern Tribe

Low Tide 200 CP

Well while you are able to have fun causing merry chaos throughout the water, this allows you the traditions of the land. From crafting sharpened bone weaponry, to allowing the creation of ships and even buildings in desolate snow, should the need ever arise you may even craft up the great city of Anga Quilla in your neighborhood

Healing the Soul 400 CP

Of all the benders, the water tribe is actually the one best suited to heal both man and spirits, and now you know best how to do the same. Spiritual powers allow you even greater heights of healing

Air Nomads

Above the Clouds 100 CP

As someone where entire people can fly you have an extreme sensitivity to air currents and the piloting and movement of aircraft. Even if it is something you have never seen before as long as it isn't more complex than the planes in the time of Republic City, you can at least steer it one way or another.

Hahahaha Gravity 200 CP

This is a simple perk, it prevents your recklessness from affecting you near as much. You are immune to G force, motion sickness, and the damage of pressure when moving at certain speeds while within the atmosphere. The second part of this is to remove the negative effects of 0G.

Ideology, Not Borders 400 CP

One of the interesting things about the Air Nomads was that they have hidden temples around the world, more than just the four monolithic structures they also had dozens of smaller shrines and people who loved them. In terms of how much fun a person would have with air nomads most loved them, even across lifetimes. You are similar, as long as your ideology is for a good cause and your messages are done non violently, people will more easily stand with you. Alternatively this also allows you to quickly rise the ranks of religious groups later on in your chain

Items: +500 per: you gain 2 general discounts, two discounts to your nations items and discounts on all of your origins items. All 100 discounts become free instead

Money and Housing: 100/200/400/600

Money is something everyone has and everyone needs, this item decides how much money you have access to at the start of your jumps, and how you have it

- A comfortable year: for 100 CP you have enough money to live lavishly as a peasant for a year, or frugally for your entire jump. If supplemented with an income can perhaps double how long the money lasts or how your quality of life is. As well this comes with a simple home, and a small garden. Enough to comfortably fit 4-6 people without it feeling cramped
- A simple merchant: for 200 CP you have the money and businesses of a merchant group. This is not anything as extravagant as a noble, but a simple business with wide contacts in the agricultural field is where you make your money. You have a business focused on 3 crops, or useful but not monopolized goods. You gain the house of A comfortable years option as well as several businesses or traveling merchants in your employ, as well as a protected vegetable farm
- Biefong's Riches: one of the richest mercantile houses of the earth kingdom, known throughout the kingdom itself for it's extravagant wealth. You have access to the same amount of money as this insane family, including the same amount of businesses and work they may have. You also gain their wondrous mansion
- Lordly House: there is a difference between money and its power. This gives you a slightly smaller amount of money or business in exchange for taxation rights on your area and the owning of all land in the area

Cabbage Cart 200 CP

This is a fun one, this is an immortal cabbage cart that is always filled with the best quality of produce you have ever put in. The limit is that it restocks every 12 hours, the best quality must be possible without actual magic, and unfortunately if you don't sell out all your whares it unfortunately has a habit of being smashed to pieces, don't worry! You get a new one every 8 days after the last one smashed up. To break this curse you must sell out (at an honest price with you actually getting the money) your entire stock for an entire week OR stop the universe and rules of comedy from smashing it for the week. Whichever comes first.

Nomad

Packed supplies 100 CP

Nothing special; just a packed tent, food supplies, a ton of well preserved spices, a waterskin and a spare waterskin, as well as a collapsible cooking set, soaps and bed roll. Nothing special besides the bed roll being made to be comfortable everywhere and to keep you at optimal temp for your to be relaxed.

Animal Whistle 200 CP

This is a two partner, also does not work if the animal is deaf. This whistles first effect is a calming effect, its a bit mild but it's enough to stop skittish animals from freaking out. On the other side is the whistle when you really put your breath in it. Should you blow the whistle loud enough it will ward off all other animals far far away from yourself.

Caravan Wagon 400 CP

A wagon (and either a polar bear dog, komodo rhino, or ostrich horse in this world or a normal beast of burden in others) along with enough space to have a family of five, and provisions for two months inside it. All provisions you add do not spoil unless you don't secure it properly. Note if you break the carriage or loose your beast of burden it will take a month to get a new one. Good traveling!

Secret Paths 600 CP

Now what does this mea- NO STOP! **SECRET TUNNEL!** NO! THIS JOKE IS OVERDONE SO LET ME FREAKING EXPLAIN! **ahem** you have a map of every secret tunnel or hidden path of whatever country you are in. Think thats it? No, you also have a part two -*WAIT STOP! *TWO LOVERS* (boulder sounds) enough*, part two is your maps let you know of any requirements or needs you may have to pass through said place. This isn't omnipresent, all knowing or anything but at least the biggest, maybe second biggest hurdle will be included. If its a dungeon or a moving fortress this refreshes every day otherwise do as you will

Royal

Identification 100 CP

You have your lordly papers, family crest, coat of arms if needed and more. All possible things to identify you as a noble of your station is now in your hands. If you are a drop in later on this also counts as identification for the world you are in.

Land of Trade 200

You have a fairly strange land now don't you. Pick three products you wish to have naturally on land you own, this gives you said land and the products on it are already good to grow. This is limited to one singular property under your name, but the bigger the property the more deposits may be found. This could be something as simple as a strawberry field or maybe a tin mine, or as good as a gold mine. While the quality of the area never runs out, the more expensive the produce the longer it takes to grow or find. (If you own a planet in later jumps yes this will mean there could be mines all over the world)

Procession (includes servants: Royal Only) 400 CP

Well you can't expect a lord to go into a simple wagon now can you? This is a collection of 9 carts/ wagons (4 for personal rest of servants and 5 for supplies) for supplies and servants and a singular lordly wagon of extremely high quality, and 50 Servants that all are non benders. 10 of the servants are drivers while the remaining are 5 chefs, 3 animal doctors, 2 human doctors, 15 maids/ butlers and 15 guards of some skill. This item can be purchased three times with the purchase either raising the quality of servants or adding an additional purchase of tier one servants. This also affects the quality or amount of carriages. On the second purchase they go from average servants to among the top 1 percent of all mundane servants, third purchase allows 5 of your choice to be benders of your nation of choice. For the carts/ wagons this allows you to go from high quality to master class coach, and on the third purchase unlocks the merchant caravan, courtesan caravan and an animal caravan to have as well (only first two purchases are discounted)

Lordly Home (with Capstone its a palace) 600 CP

You have a home befitting your stature, with around 40 bedrooms (300 if palace) all filled with high quality furniture. Its nice to know this isn't the *actual* lordly estate (or palace) of your home territory, but a personal home and grounds belonging to only you. The food is always fresh and stocked, the servants are always helpful but the best part of this? Every bedroom in the palace allows one free import in future jumps. This unfortunately only allows them to have the drop in, royal or servant backgrounds in any future jumps and they are not allowed drawbacks and CP but are allowed whatever free perks they qualify for. Downside is they cant leave the homes grounds, but with the Capstone boost that extends to include the entire country you are lord of!

Banditry

Tools of the trade 100 CP

Why do you have a crow bar, a lock picking set, a knife, rope that never ends, a glass cutting device, a set of surprisingly dark stealth clothes, a disguise kit and a box of smoke bombs? Oh you are a stage show magician? Sounds legit. Well this all also restocks every night at midnight so have fun with it!

Surprisingly effective Rusty Weapons 200 CP

Swords, spears, axes and more. All current era weaponry can be found here for such a low price. You also just keep finding rusty masterpieces whenever you recruit someone to your villainous deads, and have no trouble finding spares for your hoard of trouble makers

Maps of the World 400 CP

Not really a villain thing as an amazing thing, you must of had some for of historical hobby jumper! Going around collecting over a hundred maps to various treasures of historical peoples. From the sun warriors to a hidden area of the air benders, every treasure of the world has a chance to be on a map. Have fun hunting jumpers! (Resets at start of each world)

Vessel of Villainy 600 CP

Well look at you, going from banditry to piracy! Moving up in the world. This is a massive Pirate ship filled with crew who are all hardened warriors. You have a small army of 50 men on board, all trained (albeit minorly) to sail and fight at sea and land. Lets see you well you can fight (if in LoK timeline you can trade this in for an airship or smaller stolen planes depending on point of timeline.

Soldier

Armor and Weapon 100 CP

More than just armor of your nation and a single weapon of it too, you also have things like a trowel and shovel for ditches and latrines, and a dagger side arm

Supply routes 200 CP

Not instant food, but instead a shipment to your regiment each week with a crap ton of supplies that you need. Medicine, food, gear and more!

Training Grounds 400 CP

This is a bit special, a home base/ training ground for your war family. This place has a special effect, any ability you possess that your group can physically learn, you can teach. Have a special breathing method? You can have them perfect it in a week at around half your level. A month and three quarters, at two months they can learn any martial or physically demanding skill if pushed enough. Unfortunately if said skill is a fiat backed perk then at max they can go is 90%.

Platoon 600 CP

Why is this over such an amazing training ground? Because this is your platoon of 50 die hard loyal soldiers who all double the effect of Coordination, General of your Generation, and Training Ground. 50 highly trained soldiers who in a month can master any physical skill you show them, all master tacticians who synergize with your thinking so well you might as well be reading each others minds, and all of which are the most competent and responsible brothers you would ever have. With the capstone booster? Each of these guys have equal potential power to Azula, Katara, Toph and Jinora but only if you train them properly. Imagine a troop of

50 prodigious 17 year old benders, capable of taking over and dismantling an army double their age, size and number in ten minutes. It would have been 5 but they played with their food.

Mystic

Medicinal Supplies 100 CP

What you thought was a small sack of herbs? No this is an entire apothecary filled with herbs, tools and spaces for healing. In addition to hundreds of medical texts tucked away in a small library

Mystic Robes 200 CP

A set of robes that boost all your spiritual and mental abilities, but more than that you can perform rituals easier. Dance for good fortune and the see what you dance for have a small increase in chance, dance for the elements favor and watch the spirits of said element blush from your praise. As long as your ritual is done sincerely, and with this robe, you can expect at minimum a neutral result.

Book of Spirits 400 CP

I am saying this now... you may want to buy this even without being a mystic? Why? Oh no reason, just tells you about all the spiritual beings in your jumping world, as well as how to avoid, appease or oppose them. If you are in a world with gods it works there too, showing history, morality and much more on the biographies of the spirits in question, even the divine ones.

The Foggy Swamp 600 CP

What is so important about this swamp you ask? What could possibly make it as important as the last item? Well one, it is a living psychic spiritual entity who can show you visions of past, present and future. Two, it's a living organism who can come alive and swat people away with trees. Three, it's a training ground for spiritual and mental skills, and allows you to journey mentally to any spiritual or mental world. If that isn't enough you also have a village of swamp benders too, a group of fifty water benders who control the swamp and plants around themselves

Mechanist

Mechanized tools 100 CP

Screwdrivers, hammers, and whatever other tools are needed to make complex and intricate machinery. An amazing piece of work comes much easier with these (includes a blowtorch and welding equipment in LoK timeline)

Good quality Materials 200 CP

800 lbs of refined steel, as well as several other pieces of raw goods to build whatever the heck you want here. Enjoy! But this is only raw material like cotton and fabrics, metals and crystal. You have to refine it besides the steel yourself

Primitive Factory 400 CP

Not really primitive but more along the lines of the industrial revolution, you have a work force of 20, a warehouse in jump and an assembly line able to make relatively simple machines. All things these people make will turn out in flawless quality but the more complex something is the longer it takes.

A Ruin to Renew 600 CP

Well now you just HAD to get a base, eh jumper?

Performer

An Instrument of Choice 100 CP

Well this is simple, an instrument shown in the Atla, Lok or other side medea timeline or more, as well as the skills to play it. Simple really.

Stage of Choice 200 CP

A Theatre, circus, bar and lounge, or pavilion owned fully by you tax free. Passively reduces nerves and enhances performances of your workers or yourself by a sizable margin

Backup Dancers 400 CP

A whole stage crew with 10 other performers either in the same performing style as you or complimenting you. This can be purchased multiple times but only the first two are discounted. If you don't want more performers on second purchase then much like Ty Li and her sisters these performers also come with the option of using their skills in other ways, as well as a massive increase in skills. At minimum they are top level performers, after a second purchase they are the greatest in the world.

A Festival for the World 600 CP

More than just a singular theatre you control the arts/ pleasure district in your area, think of it as also having a direct festival market and tents, hotels and brothels being under your employ. You can't abuse it *too* much but you both have a crap ton of money rolling in and a lot of influence for wherever you are. All your businesses also have no diseases, drops in quality and similar nasty bits. Enjoy Jumper~