



James Cameron's Avatar v1.0
By Stress Incarnate, with a big thanks to QafianSage

In a distant dystopian future, Earth's become a hellhole of pollution and overpopulation. Desperate for means to mitigate the crises, humanity turned to the stars and discovered something incredible: a room-temperature superconductor, unobtainium, most common by far on the moon Pandora.

Pandora is a lush and vibrant world orbiting the gas giant Polyphemus, located in Alpha Centauri A, 4.3 light years from Earth. It is filled with all manner of wondrous and deadly inhabitants - including tribal natives called Na'vi, the first and only intelligent life humans have ever encountered, and they didn't make a good first impression.

Unfortunately, humanity's desire for that precious unobtainium brought them into conflict with the natives of Pandora. At first, attempts were made to bridge the growing gap with cloned 'Avatars', human-Na'vi hybrids mentally piloted by humans - but communication is failing and tensions are rising.

So welcome to Pandora, a land of danger and excitement aplenty. Try not to get eaten?

Take **1000 Choice Points** to fund your adventures.

Starting Location

Roll a **1d6** to determine where you start, or pay 50 CP to choose your Starting Location.

Location One: Hell's Gate

You will be arriving at the Resources Development Administration Extra-Solar Colony 01 (also known as RDA ESC 01), the centerpoint of humanity's colonial efforts on Pandora. This base is packed to the absolute brim with human advancements, nothing that enters here does so without permission. It is THAT heavily guarded. I hope you are human.

Location Two: Omaticaya Clan Territory

A jungle-dwelling clan that reside in one of Pandora's massive hometrees, renowned for their amazing textiles and weaving skills. They believe that if a job was done correctly, it should never need to be done again; thus they shall take as long as needed to perfectly construct a single bow, ax, or spear. You find yourself either on the edge of their clan or the heart of their territory, whichever makes more sense for your chosen race.

Location Three: Olangi Clan Territory

Nomadic Na'vi who highly value the freedom their lifestyle brings. They see it as both a privilege and their birthright, they are known as the premier Direhorse riders. The Olangi live in the shade of the massive trees numbering the plain, building their temporary huts from long grass and wood. You find yourself either on the edge of their clan or the heart of their territory, whichever makes more sense for your chosen race.

Location Four: Tayrangi Clan Territory

A coastal Na'vi clan known for their Ikran riding prowess, and for their pescatarian diets. This clan is known for being independent spirits, untethered to convention, unburdened by even the strictest of Na'vi clan rules. You find yourself either on the edge of their clan or the heart of their territory, whichever makes more sense for your chosen race.

Location Five: Hallelujah Mountains/Mountain of Truth

Known as *Ayram alusing* to the Na'vi, aptly translating to 'Floating Mountains', this is the land where Ikran or 'mountain banshees' will roost. It's home to the Na'vi rite of passage Iknimaya, a treacherous but fundamental tradition where young hunters select, capture, and bond with an Ikran. You appear on Mons Veritatis, the 'Mountain of Truth', well over 2,600 meters above the ground. Hope you have a safe way down.

Location Six: Free choice

You are free to pick from the given options, or any location on Pandora you could name. Though, you will likely find yourself far from the movie's plot.

Age and Gender

You can either start as an adult of your species, or gamble your age with a **1d20 + 1d8**. Furthermore, your gender is also free to decide.

Origins

Drop-In [Free]

How the hell did you get here jumper? Well, it doesn't matter, you've gotten yourself lost in Pandora, with nothing but your clothes and enough provisions/gear to last around two weeks at most, if you ration it that is.

Soldier [Free]

You know how to do as you are told, and do it well. The picture perfect soldier does not need a reason, he does not need justification, he does what he is told. You are a soldier, one of Quattrich's men... So you better prepare for the coming shit-show.

Scientist [Free]

Never stop pushing the envelope, alright? Because You are a scientist, and specifically a part of Dr. Augustine's crew. Unlike the meatheads that thoroughly pervade the colony here on Pandora, you desire to make peace where they look for war.

Native [Free]

This is your home, as it always has been and *should* always be. And yet, ever since the sky-people started colonizing, that home has increasingly been at risk, because of their rampant greed and heartless actions. Get ready to defend it with your life.

Race

Human [Free]

You've chosen to remain human? Can't say that's too smart of a choice when Pandora's local fauna is almost universally tougher, meaner, and bigger than you. Worse, you can't even breathe in its atmosphere without an exopack to filter out the toxins. Though that's not to say life as a human is miserable, being part of a highly advanced race means you have access to a load of tech, creature comforts, and safety... when off the battlefield.

Na'vi [200 CP | Discounted for Native]

Also known as *Eywa'eveng*, and the indigenous population of Pandora. The Na'vi are a species of cat-like aliens that stand 2.5 to 3.9 meters tall. They are highly intelligent and have developed a sophisticated culture based around a profound spiritual connection to other life on their moon, to each other, and an encompassing "goddess" they call Eywa. Na'vi have roughly four times the strength of a human who is in peak physical condition, and bones reinforced with a type of naturally occurring carbon fiber.

The Na'vi, like all life on Pandora, have a Queue; a collection of thin and pinkish tendrils hidden in a sheath skin, which are an extension of their nervous system. These 'tendrils' can connect with those of another being, in an act known to the Na'vi as tsaheylu, which enables mental communication between the two entities, and the sharing of information, including memories, emotions, and sensory inputs. Post-Jump this works on all animals.

You may optionally be one of the subspecies of Na'vi, like the amphibious Reef-folk who have powerful paddle-like tails, large webbed fingers and toes, and can hold their breath for extended periods of time.

Perks

Origins get their 100cp perks for free and the rest of their origin discounted to 50%.

General [Undiscounted]

A Mind for Languages [Free]

Let's be real, you probably don't want to spend years learning to speak and read/write new languages fluently, so now you fluently speak and read/write the two most widely spoken languages in your starting area... that you don't already know.

Genetic Engineering [100 CP]

You possess sufficient scientific knowledge to splice together vastly different organisms to form hybrid beings. You can modify the resultant hybrid as you see fit and even splice additional features from multiple different species together into a "fertile" chimeric being. This knowledge also includes engineering the tools and software needed.

Mind-Link Technology [200 CP]

You've gained the knowledge to create devices that would let you link someone's mind to another (empty) body remotely. This includes all the necessary cybernetic interfaces in the "puppeted" body, and the devices/software required for the controlling mind.

Mind Backup Tech [400 CP]

You can essentially make a save-states of your mind, which can restore you and others back to life. Functionally this can be used as a 1-Up. You have to have already prepared an "empty" body, and someone must upload the latest 'copy' of your mind into that body. You also have to spend several hours backing up your mind. and you lose all memories between your backup and death (you, as a Jumper, get one revive every 10 years).

Drop-in

Plot relevance [100 CP | Free for Drop-in]

It just sucks when you don't have a clean way to insert yourself into the plot, doesn't it? Thankfully, you never have that problem. Someway and somehow, you will get a chance to interact with the main character or find that way in. maybe you met them at some bar, or maybe you are in the hospital bed next to theirs and got a chance to talk. Regardless, the opportunity will present itself, you just have to seize the moment.

You always have to wake up [200 CP | Discounted for Drop-in]

It's a shitty world out there, and people can easily lose themselves to escapism. Alcohol, drugs, virtual reality, the list keeps going. But that is no way to live, and you know better. You know they do more harm than good, that you will just have to push through the pain and keep carrying on. You'll always have the mental clarity to know when something is a bad decision despite its short term benefits, and have the fortitude to avoid it even when you dearly want that easy out.

I don't have all goddamn night [400 CP | Discounted for Drop-in]

Sometimes you simply *cannot* let a standoff continue. You could be poisoned and dying slowly in agonizing pain, or trying to save hostages before the bomb goes off, whatever the issue may be, you don't have time to waste. Thankfully, you are supernaturally good at getting under someone's skin and getting them *angry*. What's more, you know how to use their anger to better fight against them. A pack of wolf-creatures wouldn't be nearly as coordinated as they normally are, allowing you time to fight back. However, the more intelligent/disciplined the target, the harder it is for this to work. Seasoned soldiers know not to rise to taunts after all.

We will send them a message [600 CP | Discounted for Drop-in]

...that they cannot take whatever they want, that this is OUR land! You are a real leader, you could pull your followers and companions from the depths of despair with one good speech and a halfway decent plan. More than being an uplifting force of personality, you are an inspirational and awe-inspiring sight to behold. This charisma isn't strong enough for them to deify you, nor to have them forfeit their lives in your name (*SEPPUKU* style), but you'll never have to worry about issues of morale or muting from cowardly turncoats. You're not required to be a terribly *good* leader either, your presence gives subordinates the confidence they need to voice opinions and ideas. Give your council a hint of a plan and watch as they quickly figure out effective strategies for you to use in the next battle. This works outside of wartime too, ensuring a quick rise in any/all social groups you join. You can quickly go from a new kid to overthrowing the resident queen-bee of the school in little more than a week, and hop from promotion to promotion in any jobs you pursue. I hope you aren't an introvert, because you're the center of attention now.

Soldier

Hoo-rah! [100 CP | Free for Soldier]

Ever felt out of place when surrounded by jocks and jarheads? Well no longer, because with the flip of a mental switch you can 'dumb down' to their level. Thankfully, you'll also be able to set parameters like 'switch this off in two days' or 'swap out before you do X', so you'll never be stuck as a musclebound idiot. Regardless, this is perfect for all of that not-thinky stuff like partying, fighting, and *just following orders*.

Unreasonably intimidating [200 CP | Discounted for Soldier]

You are one scary ass mother fucker, you know that? You're able to make someone shit their britches even when you are at *least* two feet shorter than them. What's more, you'll never have to worry about troops underestimating the dangers of the situation, not when you can put the fear of God into them about that too. You can tell genuine badassess that literal babies can/will tear them limb from limb, and they'll be afraid to even look at them. Literally everyone hesitates in the face of your threats, as they damn well should.

They are savages [400 CP | Discounted for Soldier]

They say the best way to justify the horrors of war is to consider the enemy as inhuman. Never has that saying been more true. You can toggle your perspective on individuals or their entire species to consider them sub-human, which makes it much easier for you to utilize the second part of this perk- the more brutal your actions, and the more atrocious what you plan to do is, the better chance it has to succeed. It's not perfect, and success is never guaranteed, but a 20% increase in odds will always be 20% better than before. To be clear, the vileness of your action is not required to also be vile to *your* sensibilities, just whoever the plan was meant to effect. Know your enemy, understand their faith and what they value, so you can hit them where it hurts.

Geneva checklist [600 CP | Discounted for Soldier]

"What about all the good things war has done for us? Why don't we ever hear speeches about that? Jobs, technology, a purpose... All we're saying is... GIVE WAR A CHANCE!" Sundowner made the quote, but you certainly believe it, and it seems that the rest of the world does too. This enforces two diabolical effects which are powerful whether they are alone or used in conjunction. First, so long as the war-crimes you commit are somewhat related to the conflict, they *will* be written off. So you can't mow down rows of civilians in an unrelated country, but you could absolutely do so where your commanders point you with a pat on the back. Second, the higher the stakes are for the government, the faster you are forgiven for your transgressions. So should you accidentally nuke locations that cannot be written off, like that 'unrelated country' from before, if there's any fortune to be found there, other governments will be much rather focus on picking its resources clean. So if you'd just bombed Venezuela or Saudi Arabia into oblivion, instead of wanting you to be prosecuted, or declaring war on your country to avoid being your next victim, other countries instead want to take chunks of the oil that the land you bombed was sitting on, and will quickly forgive and forget in the face of profits.

Scientist

Frustration [100 CP | Free for Scientist]

Just like Grace Augustine you have quite the mouth on you when upset, and it only gets worse as your mood continues to sour. Cranky and irritable? You can lay into somebody and really dress them down. Angry and upset? You will not just lay into them, you'll soon be verbally tearing them apart. And if you are absolutely furious? Well, their self-esteem is probably never going to recover from that.

They called me Sa'nok [200 CP | Discounted for Scientist]

Nothing says emotional bonds like family, and family is something you make. Whenever you teach someone or a group of people, they will quickly become emotionally attached. This connection differs with how you teach them, acting like a drill sergeant would make them grow accustomed to pack mentalities, Teachers would create nigh-parental bonds, and constant friendly advice will make them your brother/sister in all but blood. All of this takes time though, and it has to be *good* advice or lessons.

They killed her sister [400 CP | Discounted for Scientist]

Beneath her prickly exterior, Dr. Grace was an extremely empathetic individual, she was behind the now defunct school, the lead of diplomatic relations with the Na'vi, and she'd been their staunch supporter till the end. It is no wonder she helped convince Jake Sully to have a change of heart. Now, you can do what she did. The more genuinely invested you are in the situation, the easier it'll become for you to convince others to swap sides. A company destroyed your work to maintain their monopoly? You'll find help far up their chain of command from people feeling guilty about being involved. That same company killed your students and shut down your school? You'll find out their operations lynchpin having second thoughts on following their orders, and *very* open to advice.

Learn their ways [600 CP | Discounted for Scientist]

The focus of scientists is to learn, and that's what you do best. Not only are your mental faculties increased to the point that you could master any scientific subject given a year with good teachers and courses, but you'll also have an utterly absurd ability to apply all of the knowledge you have collected to future endeavors. For example, You could apply related subjects such as neuroscience to learning psychology and master it much faster. Science as a whole is exponential after all, the more you know, the faster you can learn. The *true* centerpiece of this new mental prowess however, is how you learn from others. You can reproduce any technology you get your hands on, though the more complicated the tech is, the longer it takes to reverse engineer. Furthermore, you can reproduce stuff that *isn't* technology, such as Na'vi bonding and superhuman abilities, provided they are of natural/biological origins. What you are able to copy is limited only by what you know, you cannot replicate the Na'vi way of bonding when you avoid the biological sciences in favor of coding and mechanics and such.

Native

Way of life [100 CP | Discounted for Native]

Pandora, as beautiful as she is, is not a nice place. You must either be the biggest and meanest thing around, or *really* know what you are doing. Since you aren't some huge aerial predator or an enormous demonic panther, you clearly know what you are doing. No matter where you are or how hostile the environment is, you'll know exactly what to do in order to survive. You'll know what is safe to eat, how to sneak around, and avoid the big predators. As an added bonus, your wilderness lifestyle has led to superhuman skill with bows and simple weapons like spears and axes.

Tradition and Culture [200 CP | Discounted for Native]

Culture is important, especially to the Na'vi, and now to you too. You possess a strange intuitive sense for the do's and don'ts from any culture you interact with, or are a part of. Thankfully though, you'll never have to deal with the emotional significance if you don't want to. Being a turncoat Na'vi is much easier when you aren't feeling like you're killing your ancestors as soon as humanity starts tearing down trees after all.

War on our terms [400 CP | Discounted for Native]

No matter what a fight might be about, it's always good to get the home-field advantage. You know the land, you are intimate with its dangers, whereas the invaders must resort to blindly navigating a hostile world. When you have the home-field, (which is defined as where you have lived for at least a month, or where you spawn provided you have some background to work off) you'll get two main benefits. Firstly, you've become so intimately familiar with your home city, territory, etc, that you instinctively know about all the nooks and crannies, all the dangers, and the little tricks/tips only lifelong residents would know. Secondly, everything seems to go wrong for those who invade, their weapons often jam, mud coats their delicate equipment, gear will be found to be ill-suited to the environment (like wearing desert gear in snowy mountains), etc. As a side effect, you are *really* good at using your territory to your advantage, think home alone meets actual warfare.

Shamanism [600 CP | Discounted for Native]

One with the world, or so they say. The Na'vi are all about connecting to the world, yet I really doubt they'd meant it as literally as you've taken it. Not unlike Kiri Sully, you've got an intimate connection with your home-worlds 'consciousness', and a future world is not technically 'alive' as Eywa is, it will be made so to give you the connection. This spiritual connection grants you some neat abilities. First and foremost, you control life. What life? *All* life. Provided that the creatures (or plants) you manipulate have *naturally* evolved, or have become thoroughly integrated into the local ecosystem, they'll heed any summons and commands without question. Trample your enemies with deadly stampedes, harass them with insects and pests, make the forest *despise* them and turn into a nightmare to traverse, etcetera. Furthermore, rituals will cost a literal fraction ($\frac{2}{3}$) of what they should, provided it is not evil (no sacrificing 1 innocent child instead of 3, Eywa wants nothing to do with that sort of shit).

Items

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

General [Undiscounted]

Infinite Jujubes [100 CP]

A delicious gummy snack you are able to pull out of hidden spaces, whether from inside of your jacket, under your seat, or out of your boots. Occasionally they'll look a bit weird, kind of like eyes? No idea why though.

Jake's wheelchair [200 CP]

Nothing much to this, just a comfortable mode of transportation for whenever your legs stop working. You can choose to have an electric one, as the 22nd century NOT having motorized wheelchairs is dumb, or a regular one. If you choose the regular wheelchair, you can summon one at any time, even directly from under somebody if you are a dick.

Unobtanium Stockpiles [300/600 CP]

What it says on the tin, you get a map of SIX caches of unobtanium, that so very special room-temp superconductor humanity has a craving for, every cache is as big as the one found beneath the Na'vi hometree. In future jumps these caches will be found about 200 miles apart from each other, though you'll choose where the unobtanium cluster spawns. If you double the price, for a total of 600 CP, you will also get caches for each and every one of the 'speshul' metals in future jumps you visit.

Human engineering [400 CP]

Humanity has come an incredibly long way from the early 2000s, and is now plundering the stars near and far. But such a widespread conquest necessitates serious weaponry, advanced general technology, and engines of war, all of which you've got in abundance. This package contains everything from the smallest of pistols to the enormous weapons only the mechs can wield, and that's just the weaponry. There is not much more I could say about this, with how wide and varied human technology is, just know it's a BIG deal.

Pandora [600]

The planet in her glory, nothing else to it. You possess an untouched version of Pandora with all that comes with. From the amazing fauna and flora, the untapped resources, the many wonders like the Hallelujah mountains, *everything*. This will include all of the Na'vi natives who count as followers. Something special and specific to you alone however, is that you can breathe in Pandora's incredibly hostile atmosphere regardless of your race, and allow others to do so as well. Though you can revoke their right at any time.

Drop-in

Exopack [100 CP | Free for Drop-in]

Not just any exopack, this baby isn't coming off for anything. Unless broken, you'll never worry about suffocating with it on. Not only does this exopack let you breathe Pandora's otherwise hostile atmosphere, it also filters out any/all airborne toxins/chemicals/etc that must be inhaled. It cannot help you in the vacuum of space, or with chemicals that work on skin contact like mustard gas, but it's a difference between life and death for humans here on Pandora. (you'll also get the Na'vi inhaler version for earth-based atmospheres.)

Someone on the inside [200 CP | Discounted for Drop-in]

...they aren't a spy if you were wondering. They are here to act as your way in with the settings 'locals', Just like how Neytiri vouched for Jake to her tribe, you have someone to vouch for *you*. They are able to get you into any *one* organization or group per jump. Want to be a part of shield but cannot find their recruiters or a way in? Now you have it. This person is decided before you enter a jump, and disappears after your introduction has concluded and their job is done... oh, and nobody will think that is weird.

Travel Pack [400 CP | Discounted for Drop-in]

Pandora is an incredibly dangerous planet, it shall chew you up and spit you out should you not be prepared. Luckily, you *are* prepared. You will get a small backpack, inside of which you can find pretty much anything for survival in inhospitable locations. It's almost like Wander's magic hat, with some limitations. One, it is limited to survival/basic needs, so while you could find MRE's, cooking utensils, tents and wood stoves, you will not find any weapons or ammunition. Two, it has to be an environment you could find life within. You're never going to pull out a suit for surviving in outer space or a volcano, regardless of how useful such a thing would be. The backpack will return when you call for it, and if destroyed respawn in a week.

Liquid knowledge [600 CP | Discounted for Drop-in]

Remember it took months upon months of time for Jake to become a real Na'vi warrior? I know I do. I also know that nobody wants to waste that much time willingly, whether to teach someone or learn it themselves. You get a syringe that will drain chosen experiences from somebody (making a *copy*, they lose nothing), which you can inject into yourself or somebody else to instantly learn them. Want Trudy's skill at piloting samson rotorcrafts? You can get it. Quattrich's skill at warfare? Good luck getting the needle in him, but sure. What's really special is that you can drain and impart your own experiences onto others. This doesn't give them a copy of perks, but anything you've learned is fair game.

Soldier

Dog tags [100 CP | Free for Soldier]

Simple enough, you are able to be identified by anyone with just a glance at these tags. It doesn't matter if they cannot read it, or even know what dog tags are. They will all get an instant info-dump about you. The information they'll get is very bare bones, such as your rank in your faction, your name, age, etc. this is especially good for crossing initial language barriers, driving home why your orders matter, and generally skipping all that boring shit to get to the point of things. (also, people never find the info dump strange).

The Squad [200 CP | Discounted for Soldier]

You have nine tough-as-nails troopers right here jumper, each of them is loaded out with top of the line gear, enough to make them a dangerous enemy for the locals on pandora to fuck with. But what *really* matters is their capacity for teamwork and their absurd skill. These certified badassess can pull off just about any op you send them on, provided they have a 30% chance to succeed. (they are only extremely competent followers)

The armory [400 CP | Discounted for Soldier]

You cannot have enough guns, and certainly never enough *good* guns, which these are. This is an armory so absurdly enormous that it can outfit *everyone* posted at Hell's gate. It contains everything from the smallest of knives to the largest weapons a human could possibly carry, all in mint condition and stocked full of ammunition. The only downside to this immense cache of weapons, is you set it and forget it. You have to pick a location at the beginning of the jump to hide the cache, and neither the weapons nor ammo will get refilled until the start of the next.

Legal Documentation [600 CP | Discounted for Soldier]

Because fuck you and your rights. It might not sound much, but a small bit of paper/data can be all that is between the government and destroying your house for a new freeway, it's a damn good thing you're also part of the government. The sheets of documentation give you the right to strip mine locations for all their worth. The amount of times you can do this decreases with the size of the endeavors. Relocating a small town because they are in the way of that aforementioned freeway? Go right ahead, you can do that any day and every day. Wanna destroy national monuments for the rare materials that you found beneath/within them? I imagine you can do that a couple of times. If you decided to strip an entire goddamn planet to the bones? I reckon you can get away with it once or twice.

Scientist

Equipment [100 CP | Free for Scientist]

You have a case of equipment, containing everything from glass vials to centrifuges and everything between. This collection won't contain any machinery too big to fit on a table, and nothing exceedingly rare. Nonetheless, it's incredibly useful, and something literally any scientist would be more than happy to have on hand.

Assistants [200 CP | Discounted for Scientist]

Every good scientist needs their helping hands. It's like how head chefs need their staff, can't be making the good shit if they are stuck making the soup stocks after all. You get 12 fairly decent (in innovation, they graduated top of their respective classes) scientists to back up any studies. They're also morally bankrupt, so while they won't be dissecting any kids simply because they can, they won't shy from doing so if you can provide them a good reason why it is necessary. The road to hell and all that.

Research station [400 CP | Discounted for Scientist]

Sometimes, you have to get up close and personal. You cannot hang back in that fancy top of the line laboratory when you can't bring the samples to you. You are the one who has to move to them. Thankfully, you *also* have a top of the line research station, which is only a step below your main laboratory. (more to add)

DNA [600 CP | Discounted for Scientist]

What you've got here is a complete collection of samples from all fauna or flora that can be found here on Pandora (though for two purchases you can have both). I cannot even *begin* to imagine what you could do with such a perfected database, besides give some scientists an aneurysm by not sharing. In future worlds, you may designate one world to have a perfect collection of samples, be it your home planet, or someplace in the galaxy light-years away. Good luck explaining how you got ahold of this if your species has not yet found the world the collection is from.

Native

Warrior's armory [100 CP | Free for Native]

Despite their simple technology, natives of Pandora aren't considered to be push-overs. With bows shooting arrows seemingly more suited for ballistae than hand-held weapons - often dipped in poison for good measure - sturdy spears and more, they're quite ready to put up a fight. By purchasing this, you gain a superbly-made bow, suited for your size, along with a quiver of arrows that will never seem to run out, and an (appropriate) melee weapon of your choice. They are all *very* difficult to break, and will be replaced in a day.

Hunting party [200 CP | Discounted for Native]

Although sometimes Na'vi hunt alone, given the sheer danger of the Pandoran forests - and of human incursions - Na'vi often form hunting parties too. With this, you'll gain four close friends of the Na'vi race who have the perks 'Way of Life' and 'War on Our Terms', and the 'Warrior's armory' item. Furthermore, teamwork and coordination is impeccable. The Na'vi are considered followers, and are deeply loyal to you.

Tree of souls [400 CP | Discounted for Native]

Called Utraya Mokri, the 'Tree of Voices', by the Na'vi, this unusual species of... plant?, is profoundly sacred to Na'vi cultures. It is easy to imagine that this might simply be due to their ethereal appearance, but these trees act as a biological repository for memories; the Na'vi come here to link with the trees and lay down their memories before any great act they might take, creating a 'recording' of themselves inside of the supernatural plant. These 'ghosts' remember nothing of themselves since they'd last made the link, but can be spoken or interacted with in a dream-like state when somebody connects to the trees - and who knows what could be done with these strange, lingering souls? This particular grove of Utraya Mokri has the capability to store an unlimited number of such memories and, if you have the capacity to transfer such things into them, can even hold real souls. Comes with a strange, symbiotic organism which, if placed near the brain-stem, can act as a prosthetic queue to allow non-Pandoran natives to connect to the trees.

Heart of Eywa [600 CP | Discounted for Native]

...not *really* Eywa, but this particular seedling is the start of something grand. Similar in appearance to a Tree of Voices, if planted in the soil of a planet, it will quickly grow into maturity above ground - as surprisingly modestly-sized as that is. The *true* growth takes place beneath the ground. This bootleg Eywa's roots will spread far and wide, linking to those of other plants, and spreading symbiotic organisms further still. In a single month, an area with a fifty mile radius will have all plants, and other sessile organisms, linked in a vast neural net able to influence all component parts. With time, that network will grow ever-larger and more complex, gaining wisdom from each new thing that it incorporates. Eventually, this network will even be capable of guiding evolution, slowly bringing about structures or intermediary organisms to allow mobile beings to connect to it. Finally, the network recognizes you as the one who gave rise to its existence, and although it won't mindlessly obey you, it will listen to you above others - especially if you also happen to have the Shamanism perk. Each time you enter a new jump, you will gain another such seedling to plant in new worlds.

Pets/Mounts

Mountain Banshee [100 CP]

Also known as the Ikran by the Na'vi, taming one of these pterosaur-like creatures is an important rite of passage for members of the Omaticaya clan. These Banshee are large enough to carry a full-grown Na'vi without difficulty, and agile enough to fly rings around a Samson rotorcraft without difficulty, although they lose out somewhat in terms of sheer speed when not diving. It is loyal, even if you can't connect to it via a neural queue.

Great Leonopteryx [300 CP]

Also known as the Toruk or 'last shadow' by the Na'vi, this gargantuan flying beast gains its name from how it hunts - flying far above its prey, (basically any animals that fly), and quickly swooping down to kill them. Whoever tames and rides such a creature is known as 'Toruk Makto', meaning 'Rider of the Last Shadow', and has a hallowed place in Na'vi culture as a mythic hero come to lead the people in times of great struggle and sorrows. If you're a human and somehow tamed it... Eywa only knows what they will think of you.

Viperwolf [100 CP]

Also known as the Nantang by the Na'vi, viperwolves are hexapedal carnivores evolved to fulfill a similar niche on Pandora to the wolves or hyenas on Earth. Growing up to two meters long, they are generally considered untameable, and a threat to both the human and Na'vi populations on the moon. However, you somehow managed to bond with one. It's not *tame* per se, but it does listen to you, and it will do as you say within the limits of its intelligence; roughly equivalent to that of a very clever dog. For an additional 100 CP, you have five viperwolves instead of one.

Thanator [200 CP]

Also known as the Palulukan by the Na'vi, the Thanator lives up to both the reference of its human name 'the god of death', and the translation of its Na'vi name 'bringer of fear'. Indisputably the apex land predator in the forests the Omaticaya inhabit, the Thanator is an enormous hexapedal carnivore that is roughly analogous to a Terran tiger or panther. Somehow, you managed to tame one - or, at least, to get it to heed what you say.

Direhorse [100 CP]

Also known as the Pa'li by the Na'vi, these nearly elephant-sized beasts are the closest thing Pandora has to horses, and are used as such by the natives. Without the cunning intelligence which makes a banshee link life-long, Pa'li are generally shared by the clan, but this one seems to be attached to you, and obey you like it's an extension of yourself, whether or not you're linked to it. For 200 CP, you instead get a herd of thirty direhorses - more than enough to start a new population.

Hammerhead Titanothera [200 CP]

Also known as the 'angtsik by the Na'vi, these creatures are possibly the closest thing to rhinoceros or elephants on Earth; massive herbivores with incredibly short tempers, and enough mass and durability that shooting one with an Avatar-scale machine gun serves only to piss it off. With the large hammer-like structure on their heads, their charges can crumple mech-suits like they were cardboard and batter their way straight through trees. Somehow, you managed to convince one to bond with you, letting you aim this creature like a living battering-ram.

Ilu [100 or 200 CP]

Fulfilling a role in Pandora's oceans similar to dolphins on Earth, and reminiscent of the extinct plesiosaurs, Ilu are used as mounts and transportation by the sea-going clans of the Na'vi in a similar way to how the land-bound clans use direhorses, although they are significantly more intelligent. This individual is particularly smart, and is well-accustomed to acting as a steed for others. For 200 CP, you'll instead have a pod of thirty tamed Ilu.

Skimwing [100 CP]

If the Ilu is equivalent to the direhorse, the skimwing - tsurak to the Na'vi - is equivalent to the Ikran. This predatory creature doesn't need to breathe air like the Ilu does, and is capable of using its wide fins to hover above the water's surface like a hydrofoiling boat, though not full flight. Able to reach speeds of up to 90 miles per hour for short bursts, or 65 for longer periods, the skimwing is considered a warrior's mount, both for its ferocity, and the skill and force of will needed to both master it and to ride it effectively.

Companions

Companion Import [100 CP]

Want to duke it out with your friends and lovers on opposite sides of the war? Fight with them to save the environment? maybe treat Pandora like one extra long date/vacation? Whatever you choose to do, each companion imported (to a total of eight) shall receive 600 CP, and be able to take drawbacks.

Canon Companion [100/300 CP]

Was Quattrich just too badass to leave behind? Had Neytiri been too strangely hot to *not* take with you? Regardless of who you choose or your reasons (horny as they might be), for 100 CP you are guaranteed to have a favorable first impression with an individual of your choice, and encounter them numerous times. Although, if you choose to shell out a whopping 300 CP, they'll be more than willing and happy to join you on your adventures. Oh, and please try not to overwhelm any of the poor Na'vi you take.

Scenarios

[it's the end of the world as we know it!] +500 CP

Something *will* destroy Pandora, maybe it's a meteor, maybe the local star is suddenly going Supernova, doesn't matter. Long story short, you've got a little less than a decade until Pandora goes the way of the dinosaurs, and to make things worse, you can't leave without accomplishing one immense task. You have to make sure that the Na'vi survive, at the very least 50% of the native population must escape the coming apocalypse.

But your job doesn't end there, no! What, you thought you could just leave these people drifting in space? Hell no, you have the glorious task of finding these hopeless vagrants a new home, which must be stable enough they have a reasonable chance of surviving as a species, and until such time as this has been done, you're stuck here. You will also have to worry about transporting other bits of Pandora's ecosystem, up to and including the Tree of Souls, which they won't leave without. Hope you got room on that Arc Noah.

To reiterate, you have to take an incredibly religious, Stone Age level civilization, whose equivalent of the 10 commandments states they're not allowed to engage in agriculture, to mine ore from their own planet, or even make use of a wheel. Somehow get at least half of them onto another planet capable of supporting life, and then make sure they're able to rebuild civilization there.

Please bear in mind that earth knows it already has its own ticking clock to worry about, they have access to much better tech than the Na'vi, and it is not being led by the nicest or most reasonable people at the moment, and are likely to be looking for any/all chunks of prime real-estate they're able to find once they figure out Pandora's a no-go. Oh, and for anybody with enormous fleets armed to the teeth with planet killers that they thought might discourage such annoying neighbors. It seems someone (coughJumpchancough) thought it would be very funny to drop blueprints, diagrams, how-to guides, and perhaps even some working examples of equivalent tech right upon the desks of earth's leaders, if just enough to even the odds. Have fun...

Reward

Completion of this daunting task allows you to take your newly colonized planet with you on your adventures, before you leave however, you will find Eywa has blessed your new planet, and terraformed it to match Pandora's former glory.

What's more, Eywa herself has migrated alongside the Na'vi, tied to their beliefs/religion as she is. She's an immensely powerful companion comparable to DC's Swamp-thing in personal power, and her influence shall spread far and wide in future jumps. This means she shall count as a deity for powers requiring faith, like those of paladins and/or clerics, and all other faith-based abilities. it's always good to have your 'boss' eternally indebted to you because it means she can't fuck you over, not that she would ever want to.

Drawbacks

Self-Insert [+0]

So you want to be one of the named characters eh? Well if you've taken the appropriate background, race, and skills as closely as possible, then you will be free to insert as any character you would like. Just remember this is likely to fuck things up, alright?

Another Universe [+0 CP]

Did you want to go somewhere else? Maybe there is a game, cartoon, or a comic series version of Avatar you would rather go to? So long as you know the media that you want to jump to, then you can. Simple as that.

Extended Stay [+100 CP]

For each purchase your time here is extended 10 years, you are however limited to one century at maximum, then you *must* carry on. Jump-chan can't have their entertainment if you futz around here forever after all.

Lockdown [+400]

You have no Out Of Context items, powers, or your warehouse. You're only able to rely on what you have purchased here. This is quite dangerous as with the exception of plot armor, neither side of this conflict is particularly durable.

Moby Jumper [+400]

I can't imagine you'll be doing much besides making *literal* waves, jumper. You've been form-locked as a Tulkun, a gigantic and peace-loving whale native to Pandora's oceans. This unfortunately keeps you away from the majority of the first movie's plot, unless you have some way to fly and survive outside of water. Even then, I don't think such a weird sight will have a happy reception. Hope you don't get too bored. You can keep this form after the jump as an alt-form.

Enemy of Eywa [+600]

Eywa absolutely *hates* you jumper, the wildlife has it out for you at every turn, the plants make the jungles damn near impossible to navigate, and the locals understand that their beloved Deity wants nothing more than to *get rid of you*. You'd be quite surprised at how miserable this can make you, experienced jumper or not.

Decisions & Notes

Go to next Jump

Don't want to settle down with a blue alien wife or husband? That's ok, there are plenty of more fish in the sea that is the infinite multiverse.

Stay

So you actually did want to settle down with that alien spouse, huh? I guess you have it bad for Na'vi don'tcha. Well, enjoy your new life.

Go back

Tired of Jumping and want to settle down, but don't want to do it on the backwater moon that is pandora? Grab this ticket back home and go see old friends.

Notes

Again, a huge thanks to QafianSage for providing the Na'vi Origin's items, as well as the descriptions for the various mounts.

- 1) The 'wander's hat' referenced is from *Wander over yonder*, it will always give you exactly what you need for the situation rather than what you wanted. The biggest difference is the pack will actually give what you want, so long as what you desire is related to the environment around you and camping/survival.

Change Log

v1.0

Initial creation, missing a good chunk of drawbacks