# GALACTA: DAUGHTER OF GALACTUS

*By Valeria*

Marvel-616. The OG. The big boy league. The 100% pure and natural place for Marvel Comics. And also where one fine young babe clad in purple cosmic gear found herself after her Daddy Galactus plopped her down and wandered off to eat more planets. This is the story of Galacta, Daughter of Galactus and Secret Protector of Earth.

Or it would be. Instead of Galacta, you are the new child of Galactus. You open your eyes in this world to fifty new kinds of senses and a cosmic awareness of the universe unlike anything else you've ever experienced. Power throbbs through your planet-scale form and you know instinctively that with a thought, you could summon the mighty Power Cosmic and remake reality around you to your whims. Memories fill your mind of your creation by Galactus as well as the knowledge and memories he placed into your mind before sending you off on your own. Years of travelling, measured in the millions, crowd your memories as you realise the depth of your experience has taken you across this entire universe. You are the Child of Galactus and you have a purpose.

The price of this power is a challenge. You must act as the protector of Earth in Marvel-616 for ten years. It will be beset by constant threats that the heroes and villains of the world would ordinarily have no knowledge of, from rogue meteors that could blast the world to smithereens or hidden alien invasions or cosmic entities. At least ten to twenty potentially world class threats each day and at times, even universe or multiverse scale crisis events will occur that never appeared in the original comics and will not be safely resolved without your major interference, though this doesn't mean you have to fight alone and in the more dangerous cases, you may have to rely on numerous or strong or both allies. You must never allow Earth to be worse off than it was in the original canon stories. This world and its' population cannot be destroyed even once when it did not in the comics and no major character can die in any event they did not canonically die in. Failure to accomplish this task will result you failing your chain. Success will reveal a reward at the end of your time. You have 1000 Choice Points (CP) to spend. If you'd rather not, trek down to the end of the document and look at the notes for an alt-path.



# Location

**Earth 616**

Your new home for the next ten years and the one place you must absolutely protect the land and people of. It's one messy place, with more heroes and villains than even something like you can really get a grip on. They might seem like they hate each other and that everyone is constantly tying to kill everyone else and no one ever wants to work together…and you'd have a good point! But at the end of the day, good or bad, they're here. And so are you. And you have to make sure that they keep on being around, at least as good as they are normally, if you want to get out. Maybe you can try and whip them into a better shape while you're here? You can pick any time frame after Galactus' first appearance against the Fantastic Four to being your ten years.



# Origin

**Daughter of Galactus**

You are the relatively recent daughter/son/other of Galactus, the dreaded devourer of worlds. You're pretty much a little version of He Who Hungers himself, sharing all the same traits and abilities as he has, though at a much lower level. Where he might destroy a universe or potentially an entire multiverse with his full power, you're not really going to get beyond a whole bunch of galaxies even when fully fed. And you do tend to take a lot of food to feed to full. But still, we'll be covering a fair bit of what you can look forward to below, for those new Galactians not in the know.

*Body*

And isn't it just the most fabulous body in the cosmos! The physical form you have is one of the best and most beautiful around. What does it look like? Erm. That's a bit hard to say, since us mortals can't really see your true self. What I can tell you is that most humans and other sapient earth races will see you as a human clad in similar purple/blue clothing to what your father Galactus wears. Other species will see you different and sometimes this can be a pretty crazy difference. Apparently, squirrels will see you as a giant squirrel.

As for your power? Your physically strong and fast enough to easily keep up with and even manage to equal Skyfather-tier entities with your body, even destroying entire galaxies through your fists of fury. You can regenerate from damn near anything too, especially since you're a intrinsic part of this universe just like the Dad of Destroying Things, so even tearing you apart in body, mind and soul won't keep you down. You've got the senses, the normal five and soooo many others, to operate on a galactic range too. You have a certain extent of natural shape and mass shifting powers too, so you can freely swap between being as big as a planet or down to as small as an ant and even turn intangible as you will. This also really helps with storing stuff inside of you for later.

Beyond that? You don't actually have too many natural powers. A lot of the goodies is locked up in your Power Cosmic, which we'll get to later. But that's not to say you can't do anything special. You do have access to a vast store of technology, mostly created and passed down by your parent but some was by your hand. This technology? It makes most of the universe look pretty chumpy in comparison. Medical arrays that can totally cleanse humans of even the nastiest viruses in the universe, transmutation bombs that turn entire worlds into strange metaphysical substances, rays and beams that do everything from petrify to alter memories. There's very few limits to this technology, save that it's only going to possess a fraction of the power of your Power Cosmic. You won't be rearranging every molecule in a galaxy with your devices, though you could probably blow one up easy.

*Mind*

That technology you got? Of course you also have the mind to handle it. What kind of idiot flies around with technology he doesn't fully understand to the point of rebuilding it from the ground up? You have a mind even the Purging Papa would be proud of, almost peerless even in this entire universe. Your raw creative, analytical, greedy, superb, verb filled intelligence is enough to make a mockery of even the likes of Reed Richards or Doctor Doom, the earthlings that you can charitably refer to as worms in comparison to your gigantic mental state. Well, if you were losing the ego a bit, you'd be able to

# Origin

admit you're not that far above them, though you are definitely their superior. And not just in raw thinking quality either but speed too, as you think at a rate that makes even some of the faster speedsters of Earth appear to have stopped in time. You can grind that speed down if you wanted to but there's really just no need. Why lower yourself for someone else? The rest of your mental state is about as can be imagined for your scale of being. You have a memory that stretches at least a few million years, a mind capable of handling the stresses of all but the strangest and most mentally hazardous sights in or out of this particular dimensional plane universe.

*Power Cosmic*

Then we get to the fun parts. The Power Cosmic, your innate birthright as child of Galactus. The Power Cosmic is a godly energy, limitless in scope, that springs forth from deep within you to coat every part and aspect of your being. There is no limit to the potential uses of the Power Cosmic as it can be used to warp the very fabric of reality. With it, you could enhance your body to open great rents and tears in the very universe itself, teleport entire galaxies from one side of the universe to another, remake entire worlds from death to the life it once had, warp time and space to sense, control and travel almost freely through both time and space. The Power Cosmic is not the greatest force in existence but in the eyes of many it does not come far off either. Your Power Cosmic is not as intense nor vast as your father's, though when you are fully fed you are still a threat to an entire universal structure. You may even choose to invest your Power Cosmic into Heralds of your own, though do be aware that they have a tendency to use too much of their own free will.

This all, unfortunately, comes at a cost. The Power Cosmic takes a vast strain on you and requires an immense intake of cosmic energy to keep yourself fed, powered and alive. Entire worlds and their populations must be regularly converted into cosmic energy and devoured for you to maintain your power, sometimes as soon as every few days if you have been using your Power Cosmic without end. Not feeding will see you rapidly weaken to a great degree. While you can survive on your own by just eating a few armies of living beings every few days, it is equivalent to a human surviving on a few glasses of water and some thin crackers each day. You'll still be amongst the strongest beings Earth has ever seen but you won't be doing much more than destroying a solar system or two with your power in this state. People also have a habit of really not being that okay with beings that devour planets with life on them and while you can aim for planets taht have the potential for life in the future and still eat well, planets with sapient life are by far the tastiest and most replenishing morsels.

Oh, but how could I forget. Your age and your gender. Your gender? Up to you. It's not like any mortal can tell if you don't want them to. Age? You're pretty old for most races, having been around for at least a few million years, if not even a few tens of millions. Still a baby compared to Galactus though.

# Perks- 100CP

**You may take 1 perk from the 100CP tier as a freebie and 1 perk of each other tier discounted.**

**I'm Not Like You Dad!**
Following in the footsteps of your old folks is just so last century. A modern girl has to make her own way in this world, not held down by what her dad did before her. You're not affected by any natural urges, desires, instincts or crazy thoughts you might normally have to deal with. You'll still need to eat if your dear old deadbeat dad did but you won't feel an uncontrollable urge to harvest planets. Heck, you won't even have to deal with any particular genetic disorders they might normally pass down. You're 100% your own woman!







**Please Help Me!**
Ha ha. So…about that whole independence thing we were trying to run before. Yeah, that didn't work out so well. Like, at all. Turns out, running out from home the moment you are old enough, ignoring all that worldly wisdom those old folks try to put on you- no the brightest idea in any young girl's mind.

Luckily enough for you, you're actually able to pretty easily own up to this stupid stuff. You can recognise when you've made a mistake or need some help and you can easily swallow your pride, shyness and disappointment in the general lifestyle's of others to ask them for help. They'll even be far more likely to give that help to you, especially if it's just some advice. At least, they will if you haven't pissed them off that bad.

# Perks- 100CP




**Only A Few Eons**

Okay, sure. Maybe you are a kid by the standards of this little species of two or three. But you're a long, looooong way from being a kid by the standards of almost any other species in existence. Girl, you've seen stars be born and die, even watched multiple generations of alien civilisations rise and fall. It's pretty silly to think of any mortal being as your elder. Especially when your vast lifespan has given you a pretty long view on things, even if you're still prone to making impulse decisions.

You're real good at realising the long term implications, effects and results of things. Watch some silly human in a suit introduce some new law on television? You can give a good guess at what it's going to mean for the next few decades. Two alien empires decide they can't hold back all that chemical induced moron rage and go at each other? You'll have a fairly accurate idea of what that might mean in the next few centuries. You're already one smart gal but this focuses you towards the long term.

**Multi Track Cosmic Mind**

Even with a girl as cosmically in the know as you, it's not impossible to get your head lost in the solar winds at times. Especially when you've just had an absolutely badass revelation about a problem you've been thinking over But at least now you don't need to worry about accidentally wiping out a world's population because you realised the answer to that fiendishly hard crossword that the Skyfathers have been passing around lately. Even when you're super into something or really emotional, you keep what's currently happening around you or important plans you have in mind. You can get distracted partially but never fully, letting you stay on target even when bombarded by a hundred different things to do or a space whale's worth of cosmic data being uploaded into your mind.






# Perks- 200CP




**You Would Not Believe Cosmic Phone Bills**

UUUUGH! Why won't he just pick up the stupid phone already?! There's no way he could be doing anything more imprortant right now than what I need him to listen to. What good is a daddy if he's not around to help you when you need it? Hey, what good is anyone if they're not reliable enough to be around when someone as sweet as you needs their help? Maybe it's time to make them listen to you, whether they want it or not.

See, you can contact anyone by force, no matter who they are. They just need to exist. You'll be able to use your quantum messaging, which is totally much more cool than any ordinary smartphone, to mentally message and call everyone in existence. From that cute guy you saw earlier on the street to Papa Galactus the Never Present to that creepy Void freak to even the big man upstairs who's name you are definitely not supposed to say lightly. Of course, even if you are just doing it with the goodest intentions in mind, it can backfire. Not everyone appreciates having a mental probe rammed into their face and your adorable features beamed into their eyes. Some people might hang up straight away or even try and get back at you for it. But you can totally just do it over and over if you wanna mess with some cosmic dork.

**The New Fab Diet: Extraterrestrial Only**

When you're out here in the universal equivalent of a backwater truck stop, it can be just the worst time to have to stick to your diet. How are you meant to lose those last few sextillion tonnes when the only food on offer is literally more fat than meat? Maybe for you though, that proverbial truck stop has a secret stash of low-carb, no sugar meals to pass you over for a while. No matter what your diet, even if the foodstuff is meant to be incredibly rare, you'll manage to find it wherever you go. Powerful aliens in abundance on some backwater world? Always. Crystals of concentrated cosmic energy? Somewhat common. Fragments of actual cosmic cubes? Okay, maybe just every now and then, but you'll still find them enough to not starve.



# Perks- 200CP




**Just A Prank, Earthling!**

Really, it's no biggie. You can just put them all back together, good as new. No need for all the screaming and the ray guns and the silly little green men that get angry. A flick of the finger and all those people you accidentally turned to zombies are better again. Best of all, no one's going to mind that you did it now that you fixed everything. At least, you better hope so. Boy is Daddy going to be mad if he finds you've been messing with the cancer-verse again. That did noooot end well last time. Long as you don't really harm anyone in the end, you can get away with pretty much everything without people really getting that upset or trying to punish you. Even eating most of someone's body a few times, as long as you heal it. Emotional trauma does kinda count if it gets bad enough, so you'll want to fix people's minds too if you really mess with them.

**Charmed Life**

Yeah, okay. Earth can be pretty darn cool sometimes. Others might look at it as this country bumpkin place but there's so many cool things constantly happening here. Important things too! You keep seeing all these incredible figures coming about right nearby and even getting caught up in their crazy stories too. It's even like some sort of uncanny luck, where you can't help but find yourself constantly meeting and getting involved with the important people on the world you are on or the story you are part of. Why, sometimes you even luck into meeting old fogeys and spooky monsters that other people think are dead, missing or even mythological!



# Perks- 400CP




**Cosmically Fit in Body and Mind**

It's maybe a little easy to forget you do have weaknesses when you're this generally awesome. You are a literal cosmic being after all. But things can go wrong and even you get sick sometimes. I know, scandalously stupid sounding but true. Thankfully, a special procedure really put your self scanning gear to permanent use. You've become totally aware of your own body and mind, like those juiced up monks you see on the mountains sometimes that think they're actually hidden from the world. Your super duper senses are pretty total in nature too. You know every little detail about your body and mind, including every interaction, relation, mechanism and event currently ongoing in it or in relation to it. Even the supernatural or metanatural in effect is easily found out by you, so you can easily tell any magic that might be affecting you or what strange, silly story you've been looped up into by the universal laws. Those pesky things.

**The Alien That Made The Pyramids**

There's a small number of other cosmic entities that think a little lowly of aliens that just blunder their way into everyone's hard work. Some of them even care enough to teach you how to avoid doing this. A friendly cosmic entity taught you the power of control and a fine touch. Not only do you have a very fine degree of control over your body and powers, to the extent of targeting the exact little mini-mini-quarks you want with some of your technology, but also in how to manipulate macro-scale things finely. What does this shit mean? You're now an expert manipulator of even entire species, civilisations and galactic empires, letting you easily guide their advancement, actions and evolution with the right pushes. Really, not a lot of effort at all to make them do as you want without realising.



# Perks- 400CP




**Macro Scale Engineering**

So. Other species' science. Not that great. Really not that great. Even the ones that think they're amazing have a habit of being really inconsiderate about what size they make their stuff for. Thankfully, as a Plus Times One Million sized badass, you can fix it for them. Your existing mind is a marvel already but now you have a particular talent for scaling up existing science, magic and other devices or creations to a outright silly scale. You can even work a human sized mutant being into a planet scale organism that retains all the normal powers and intelligence of the original! Best of all, you're able to make your scaled up pet projects workable. They won't tear themselves apart from being made massively larger and stronger or unravel at the seams. They will probably need to really guzzle down the calories/energies now that they're so much bigger. But it's not hard to just get some pet food energy. What are stars for after all.

**Earth Alarm**

When the world needs a defender and everyone else is unaware or unavailable, who'll be there? You! You've got a adorable little mental alarm now that alerts you a full day in advance of any threat that is aimed at you, anyone you really care about a whole lot or the world that you're on. Both the big threats and the little ones. You won't even need to use your cosmic awareness for this stuff too, since you'll get a fair bit of detail on what these threats are, where they're coming from, what you might be able to do against it and more!



# Perks- 600CP




**Unlimited Power!**

Exercising is just not the way to go. Too sweaty and too time consuming. But how else would you make your body able to last for longer? You cheat with the totally unfair cheat points you were given. Instead of constantly needing to worry about your power cosmic induced hunger, you'll never need worry about it or the rest of your body's needs again. As of now, any natural ability or process of your body will no longer require any actual energy to mechanise as normal. Even constantly using the Power Cosmic won't make you hungry even a little, though you won't be able to use or invest more than your maximum amount at any one time. Anything not natural to you, like magic you learned or mutant abilities you gave yourself, will only replenish energy a few hundred times as fast as normal. A bit poo poo right? I guess some girls can't be happy even when they've been given the world.

**Back Off Bitch**

And yet despite how scrumptious it all looks, you hold back. The utter tragedy of this all is that you're just too damn heroic in character to ever let yourself break a promise to yourself, even if no one important would really care about one little world being eaten up. You have a will that would make even Papa back down at times, the sort of limitless, absolute and 100% unbreakable strength of character that doesn't just make it impossible for you to take one too many timtams from the fridge, it also renders any attempt to tempt, corrupt or warp your mind or spirit completely futile.



# Perks- 600CP




**Galaxy Brain**

It's a vast, vast world out there and even someone as big as you can feel tiny compared to the limitless tides of cosmic data that exists in this universe and beyond it. Long, long years of acclimatizing yourself to these has seen you get quite the ascended mental state even for your species. Your mind can now handle an unlimited amount of information at once, thinking across as many thought paths as you wish and easily processing incoming info no matter how vast the data packets are compared to your mind. You can even freely divide this info up, preventing yourself from needing to experience or take in data that is undesirable. It makes you a nightmare to fight, a terror to face the inventions of and even allows you to easily withstand and handle the Cosmic Awareness without needing to spend a few eons gaining experience in the power like Galactus did.




**That's Just Old Man Collector Doing His Thing**

You definitely had the weirdest childhood growing up. You didn't just get born into this world with a super huge amount of knowledge, wisdom and ability, you were even orphaned from almost day one too! It's a tragic state of affairs but luckily, the various other cosmic beings of reality saw to it that you got a bit of a helping hand when you'd need it. Cosmic beings like Galactus, the Skyfathers, even things like Eternity or Master Chaos, seem to treat you like their favourite, adorable little niece. They can't help but want to give you a hand and shower you with gifts, treats and these funny little sweets they found a few universes over. They won't stop their master plans just for you or do something silly like give up all their power but they will do their best to try and not upset you by killing everyone you love so they can achieve some cosmic goal. They'll even help you out if they notice you're in over your hand. Of course, they are also often of the opinion that a child has to learn about failure and the value of working hard themselves, so don't expect them to save you from every problematic situation. They do have a pretty weird view of death and time after all.

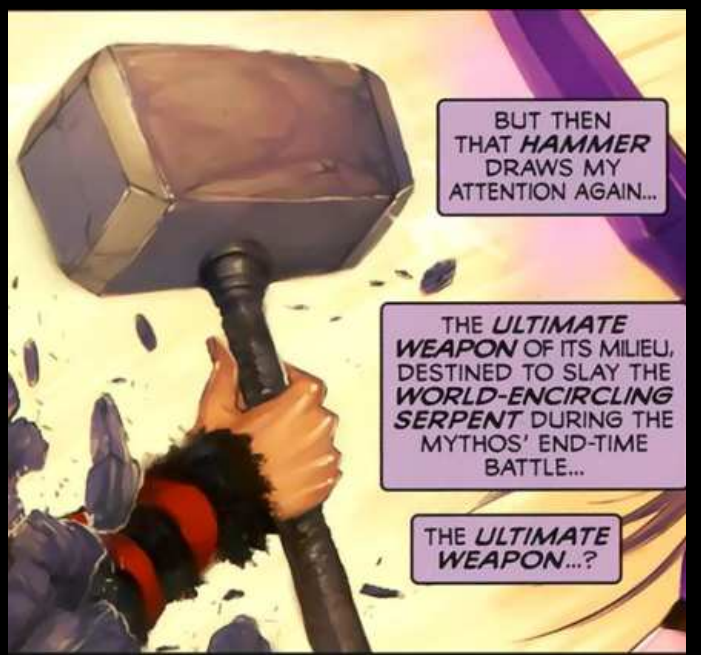
# Items & Companions

You may take 1 100CP item or companion for free. You may take 1 item or companion from each other tier at a discount.




**Godly Abode- 100 Points**

Despite the godtastically high class sounding name, it's really not that much to look at. This item ensures you have a small but comfy apartment like dwelling on any planet you go to, since spending all your time floating up in outer space or wandering around just isn't as fun. Why not take advantage of all the entertainment mortals make for themselves in this comfy set of rooms that seems to provide all the essentials for free. Food, water, internet, phone bills. You know, basic rights to living things.




**Holy Weapon of Some Divinity You Never Met- 200 Points**

It really did just fall into your lap one day. Said you were worthy or something? Who knows with all these alien weapons and weird things magicians make. Probably wasn't even the first time it happened but this time, you decided to keep it. You got a weapon or device of some sort very similar to the hammer that Asgardian bloke likes to swing around. It's pretty powerful and even confers some rather fun to use abilities, much like the Norse God of Sparkles. Still, it looks like it'll be a little while before the energy in this weapon and what it makes flow through you really matures. It's not a bad idea to have a none energy voracious method of power though.

# Items & Companions




**Worldship- 400**

The very most sweetest of rides in the cosmos. The Worldship here, Taa III, is a spare that Galactus made way back. He never said it was for you explicitly but you reckoned he wouldn't mind terribly if you took it for a joyride for a few centuries. The worldship is a magnificent thing, large enough to encapsulate an entire solar system and hold stars in it's gravitation pull with ease. It's not just huge but also one of the most powerful and speed ships in the cosmos, given it's handmade to be a worthy vessel by and for Galactus himself.

The worldship will only listen to commands from him or you and contains a vast arsenal and database of weaponry and technology made by your father, even featuring many things beyond your own limits technologically. Also contained within are vast planet sized biomes filled with seemingly endless zoos of alien creatures. The ship is easy to control, being linked to your mind, and cloaking it from all manners of detection is as simple as commanding it to be so. It can even prevent it's own gravitation pull from activating, in case you wanted to part it next to Earth. Since Taa III isn't like the original exactly, you don't need to have it share the same shape as Taa II. You may import a ship into this option.



**Super Nullifer- 600**

So when Daddy decided he needed a weapon, he took a big part of himself and created the Ultimate Nullifier. This ridiculously awesome focus for his power that let him delete like, anything he wanted. He even did it to an entire multiverse once, though it came back right after. You were never allowed to play with it but there's no reason you can't just make your own.

This Super Nullifier is a part of yourself. It's not straining at all for you to use it, though lesser beings risk deleting themselves. The Super Nullifier allows you to delete things from space-time, even from the meta-universe itself if you really focus, and best of all, it magnifies your own power to do more than you normally can. Even when you're only well fed enough to destroy a galaxy with your Power Cosmic, the Super Nullifier will let you delete most of a universal structure with one click. Doesn't hurt that the Nullifier you have has it's own large store of power anyway.

# Items & Companions



**Mutie Food- 100**

It's all the rage these days. Who doesn't like a fuzzy little Canadian pet that isn't just a fun party trick but can also provide a seemingly endless amount of food? You get your very own little mutant friend, who calls himself Logan, that seems okay with you eating him as long as you put him back. Well, he swears a lot about it and shows those cute little claws but you know he loves it in the end. He does seem to appreciate you helping out those other mutants at least. If you pay an extra 100, he can even be as big as a planet!



If you really want, you can choose some other 'Wolverine' like mutant to become a companion. But this one is the cutest.

**Fantastic Foursome- 200**

It's those dweebs again. The family that's always messing around with Dad and making it so he has to go work instead of coming to that picnic you set up. Boo. I guess they can be pretty helpful, especially when you need an extra mind that can even come close to keeping up with you. It's not like you became friends with them after they met and helped you out a few times or anything. That's dumb. Totally silly. You're only going to that team party because it'd be impolite to refuse an invitation and you weren't raised to be rude. You think.

This option lets you gain the Fantastic Four or a similarly useful/powerful team of heroes as allies for your time here and even as a group companion in a single slot once your journey here is at an end.



# Items & Companions



**Galacta- 400**
You weren't a single child this time around, no siree. When Galactus found himself with a weird cosmic embryo inside of him and 'gave birth' to it, twins came out. One of them was you and the other was you absolutely adorable sister Galacta. Whether you get on as great as two peas in a pod or you're always arguing with each other, Galacta and you have always stuck by each others' sides until now and even decided to help protect Earth together. She'll even become a companion for you if you manage to win at the end.

Galacta has all the base abilities of being a child of Galactus. She doesn't have any perks or items from later on, though she'd be very happy if you helped her out with some of the goodies you were able to get but she wasn't. She's a hard worker and while she's prone to being a bit arrogant towards Earthlings, she really does mean well and would very literally rather die than let herself fail in her self chosen mission of protecting Earth.Aside from that? She loves food, fun, food, fashion and especially adores food. Just your normal teenage girl, really.

Also she's pregnant.

**Galactus- 600**
Papa purple himself. He's a little more in touch with you than he would be with his original daughter if you buy this. Not too much but he does call to see how you are and offer advice now and then. If you really, really need it, he'll even appear to give you a hand in person. He can be a little stingy and he's far from the most talkative guy around but as long as you don't get in the way of any yummy sparks he wants, he'll do right by you.

He'll even join you as a companion at the end of this jump, deciding to take a vacation road trip with his newest daughter to reconnect with you fully.



# Drawbacks

You may take up to 600CP of drawbacks




**Too Much Information +100**

Cosmic awareness can be pretty great. Just knowing almost anything you want to know, with the flip of a mental switch. You just also find out a lot of things you'd rather not know. From what that weird looking girl in front of you looks like naked to what happened to that cute kitty you petted outside your house after it disappeared. You can't stop your Cosmic Awareness from activating for the very briefest of moments to beam all sorts of unpleasant facts into your head, often happening every minute and with no way at all to block it out.

**'Rival' Team +100**

The daughter follows in her father's footsteps and now you too gained your own little band of annoying upstarts that constantly get in your way. Much like the Fantastic Four, this team of heroes is pretty effective at their job, even though one member has a tendency to verge on super villainy at times. What's not great is that they constantly get in your way, thinking you're some terrible evil threat even if you've shown time and again that you're trying to help everyone out. Sometimes, rarely, they'll team up with you against things even they can't deny is the worse of two evils. But that won't be often.



# Drawbacks

**A Plague Upon Your World- +200 Points**
Why can't earthlings just learn to cover their mouths when they cough?! It's not just rude, it's causing constant plagues and mega diseases to form across the world. These super bugs, even to the likes of the Skrull virus or worse things, will appear very often in your time here, sometimes as many as once a day if you're really unlucky. You'll need to pay close attention to the small scale of all these precious people, as many of these little foes will only show visible sign right on the cusp of full blown infections.






**I'M PREGNANT????????? +200**
The results are in. You are 100%, fully and truly pregnant with your very own cosmic baby. Even if you're not the sort that thought that was possible with your own body. Congratulations new Mom/Dad!

Unfortunately for you, your baby and everyone else that might have to deal with you, the baby has a pretty damn long term to go until it's ready for birthing. Ten years in fact, the amount of time you'll be staying here. And while it's inside of you? It's going to be guzzling food like nothing else, requiring you to eat a life-supporting planet every day just to keep at full power. You'll be needing to regularly devour whole words to not starve to death too. And you will starve, as this child will need food even if you have ways to go without it yourself, transferring that hunger over to you.

Not to mention, you still have to put up with all the usual aches, pains and problems of pregnancy for a full ten years. But at least it won't ruin your figure with a baby bump. You don't need to worry about miscarriages either, as the baby will remain healthy and hungry for more inside of you no matter what you or someone else does to it.

Once you're finished up here, the child will be born and you can take it along with you as your own Galactic Child companion.

# Drawbacks

**Craptastic Reality Stitching +300**

What moron put this universe together? You can barely move around without bumping into some faulty wiring or some threadbare fabric of the space-time continuum. The universe is clearly barely holding together with just what is in it already, it'd have no hope if someone introduced things from outside this setting. Guess what's happened to the stuff you brought in from elsewhere? Yeah, you can't use that stuff here, not without tearing enormous holes in the universe and causing it to rapidly fray apart and maybe even destroy itself. Thankfully, just for the course of this jump, you'll be able to turn off or on anything you brought in here from another jump. Should go without saying but you can't take this if you haven't been anywhere else first and that things from other universes in the Marvel setting, though not other Marvel jumps, will be A-okay.






**Hungry Hungry Galactas +300**

You've got the most legendary snack runs and binge eating sessions in the entire universe. Even your Daddy finds your hunger to be surprisingly over the top. Why is that? It's because you can only survive by eating sapient beings and worlds with sapient beings on them and along with that, you have a much stronger hunger than normal that must be fed, even if you normally don't require physical sustenance.

This isn't good stuff but what makes it worse is that you have a strong tendency to accidentally eat living beings that have a lot of friends that get upset at that. That planet you thought was just a backwater pre-spacefaring society? It was actually a world being raised up by the cousins of the race that lived on that planet, who had returned from an ancient expedition into space to help their racial relatives.

On top of all that, your long history of eating living worlds has made you many enemies that even now hunt you, to try and harm you or at least try to harm whatever it is that you care about, as revenge for all the suffering and destruction you have delivered on others.

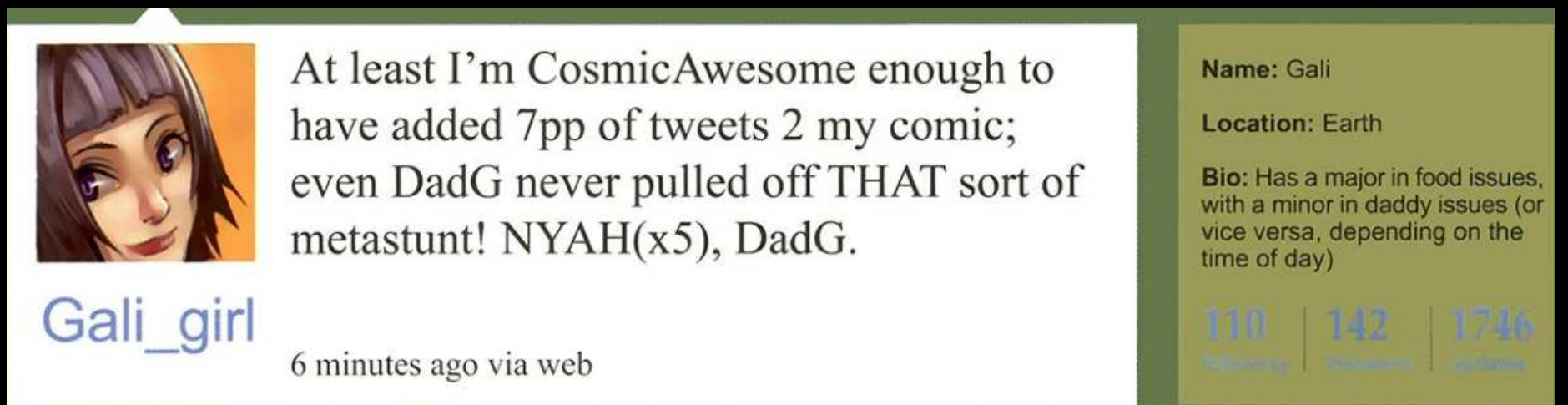
# Ending

You won! You managed to save Earth so many times that it lasted the whole ten years! Holy crap are you amazing! The world continues on it's path, maybe it knows of it's protector or maybe you stayed secret from everyone. Or you did none of that and just freeloaded your way on a cosmic holiday. Whatever the case is, you've got a choice to make and a teensy little reward to collect. And if you were a total cosmic bad bitch and saved the Earth, there's a ultra cool treat for you next page.

First, your choice. Where do you want to go from here?

1- Do you want to *Go Home* to your original world, taking everything you've earned so far and having a great big homecoming to show everyone how awesome you now are?
2- Do you want to *Stay Here* in the world or Marvel-616 and keep on protecting everyone you've watched over for a decade now?
3- Do you want to *Continue On* to a new world, where you can take your destiny as the most badass heroic cosmic monster in the universe to a new existence?

Even if you pussied out of a challenge, we've still got a little reward for you. A special form of an online social networking site, perhaps similar to a birdlike site. You'll always have access to it on any device you have and even mentally in your head. The special thing about it? It appears that every notable character you've met in the past posts on it regularly, telling you all about their goofy adventures, feelings and stories. It'll rarely be anything serious but you can keep up with old friends in even past worlds, though nothing significant will happen.



# Ending

A golden reward for the golden girl that just won it all. You're getting access to the same Super Insane new form that papa got once or thrice.The Lifebringer is the state we're talking about baby, where you get the essence of one of those big boy Abstract Multiverse avatars shoved into your core, fused with you and then put through a freaky incubator to be born again in all new golden glory. Now I know that might sound like some sort of fetish but when you're now enough of a big deal that you can tell anyone below the OG Eternity to fuck themselves and get away with it, if not teach them a lesson personally, you'll probably be able to overlook any nasty implications. It's not just raw power either. You become a conduit of almost limitless cosmic energy from within, though not truly infinite, it does mean you won't ever need both with a diet again, since you don't hunger for worlds anymore. Plus you get way, way, waaaaaay better at healing and creating life. LIFE-bringer, get it?



# Notes

Special thanks to my own cosmic bae NuBee, especially for all the encouragement he gives me!

Come all the way down here to see what happens when you don't want a proper challenge huh? Hopefully it's because you just want a vacation and not only the power. That'd be like, so boring. Still, I guess you want to know what happens if you don't step up? You can still stay here for ten years. You can even become a child of Galactus. But you don't get any starting points and you can't take the Plague Upon Your World Drawback either. You can get a few points from drawbacks still but they're small change in the long run. And no special golden girl reward for you either!

But maybe we can still hang out sometime. You know, if you're actually pretty cool. No dorks allowed.