Hellstar Remina

By Valeria

Introduction

It's the world that you once knew, just a few decades into the future. Space exploration has spread humans in small numbers to other planets in our solar system. Big business still tears away at the world and the people on it. Humanity is the same as it ever was.

A few months ago, something occurred that sent this world off course. A new planet was discovered by one Professor Oguro in Japan, appearing out of a wormhole and making erratic movements far from Earth. Soon they realised that wherever it went, the stars and planets would disappear. Soon enough this 'planet' would turn its attention towards Earth and begin to approach our world. In truth this is actually the Hellstar, a planet sized organism that came from another universe and lives by devouring entire worlds and stars to sate itself. Earth has caught its eye and it is approaching at faster than light speeds to gobble up our entire solar system.

Those on Earth have little to no hope, save for the few that can escape to space. Those trapped on Earth will seek for anything to give them hope, even if it means blaming Professor' Oguro's daughter for the Hellstar's coming. Young Remina Oguro was who the Hellstar was named for, at least by humans, and she will be turned into a target for all the fear and hatred of a world about to be ended, along with her father.

But that may not matter as much for you. If you are human in this jump, you'll have to accomplish certain things to survive. To succeed in this jump, you must survive the coming of the Hellstar. It will arrive just a few hours from now and the only way to stay safe is to use one of the several space shuttles hidden around the world to get to outer space and out of its path, as it won't bother with such tiny morsels. Wherever you start in the world, you'll be at least a few hours travel for a normal person from one of these shuttles, your only chance for escape.

Of course, if you have other means of escaping or even fighting the beast, those will work too, so long as you are still alive once the Hellstar has left the solar system. Death counts as leaving, for those particularly filled with ambition.

If you happen to take a certain option that makes you inhuman…well, you'll just need to survive for a year before your jump will end successfully.

You've got 1000 Choice Points (CP) to spend to make this easier on yourself.

Locations

The first three origins in this jump may start in any public location that they want on Earth. Wherever you are, you'll be affected by the Hellstar when it comes. There's nowhere safe on the planet so you'll still need to get off it. No matter where you are, you'll still be a ways off from where any shuttles off world wait.

Hellstars start at the opposite end of the solar system to where Hellstar Remina enters.

Origins

Homeless
You might not have a home or family but at least you're free. You may have a history in this world, perhaps one of pursuing your dreams and failing or giving up in favour of a more lax life, or you could be someone with no history here at all, simply dropped in out of nowhere.

Idol
You're a famous person in the modern day and age. A teenage singing idol? A new spokesperson? The star of your own television drama? Maybe you're just famous for being famous. People know you is the point and recognise you on the street when you walk around your home country. You're pretty well off because of it but the attention can get pretty overbearing some of the time.

Madman
Most people aren't going to do too well when the Hellstar appears above the skies of Earth but there are some like yourself that really go off the deep end. Or maybe just stay so sane they seem mad to everyone else. You've got a tendency to be weird and relate to the monstrous. Perhaps you might find a way to betray your own race for your own survival?

Hellstar- 1000
You're a big boy now huh? The Hellstar known as Remina is not the only one to come to this world now. A second Hellstar appeared somewhere within the solar system we live in, that being you. You're a living hell world, capable of moving under your own power at incredible speeds and possessing an awfully big mouth and awfully long tongue. You're not as big as the other Hellstar yet but you'll grow as you eat more and more over time. You'll learn to control your body and what is on it more as time goes on, though there's little enough in the universe that can hope to challenge you. Well, apart from your peer. Taking this origin will require you to be pitted off against the original and larger Hellstar that's already in this universe, as described in your personal drawback section.

As a human, you will be 15+3d5 years old. Your gender will be the same as it was previously. Either of these may be changed for 50CP a piece. As a Hellstar, your age and gender are largely irrelevant so they may be whatever you choose.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Homeless

Hardy Rat- 100

You're well aware that life is not always easy. You've got the scars to prove it. A life on the streets has taught you what it feels like to be beaten, to starve, to be shamed and toyed with for the satisfaction and enjoyment of others. Doesn't bother you much anymore though. You learnt that the best way to piss of the world is to not give a shit what the world thinks. Whatever sort of horrors you're being put through, you've got far more resistance than anyone else alive can claim to have. Even being brutally tortured for days on end won't get you to let out a squeak.

Disaster Master- 200

If the world wants you dead, it better come down here and shank you with its own two hands because you're not going to take any other sort of death. Natural disasters and even environmental dangers are reduced to being almost harmless to you, so long as you're trying to escape or survive them and nothing else. A hurricane, earthquake or even the entire earth being made to rapidly spin, none of these will have anymore then a tiny chance of harming you if you keep trying to get away or at least just survive. Even hazards like a nearby pool of lava or lightning strikes seem to be warded away from you. If any active hostile intent comes along with these disasters or natural dangers though, your protection will fail. At least you'd have died to someone who meant to kill you and not just forgotten in an unthinking storm.

Having Walked The World- 400

A life of wandering has been a surprisingly rich one. You've met a lot of different people, encountered a lot of different situations and even met your fair share of the weird and bizarre things in this world. It's safe to say that you're good at thinking on your feet and adapting to the situation and nowhere do you show this better than when the environment around you changes. You're able to instantly adapt to the changing surroundings as if you'd been there for years. Suddenly drop into a blistering desert? You'd know what you'd need to do to survive in the sun and how best to move along the sand with speed and stealth and the least effort you need. The gravity of the world suddenly becomes ultra-light? You'd be able to jump and fly around as if you'd be practicing it for years in that low gravity world. Even when an experienced person might get thrown by the environmental changes, you're able to dive right in no problem.

The Rare Happy End- 600

Happy ends await those who persevere. A thing you often chanted to yourself when times got really bad. A lot of good people are going to die soon and even the few that survive face a longer, more crushing death in the future. But…perhaps not you. So long as you can survive an ordeal, whether it be a single fight or escaping from a planet about to be eaten by a space monster, you'll be assured of ending up in a better situation than you started before. Survive a fight with a gang of thugs and you might find yourself getting a free stay at a hospital until you've healed your wounds. Find your way off a soon to be destroyed planet and somehow, despite the impossibility, you'll end up on a habitable location that's at least as good as Earth was before you left it. Gotta live to see it though, which can be quite the challenge.

Idol

Actor's Vacation- 100
Fame can be as much a curse as it is a blessing. Never having a moment to yourself will quickly begin to wear on most people, no matter how much they might love the rewards that come with it. You can take a break from it all at least and quite easily too. With as little as a scarf wrapped around your face, you can become almost unrecognisable even to those personally and intimately familiar with you. They won't recognise you even if you sound the exact same and mostly look the same, so long as you don't give them any other hints. And people who just know you from TV? They'd have no chance of recognising you.

Remember the Remina- 200
Humans can be stupid, cruel and terrified little creatures. When they feel backed into a corner, this only gets worse. They look for someone to blame, someone to put all the responsibility on. Or just someone to hurt to make themselves feel better. It'll never be you though. Blame and responsibility, you never receive it at all if you weren't actually to blame for it. Even if you're found holding a smoking gun over a shot corpse, you won't be accused of anything if you didn't actually do it. Even if you are actually at fault, you can get away with quite a lot. As long as people don't have any real proof or personal experience with you being at fault for something, they won't blame you even if you did do it. You'd still get nabbed if caught red handed over a bleeding body you actually did kill though.

Living Saint- 400
Fame is a fickle thing but fickleness need not always be bad. You're the sort of person who can become famous just for being yourself. People love being around you, just your presence ends up making them so very happy. Even if you couldn't sing or dance and didn't even look that pretty, you could become a nationwide celebrity. If you had any sort of natural beauty or talent? You're looking at a worldwide audience now. You'll be a sensation or a saint wherever you go just by the simple pleasure that people feel around you. If you actively encourage people to like you more than just for your presence, you could even see them motivated to protect you even at the cost of their own lives too. Be careful with all that social power.

Its' Name Is Jumper- 600
They said that a young woman brought the monster that is the Hellstar to Earth on purpose, as a cruel joke to wipe out the human race. Perhaps they might have even been right…but they got the wrong girl if that was what occurred. Remina might not have called the Hellstar to Earth but you possess that ability and more. You can call up disasters to occur around you, from local ones to even things as terrifying as calling a being such as the Hellstar to attack your world. You have no immunity to these disasters and will likely be right in the middle of them when they start but you do at least have a degree of greater luck when it comes to escaping from their effects. These disasters, be it present or when they are remembered in the future, will always come to be named after you in some way.

Madman

Open Your Mind- 100
Peace can't come without communication, even if it's a selfish peace between just yourself and the enemy as you sell out your homeland. Through some strange method, you are able to communicate with even gigantic, alien beings like the Hellstar itself. So long as you and this other being can see each other, you'll be able to communicate with them, at least if you can get their attention first. It may be through telepathy, normal speech or some stranger method but you will be able to communicate to and understand any being that you can meet these conditions with. It's no guarantee that talking to something will make it stop eating you though.

All Together Now- 200
Should a crazy guy really be that quiet? It's really starting to worry me. You've got a frankly absurd degree of stealth to you. Sneaking past people or even electronic security or guard dogs is a piece of cake, doable with no preparation for all but the most tightly guarded modern fortresses. That's just the simple stuff. What's new about this is that you're somehow able to apply your sneakiness to the people you're hurting or fighting. Whether you're torturing someone, performing surgery on them or in a fight with someone, you're able to keep any noise from the event from escaping beyond the two of you. Even the screams of several hundred people being sown together won't alert people just the next room over.

A Million Hungry Beasts- 400
The herd is stupid and easy to direct where you want, so long as you don't tell them this to their faces. Humanity and other species might be able to resist your charms on an individual level but when you can get people into groups, you can whip up massive mobs with only the slightest of justifications. Whether you want these mobs to be flash dance mobs or murderous hordes depends on your desire and only slightly on the situation. Even over minor things like a single assault incident, you can get dozens or hundreds or more people into a frenzy bad enough that they start looting and attacking others. Have a serious threat ready for them, like the Hellstar, something that threatens the entire world? You could direct the entire world against anyone you wanted, so long as you could get your voice to be heard by everyone. And lastly, you're very good at controlling or even calming these mobs after you've created them, just in case things get out of hand.

All Hail Lord Remina!- 600
Fine dining isn't complete without personal service, no matter how good the meal. You don't need to die, not when you could better serve the great beasts that would usually seek to kill you. So long as you can get a chance to explain your proposal to a beast or evil being, you can convince them to allow you to serve them. Perhaps as someone to better cultivate their food to make them nice and scared first or perhaps as an agent to accomplish tasks that they are unable to do or do not care to do. So long as you can explain the deal, they'll accept, provided you have not shown hostility to them so far and they do not believe you will in the future. They'll take some care to not hurt you or purposefully kill you but get in the way more than a handful of times and they're likely to swat you like a fly. If you take it nice and slow though, you could have some real influence over them.

Hellstar

Hell Has Come To Earth- 100
They'll know what you are the moment you are seen. That feeling against their skin will make it undeniable that you are truly Hell come to Life. Your very presence forces a primal fear into the minds of all that witness you, leaving all but the greatest of men to shake and shiver before you. That's if you were human. The larger and more obviously powerful you are, the greater this fear will become. If you grew to be an equal for the Hellstar Remina, you could suffocate worlds in fear just by being in the same solar system, driving mad those with weak willed who look up into the sky and see your approaching light.

A Single Greater Being- 200
A trillion trillion trillion living organisms crawling around your massive form. You are aware of each and every little one being born, living and then dying. Despite being one of the largest objects in the universe, you are aware of every part of your own body down to the parts of every atom in it. You've got full control over every part of your body, not enough to just change your atomic structure, not yet, but you have full control over all biological processes that occur on your form. For a human, this would be much simpler, such as control over the organs and nerves and other normally automatic functions. For a hellstar, you have control over your atmosphere, your terrain and even your plant life. Only the separate living beings such as animals that scuttle on your surface are not so intimately known by you.

Playing With The Food- 400
Some worlds put up a bit of a show before you dine on them. Well, at least you consider it a show. For them it's their last ditch attempt at saving themselves from your belly. It rarely makes you even notice, their attacks, but every once in a while they manage to get out something even you find a little impressive. Right up until you fling it back at them. Whenever you are attacked and you survive the attack, you can launch back an attack of equal strength at the attacker or spread out as an area attack of weaker strength. A thousand nuclear missiles sent against your tongue that do not manage to kill you would only result in a thousand destructive lights raining back down on your foes. There is no guarantee that your attacks will hit however and aiming can be quite difficult with such an automatic process. If all you care for is spreading destruction, it works swimmingly.

Mad World- 600
Is man so arrogant as to think he has already mastered the universe? When you could stamp out his entire race with nothing but a breath? A being as great as yourself has no reason to care for the laws and rules that a race of ants thinks up and so you shan't, not unless you wish to. The laws of physics are things you can bend and break, having more and more leeway the larger you grow. Even as a human sized being you could allow yourself to float or fly by altering how you obey gravity or make yourself highly resistant to temperature changes by ignoring how heat is supposed to work. A Hellstar could quite freely break the light speed barrier, travel through wormholes between universes or freely control how and when its own gravity field applies. The larger you grow, the more absurd the breaks you will be able to make with the physics of man

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Homeless

Shelter- 100

It might not look like much but this little alley way shack has been home to you for years. It's a lot sturdier then it looks too, not shaking much even when storms and quakes are raging in the sky and land. Insulated and comfy, if not particularly clean, and with a few stored supplies. If you had to spend the end of the world somewhere, it's better than nothing.

Weaving Army- 300

Looks awfully sharp, don't it? A needle and a seemingly unlimited amount of thread attached to that needle. Sharp enough to pierce through flesh and bone with the slightest of pushes and never dulling, it could make for a surprisingly fearsome weapon. What makes the thread unique is its' sheer strength as even a single strand can hold up several human bodies under its' own weight. How do we know it can hold that specific example? We read a few pamphlets about it. Buying this item gives you an incredible amount of skill with needle and thread, especially focused on speedy threading.

Escape Shuttle- 600

It's your ticket out of this hellhole and to safety, at least for a while. You're aware of the location of a single secret Space Shuttle, an especially advanced one that could support a large family for up to a full year with its supplies and make journeys to another worlds in just a few months. You know where it is but unfortunately start out quite far from the shuttle's location, so you'll have to make your way over there. In other worlds, rather than a space shuttle, this will manifest as a vehicle or device that is able to get you out of the way of one hazard or problem, no matter what it is. It won't solve the problem, just get you out of its path. If it decides to come after you again, you'll be in trouble. You can also just keep the spaceship. That's cool too.

Idol

Luxury Flyby- 100
It's the future, you gotta have some flying cars. You've got a pretty expensive model here too, faster than anything on modern day earth and even able to travel in the upper bounds of the atmosphere for short periods of time. It runs on solar energy for a few days in a row and can fully refill after an hour or so of just charging. Looks quite stylish too and the panelling and windows has been reinforced against bullets and other impacts. You're an important person after all.

My Number One Fans- 300
It might be a pain to deal with them sometimes but when it comes down to the wire, you'll actually be glad to have these guys. This is your personal fan-club, composed of a few hundred adoring young men and women who absolutely obsess over you. They'd never dream of hurting on you or crossing boundaries you don't allow them to cross but they remain as fanatically loyal to their idol as any fan could be. Probably don't make for very good friends on account of the fawning but if they ever thought someone threatened you, they can get pretty violent and some of them are even actually dangerous when they get violent. Just about impossible to get them to hate you too, as they find any flaw or negative response from you to be just another thing to admire. You'll have a similar fan-club in future worlds too

Named For You- 600
It seems that the Hellstar wasn't given the name Remina in this world this time but instead, your name was applied to it in honour of you. Unfortunately for poor Remina the human, she and her father will still be demonised for the discovery of the Hellstar whereas you'll be no worse than normal. In fact, you might even be better off. For some strange reason, it looks like the Hellstar likes your name and is willing to give you just a little bit of lenience. It'll strike down obstacles to escape for you a couple times and even avoid eating the world if you're really close to escaping. Dally too long and it'll go ahead anyway but by taking this, you'll have a lot more leeway. In future worlds, it'll apply to a similar monstrous being that you encounter in future worlds, said being becoming willing to let you escape if you don't take too long to do it and don't bother it again.

Madman

EVA Suit- 100
One of the latest in space survival suits. This astronaut suit is about as easy to move around in as a normal business suit and yet it'll let you move around and survive as normal in space or on alien worlds, even in places where the air can melt the flesh and bone of a human in just seconds. Your suit has a few hours supply of air that somehow recharges independent of anything else, along with all the usual functions of space suits meant to be worn for several hours. It even has some emergency jets to move around in the void in case you get lost, though these only have a few minutes use.

Protection Detail- 300
The important people can't just be left defenceless, especially when they might hold the key to the world's salvation. You've been assigned several squads of 6 soldiers each, all some of the best your country has to offer, to focus fully on your protection. So long as you're not directly acting against your homeland, these men will lay down their lives to protect you in a fight. They're pretty stoic sorts and won't be much help for things outside of combat or physical labour but you could probably break these shells with enough effort. They're also outfitted with some pretty high tech weaponry, including some military vehicles if needed.

Big Business- 600
Business has been good lately, with all the relaxed laws and ability to squeeze the life out of the nation in return for profit. Some might think that the Hellstar appearing renders all your money for naught but they're just naïve fools who forget just how advantaged you are. Your massive company may not help much but your money and influences has still bought you a spot on the space shuttle that the prime minister and other important people are using to escape from Japan and the Earth with. Long as you can get there in time, you'll be able to get off the Earth. You might want to convince them to not try and land on the god damn Hellstar itself though. In future worlds, you'll just have to live with having a huge, international corporation under your control. Such suffering.

Companions

Import- 50CP per

Surviving is a lot easier when you've got a helper but be careful to not take too many friends, else you might not all fit together in the shuttle. For every 50CP you spend, you may import one existing companion or create a new companion into this jump. They may take any origin except Hellstar for free and gain 600CP to spend on things for themselves.

Canon- 50CP per

Did someone catch your eye here? If you'd like to bring them along, a purchase or two of this option will give you the chance. For every purchase of this option, you'll get the chance to convince a chosen character to come along with you. They need to accept your offer to become a companion to come along, so certain beings may be very, very hard to convince to come along.

Drawbacks

Up to 600CP worth may be taken from the following list of drawbacks. Hellstars may only choose from their drawback list. They may not pick drawbacks from the normal list.

Normal List-

Crazy Town- +100

Do you have a sign attached to your back or what? I can't think of much else to explain how so many weirdoes end up in your life. Be it obsessed fans or guys way too open about their fetishes or even guys who see you as some sort of trophy to be fought over and not considered a person. Most of them won't be dangerous to you, just disturbing, unhelpful and far too clingy. The rare couple could get violent if you screw with them too much though, so try to keep an eye out for which is which.

Culted Face- +100

Is there something wrong with your eyes or is it just me? Oh, I guess that tongue proves it really is you that's the problem. You've taken on certain obvious traits of the Hellstars, sharing the same gaping and bloodshot eyes, along with an unnaturally long and thick tongue and lips. Unless you keep your face fully covered at all times, people will notice what a freak you are and in the panicked times ahead, that could be very dangerous for you to be associated with the Hellstar in any way.

Long Walk Home- +200

Whatever path you've chosen is going to be a lot longer now. No vehicle or form of transportation that is not resulting solely from your legs will work for you now. Any sort of car, plane or even bicycle will just fall apart from the inside out as soon as you get into or onto it. Even if someone else is piloting, it just fails to start. Even attempts to fly or transport yourself quickly with out of jump powers will fail, unless they're resulting from your legs such as enhanced speed or jumping. The most use you'll get from them is serving as cover or shelter. You'll need to find your way to a shuttle under your own two feet.

Messy Eater- +200

Is the Hellstar in a playful mood? It does seem to want to play with its' food more than usual. The Hellstar will take just the same amount of time to get to eat the Earth as normal but it'll do much stranger things to the world before that. Heating or freezing large sections of it, creating crushing gravity or letting life from its own surface descend onto this world and perhaps some truly weird things involving time. Being on Earth is about to get a lot stranger and a lot more dangerous as the Hellstar really stretches the limits of it's' abilities on you all.

Hobo Mode- +300

You really are starting with nothing now. Everything you got from outside this jump? It's gone for your time here. No powers, no equipment, no allies and no ordinary skills you didn't learn yourself. It'll be you needing to use your wits and sense against the Hellstar to get to the shuttle in time, a very dangerous prospect given how the slightest shift of that great beast in the sky could wipe the surface clean.

Little Lamb- +300

At least poor little Remina and her father won't need to suffer much this time. You've been named as the cause of the Hellstar coming to Earth and thus what seems like most of the human race has

become obsessed with ritually torturing and then sacrificing you to the Hellstar in a futile attempt to get it to leave the planet in peace. They can't be convinced to not do it, only fled from or destroyed. If they get hold of you…well, it's best to just not let them do that. It's not going to be very pleasant for you otherwise.

Hellstar Specific Drawbacks-

Remina Rival- Mandatory for Hellstar
Hellstar Remina doesn't seem to be the type to be willing to share any space with a peer, not to mention you just personally piss it off on sight too. As a Hellstar, your larger and more developed brother will be looking out to take you down and devour you if it can find you. It won't start looking until it's finished eating through the solar system of Earth, so you'll have a week or two to try and get big enough or far enough before he starts looking for you. You'll need to put on some weight before taking him on but he doesn't seem terribly interested in thinking his fights through, so you may have an advantage there, despite your currently small statue.

Red Meat Diet- +100
It's not enough to just gobble down every cosmological body you can hit in your mouth. You've gotta feel some fear and suffering from your food as you do or it just won't satisfy you. You'd need to eat several times as much as normal for someone of your size to be able to keep satisfied, unless your food was terrified of you as you dug in. Or at least the things that populated your food are terrified of you. Seasoning can make up for a bland dish after all. Long as you make sure they're scared half to death and in pain, you'll be getting full meals.

The Hunted Lay A Trap- +200
You're going to need to be a lot more careful when you go in for a meal from now on. Whereas before, encountering any kind of civilisation might be rare, now you'll constantly encounter very advanced civilisations. Most of the time, they'll be the sort that can deal some pretty nasty damage to you if you don't approach the planet with the right plan. They won't be blowing you into little fragments but being bathed in nuclear fire or biological weapons or other nasty sorts of things won't be pleasant either. Now and then you may also need to run from a race that's just as powerful as you.

Dead World- +300
I'm sorry to tell you Jumper but you're barren. Life refuses to grow on your body and it's done some nasty things to your health. Your surface is heavily irradiated and your body is badly polluted, leaving you horribly sick and very weak even for your size, constantly coughing up muck and other nasty things. It won't kill you, not unless you badly strain yourself repeatedly in a short period of time, but it'll severely weaken you and greatly worsen any injuries you do attain. You'll be slow, weak and vulnerable even to the weapons of Earth in this place and time.

Ending

Did you manage to escape the world's end? Did you prevent it entirely? Or did you just eat and eat and eat for a few years? Whatever the case, you survived and it's time to make a choice.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* in the world of Remina?
Do you want to *Continue On* to another new world?

Notes

If I was a planet, my moon would be NuBee. Or something. He's definitely my adorable partner supporting me though.