Moon Knight Jump

By FancyFireDrake



Welcome to the Marvel Universe Jumper. Once again, or perhaps for the first time, we are in the World of Heroes and Villains. There are entire Worlds and Multiverses connected to this World where mad titans wipe out populations with gems and a snap. Where a man built himself into a Hero in a cave with scraps. Where Gods live amongst man straight from Norse Mythology.

Speaking of Gods… the Asgardians aren't the only ones humanity once worshipped and who are still around. The Egyptian Gods have watched over the people who turned from them in silent contemplation, only taking Avatars to interact with the mortal realm from time to time. Some of them at least.

Ammit, the devourer of Sinners, once sought to devour the Souls of all who would ever commit an evil deed in their life, even if they haven't begun it yet. Back than she was sealed away but her teachings remain. Arthur Harrow and his Cult seek to free her. Standing against him? One of the most mentally broken and unknown Heroes. The righteous hand and Avatar of Khonsu the manipulative God of the Moon. The one who in ancient times fought alongside the Eternals. Moon Knight.

The current Moon Knight is one Marc Spector…. And Steven Grant… and Jake Lockley.

…Its complicated.

Aside from Moon Knights fractured psyche, Ammit will rise again soon with only a scant few able to stop it. Whether you aim to stop her or save humanity from her wrath, take these **1000 CP.**

You start on the day Steven Grant was supposed to have a date. Lets just say it will not come to that.

Now…. Go forth into the Night.

Location



Now where in the World are you going to start this Jump? No matter where you are, the Sun of Ra shines over all Earth. Chose one of the below for free or get **+100 CP** if you roll a 1d4.

1. **Museum:** A Museum in the middle of England. In its halls are priceless artifacts from long forgotten times and a certain someone with multiple personalities has just started working here.
2. **Kairo:** The Capital of Egypt where once the Kings of old ruled. You start in the very Heart of this City with a great view of the Pyramids.
3. **Cult of Ammit Neighbourhood:** Look at this buzzing and peaceful little corner. This place is filled with diversity and friendly people… all of them being in fact cult members and disciples of Harrow and Ammit. Don't antagonize them and you will be just fine though.
4. **Sienkiewicz Psychiatric Hospital:** Now are you here as a Patient or as a visitor? This Psychiatric Hospital is meant to House the troubled and confused. It may also be where a certain Cult leader could eventually be sent to.

Origin

You may decide age, gender and whether or not you have memories of this World. Other than that discounts are as always half with 100 CP Perks or Items of your Origin being free.

Watcher (Free): You have vowed to protect the travellers of the Night. Or perhaps you simply seek to do your part in protecting the World from unimaginable threats. One way or another you will stand against the premature judgement of humanity, either at Khonsu's side or barely tolerating his antics most likely.

Judge (Free): Why give the criminals the satisfaction of committing the deed? It seems you threw your lot in with Ammit and Harrow. You will ensure the Paradise on Earth comes to pass, even if it means plucking some weed out of the garden prematurely.

Perks

General Perks

You get a Stipend of **+400 CP** to spend on General Perks



Ancient Egyptian Linguist (Free): When so much is centred around the Gods of old, it pays to speak their language. You can now fluently speak Ancient Egyptian, able to read, understand and write it as well.

Random Bullshit Go! (100): Sometimes you simply have to bring out all sorts of random bullshit and simply throw it at the enemy. You have a remarkable accuracy with throwing weapons, akin to Hawkeye and his arrow shots to give an example. You can also grab just about anything and use it as an effective throwing weapon.

Chauffeur of the Divine (100): Get behind these wheels Jumper because you are someone worthy of even driving Khonshu around. You are a master when it comes to driving cars, even able to do so in extreme combat situations.

Senorita (100): Is it the accent? The charm? The other personality who got you a date? Well not the last one but the other two maybe. You are pretty good with woman, easily able to get a date just by asking.

I remember every night (200): A long life should be committed to memory. You simply don't forget, having an eidetic memory, allowing you to remember even the flimsiest details of centuries ago.

You killed all of them? (200): They were criminals. Murderers. Predators. The worst of the worst. The world is better of without them and Khonshu's hand protects in the end. So don't let yourself be pulled down by guilt of doing what needs to be done. With this Perk, as long as an act you committed was beneficial and in the pursuit of protection or justice, you will not need to worry about guilt.

Meet My Friend (200): Who doesn't want to have a good relationship with those they obey? Using this Perk, the appreciation of your Bosses for you will Scale with the deeds you commit for them. Defeat an Arch Enemy of theirs and even a cold and dismissive god would call you a friend.

Your Turn to Lose (300): When the Fist of Vengeance comes to execute the wicked, they should know of the futility of resistance. You are simply terrifying in combat, seeing you fight alone is a

memory that will sit with someone for a long time. And actively having been at the receiving end of your hate? They will be scarred for their life, even if they would laugh gods in the face.

All Those Stolen Relics (300): It was already stolen wasn't it? What doe sit matter if you take it? Either way you are more than equipped to do so, being a great Thief and infiltrator, be it of Tombs or some rich billionaires collection.

Ancient Skill (200/300/400): The Avatar of the God can not just sit idly by, at least when the God is an active one. And for that they need fighting skill. For 200 CP you become as skilled in battle as Marc Spector. For 300 CP you become as powerful as Arthur Harrow, able to fight of Marc and Layla together. For 400 CP you become as skilled as the third alter Jake… capable of defeating Arthur and his forces in one go by yourself.

Avatar (400): You were deemed worthy of being an Avatar of the Ennead. Be it on your death bed or some other circumstance, you ended up taking the hand of a God and being their eyes in the mortal world or even their hand of Justice. This has given you various abilities like increased strength, speed and durability the likes Moon Knight possesses as well as seeing the invisible like certain Jackals. Depending on your Patron in question this can even extend to other unique abilities.

You may choose which God to be the patron of, by default being one of the Egypt Gods. You can adjust this per Jump to a local deity. It can also be Jumpchan but for purposes of balance their power for this Perk will cap out at whatever is the average level of a God in the local setting. You don't need your Patrons permission to use your powers, however if you work together they can channel their powers through you, possibly even allowing you to move the entire Night sky. **This Perk works as a Capstone Booster.**

Spell of Imprisonment (500): The Spell to Imprison of the Gods, which many of the Egyptian Pantheon have fallen victim to by the Ennead. Usually only an Avatar, or two at least, could make use of such a thing or a group of Gods. But for you we make an exception. You can bind a God to a Ushabti (receiving one automatically when you decide on a target), imprisoning them in something they are unable to escape from. Breaking the Ushabti will set them free once more however. Alternatively you can bind the God or Goddess in question to a mortal host and in killing them you destroy the divinity you bound to them permanently. To imprison a God you must however either channel the power of one that is comparable to them, or have the power to content with them.

Egyptian Deity (600/Requires Avatar): Never mind being a Servant, you are a fully fledged God yourself! You can stand head to head with the many Gods and Deities of the Dessert and are equally as capable in terms of your chosen Domain. Your power is incredible, comparable to the likes of Khonsu and Ammit. Though this kind of power cant just be on Earth. Your no Asgardian after all. You will have to take the Drawback **No Interference** for no Points.

Watcher



I would never divorce you (100): Love is such a powerful thing… but might get complicated. Like say when you try to protect your wife from the machinations of a Moon God while keeping your other self oblivious of their existence. But at the very least its true. Love you hold for another will never waiver and you can work through anything. This love can even transcend personalities you or they have within their psyche.

Let me save us (100): Its not wrong to ask for help sometime. Especially when the world just keeps overwhelming you and one revelation after another hits you. You are good when it comes to finding help in desperate situation, be that a friendly face among enemies or a unknown alternate identity.

Egypt Geek (200): Wisdom is power and in a world as bizarre as this Wisdom of the most niche topics can proof incredibly useful, like say on mythology. You are deeply familiar with the mythology of whatever world or setting you enter, easily identifying the major Gods to look out for. The runes these beings are spoken of with? Almost laughably easy to decipher.

Steven Grant Knows No Fear (200): But bravery is not the absence of fear but the ability to power through it. No matter how terrified a situation may make you, you will always be able to do what you have to do. Fight of a Genocidal Madman and his Goddess? You might be terrified, but your fear wont affect your performance whatsoever.

Summon the suit (400): Poor Steven, getting thrust head first into a situation he wasn't prepared for. That being said he adapted rather effectively. Whatever new power you may gain, you find yourself getting accustomed to it in record time. The first time might be a challenge but afterwards? You'll be as good at it as someone who spend years doing what you do.

Outside the Balance (400): Your morality is simple a little more difficult to grasp Jumper. Powers that be simply cant decide what side you fall on. However for you this is a good thing. You can decide which way the Scales role and will not have to fear about your Soul not being balanced in the afterlife for example. Furthermore you can essentially bypass requirements for powers being 'good' or 'evil'.

It is my Choice (600): The very thing Ammit takes away. You chose to do good and you choose to oppose this slaughter of those who haven't done anything evil yet. You will never be unable to make

a choice, be it through mind control, intimidation or fate manipulation. Your choices are your own and no on elses.

> ***Capstone Boosted:** Now the choice of others are under your protection as well. While you are around, any you wish will always be able to make their choice. You can even make it so that evil deeds they were fated to commit will not have to come to pass if you give them the choice.

Black Out (600): That wasn't you just now was it? The one who singlehandedly cut down the big bads forces and turned a hopeless situation into a victory? When you are in a desperate situation you are prone to Black Out. You can fight this urge off but letting it happen, which will happen automatically if you are on the verge of death, will see a different you take over. This one is to you what Jake Lockley is to Marc and Steven. A born killer and fighter, a one man army. Whatever you couldn't do in a Battle, they can.

> ***Capstone Boosted:** Now this Black Out is in fact you. At a thought you can enter this mode, letting you be hyper competent in whatever it is you need doing. You can snap out and into this state at will, able to channel this sheer competence into whatever subject you please.

Judge



Multilinguist (100): In a perfect world all understand each other and a Cult can truly operate in vast sizes when communication is no issue. By default you are fluent in 3 languages of your choice and learning new owns comes to you as easy as breathing.

You Cant Hurt Us (100): What is pain other than weakness leaving the body? You are remarkably tolerant to pain, able to walk around your whole life with glass in your shoes and not even so much as flinch.

Finding Peace (200): Can someone with unbalanced Scales still find peace? If you throw yourself into a task with the goal of redemption you will never lack motivation or drive and will find solace in your service. At the end of the day, even if you remain guilty the one in charge of judging you may just decide you are worthy of remaining.

Before the Ennead (200): Even in front of Gods meant to judge you of all people you can keep your cool. Trying to make you cow from power or presence alone is a fools errand as in the face of Gods you will always be able to treat them like any other normal man.

The Avatar I Need (400): A Fool can not possibly hope to create a Paradise. You are incredibly skilled when it comes to strategy, as well as manipulation and the human psyche. With some skill you could even turn a trial meant for you against your adversary. Make them dance on your strings as you lead them to their judgement.

Devoted Disciples (400): Some will likely be jealous of your effects. You inspire loyalty in those serving you and even the ones you serve, bypassing petty things like nationality and race, having the charisma worthy of a Cult leader and Avatar. This can be so great that a being who is known to devour those with unbalanced scales would see you as more than a worthy host if you have devoted yourself to her.

Weed in the Garden (600): Sometimes people need to be purged so others can thrive. You have a unique ability, allowing you to sense which person contributes something for the good of the world and which the world would be better of without. You will be able to show the results to others via a Tattoo of Scales, that will turn red if the person is wicked, green if they are just and will keep swinging if there is Chaos within them. Just a touch is enough for you to Judge someone.

> ***Capstone Boosted:** Now you don't just have a feeling for it, you can down to the very last detail say what a person will bring for the world and how exactly they might cause tragedy and evil. Be it today, in the past or the future. You also no longer need to touch them.

Soul Eater (600): Much like the dreaded Ammit, you can devour the very lifeforce and soul of those who oppose you. All it takes is physical contact for you to, in a blast of purple light, tear their soul and essence out, for you to devour so it is obliterated into nothingness, bypassing resurrection.

> ***Capstone Boosted:** Now for every Soul you consume you can feel your powers strengthen. Swallow a whole City of Sinners and you can grow as large as a Pyramid for example.

Items

General Items

You get a **+400 CP** Stipend to use on Items only.



Bowl of Soup (100): Who doesn't like a nice bowl of Soup now and then? This Bowl will always refill with whatever Soup you wish, or perhaps someone you try to convince of your righteous cause wishes. Wont affect you or any who eat it in any way but its still a delicious Soup.

Park, Fountain and Friend (200): A nice and calm Park, filled with trees and never lacking in fresh air or clean water in the Fountain. At the Fountain will also always be a performer of some sort, pretending to be a Statue. This man is a follower but can also act like a true friend. Anything you say to him, he will never tell another and you will feel less alone and even advised when conversing with him. Make sure to help him get some money once in a while okay?

Forgotten Tomb (400): This Tomb is a nigh perfect replica of the one Alexander the Great was buried in. For you it is as easy to enter as a Museum down the street but for anyone else? It will be impossible to find, as is anything or anyone inside. Aside from that, you may let there be the Corpse of one person that has died in the past of your current Jump lie in this Tomb. With them will be one Item that was important to them, be it a Weapon or something different. Now whatever could you use this for?

Mental Asylum (500): Oh no this is not a Mental Asylum. This is a MENTAL Asylum. The mind is a damaged place and while this may take the form of any ordinary Asylum, which you and loyal NPC like nurses and followers will always staff effectively, it can be healed here. Directly. There is a door here that, if you enter while thinking of someone inside the Asylum, you can enter their very mind. It will be a world in line with what they think and hold rooms filled with their past and experiences. With some gentle prying you could possibly help them overcome major traumas… or find perhaps other issues for such a way into someone's mind.

Holy Ground (600): A perfect copy of the Great Pyramid. But it is not just one of the most wonderous works in the World, inside is a Chamber meant for you and any you deem worthy. You can assemble and allow entrance to this Place to anyone no matter where they are in the Jump you are in, if you let them in they will quickly find a way inside. While in this Pyramid, any Rituals you perform will be more potent, this place practically brimming with power of the ancient.

Watcher

Two Goldfish (100): Two Goldfish, so no one has to be alone. The two come in a Aquarium unit with an always fresh water supply and a always replenishing supply of fish food. Just being near them will make one feel less lonely.

Stevens Apartment (100): A nice Apartment with plenty of Books you enjoy reading and all amenities you could want. The Bed comes with leg straps and sand and as long as the Sand is there you will always be able to have a restful sleep.

Egyptian Handbook (200): The wonders of mythology are sometimes more than fabrication. This Book holds valuable knowledge regarding your Worlds supernatural elements, updating per Jump. This can include the Gods, notable threats or simply how a City looked like in the past.

Forgotten Phone (200): It is horrible to fall out of touch with someone but now you will never have to fear that. This phone holds the names of whoever you wish to contact. Press the name and your partner will find a similar phone simply materializing in their hands no matter where they are or if they are able to answer. The line cant be tracked and the phones itself cant be found by anyone other than you and those you permit it.

Red Sarcophagus (400): Ever had a real bad aspect of yourself you just want to seal away? A desire for blood or a murderous personality? Well this just so happens to be the perfect size for them. While this Sarcophagus exists you can put anything about you that you wish to seal away inside, whether that is a power, a personality or a fault. They wont be able to escape and only you can open the lid with a thought and regain what was lost.

SPKTR (400): Truly a way for a God to be transported. Tailored to your specification and never running out of Gas, picking someone up with this extravagant Limousine will never raise any questions no matter who it is you pick up and any illegal activities inside will simply be invisible to the outside world and easily cleaned up.

Khonsu's Armor (600): The ceremonial armour of Khonsu, granting the wielder a powerful healing factor and letting them use the crescent on the chest as an infinite source of projectiles. Can come in the form of a fancy suit and matching truncheons as well.

Scarlet Scarab (600): The Suit of a Little Scarab herself for when she became the Avatar of the Goddess Taweret. The Suits Wings are extremely durable, able to let you fly, shield you from damage and even send it back at the attacker, while also serving as bladed weapons.

Judge

Penance Shoes (100): These Shoes, filled with glass shards will cause you pain when wearing them. They wont actively hurt you but the pain will be real. However in bearing this pain you will find penance, any effort you make to make up for something being strengthened and in general people who concern themselves with such matters see your desire for atonement.

Leather Hide (100): A stylish Outfit with a touch of Crocodile. These clothes will always fit you, never be worn out and will always look good on you.

Scale Tattoo (200): This Tattoo shows your allegiance to a cause. Any who identify with your chosen cause will tell you are an ally. If you bought **Weed in the Garden** you may insert this Tattoo as your means of showing if someone is good or bad.

Judges Revolver (200): This Revolver never jams, will always be found on your person and never seems to run out of Bullets. While no more powerful than a normal Gun, there is something to be said about always being armed and ready to gun down your opposition.

Alp Hideout (400): From how idyllic it looks you'd be forgiven for thinking it was a simple Village in the Mountains. Far from it. This small Town has enough place to House you and your allies rather comfortably, while also being nigh impossible to find for anyone who may wish to hunt you down. Perfect for say a Cult Hideout.

Scarab of Ammit (400): All one needs sometime is a Route to success. This Scarab is something you can, once per Jump, calibrate on any one specific thing, location or item. This can be say the grave of a important figure, a item of great power or even a path to a Goddess. This Scarab will lead you the way to your goal so just follow it.

Ammits Staff (600): The gift Arthur Harrow received from his Patron. This Staff can fire of a purple energy to attack foes, powerful enough to hold back Moon Knight and extract someone's life force as well as Shapeshift into an Axe. Furthermore just by letting it wave in someones hand it can peer into that person past and future, determining if they are evil or good. Lastly you can summon Jackals, invisible to normal humans and stronger than one, from a different dimension and let them hunt your enemies.

Cult of Ammit (600): A international network of loyal disciples. These seemingly ordinary people are strewn across the entire globe, ready to follow your every command and fully committed to your ideology.

Companions



Import (Free/50): Moon Knight and Scarlet Scarab are a fine team aren't they? You may have one Companion with you for free and import more for 50 CP per person. They get a free origin and 600 CP to spend how they wish.

Export (Free/100): Someone tickle your fancy in this place? If you can convince them to come with you they may accompany you for free. Alternatively pay 100 CP to guarantee they will want to.

My Only Real Superpower (300): With this you will never be alone again. You have a split personality inside of you. For all intents and purposes they are their own person. You can trade control of your body freely with them whenever either of you desires and by default you will be as friends, almost siblings. Furthermore they do not need to be imported, as they are you, and gain 600 CP to spend however they wish separate from your own pool with you being able to transfer CP at a rate of 1:1 to them. They gain their own Origin as well. Their purchases will however only be usable by them. Can be bought a second time for another Alter.

Your Avatar (Free and Requires Egyptian God): Your very own Fist of Vengeance. This individual will be your mortal servant and your powers may be used through them. They are unfailingly loyal, have 600 CP to spend how they wish and have the **Avatar** Perk for free. You can import a Companion into this Role.

Drawbacks



Into the MCU (+0): At the end of the day this is still the Marvel Universe. You may opt to have this Jump attached to your previous adventures in the Marvel Cinematic Universe or use it as a Supplement.

The God of the Nightsky! (+100): Why are you suddenly screaming? At your core you are a ham my friend, with a tendency for the most theatrical option available at any time.

Sleepwalking (+100): Sure lets use that. Basically you will have a very unrestful sleep, finding yourself perhaps even waking up in places you didn't know about. At least this is not an alter using your body.

I Enjoyed It (+100): There is something you are deeply ashamed about in this Jump. Maybe it was not stopping the death of another or taking joy in taking lives of the guilty. You will feel the shame for the duration of the Jump but can overcome it.

Cast Out (+200): You were rejected by those like you for your ways. Don't expect your people to like you all that much. For humans this means that other humans will be uncomfortable around you. For Egyptian Gods this means getting the same status as Khonshu.

Oh great the idiot is back (+200): Your superiors for one reason or another will rarely be impressed by you for the duration of this Jump. They just don't have that high of an opinion of you. If you do something truly great to show your worth this can change but for that you'd have to be the Key to a great goal of theirs.

Traumatic Past (+200): Your childhood has been damaging. As in accidentally got your sibling killed and beaten by your mom repeatedly, damaging. Expect a few mental scars but its not impossible to overcome.

Do NOT interfere (+300/Mandatory for Egyptian Gods for no Points): Humanity has turned their backs on the Egyptian Gods and they returned the favour in kind. You may not interfere in any human politics or quarrels, forced to remain out of conflict.

If you are one of their kind, you may still use Avatars to do your bidding but be warned, you are not looked upon kindly by the Ennead and try to expose their existence or step too much out of line and they will seal you in an Ushabti like so many Gods before.

Did he just threw the gun? (+400): Your new to this whole fighting thing huh? No matter what you do you are just very incompetent when it comes to doing a Battle. Considering what World this is and whats on the Horizon this might end fatal for you.

Indebted (+100/+200/+400): You have found yourself owing someone a debt. What this debt exactly is will scale with the amount of CP gained. For +100 you will always find yourself owing someone a small but minor favour you just cant turn down. For +200 you will owe someone something more severe, say ancient artifacts you destroyed and have to pay back somehow. For +400 you owe your life to a god like Khonshu, forced to obey their will for however long you are here.

Imprisoned in Stone (+600): You begin the Jump in an Ushabti crafted specifically to contain you. You can not move, use Perks or Items or do anything really. You must rely on someone breaking the Ushabti with the intent of freeing you to be released but for that they'd have to find you first.

Scenarios

Pick as many as you can handle.

Gods and Monsters (+300):



If you like you can take a more active role in the Battle that is to come. Pick a side. Watcher will be with Khonshu while Judge will be with Ammit. Your goal is to either stop Ammit and her cult or cleanse the world of sinners. The side you do not support in this conflict will, in the event that your might surpasses them, find themselves empowered to be your match in strength. That is not considering other problems that may arise. Perhaps Ammit has an ally in one of the Egyptian Gods for those siding with Khonshu. The earths mightiest Heroes likely would be opposed to the followers of Ammit. Watcher's will be guaranteed to have to face a unleashed Ammit eventually while Judge's will find it an herculean task to even get the Scarab.

If you have successfully killed Ammit within Harrow's body or passed premature Judgement on all humans on Earth the scenario will count as complete.

Reward: Depending on who you supported you get a different Reward.

Watcher: You get either **Khonshus Armor or Scarlet Scarab for Free**. If you already have the Item the price you paid will be given back to you. Furthermore, you gain the Perk **Defier of Judgement**, making you stronger when opposing those that seek to Judge something you protect, be they God or mortal.

Judge: You get **Ammits Staff for Free.** If you already have the Item the price you paid will be given back to you. Furthermore, **The Paradise** you created may come with you on your chain.

Trapped in the Afterlife (+300):



You appeared to have been killed. Whether or not that is true or even possible, one way or another you find yourself in the Egyptian afterlife. Your goal is to pass on into the Field of Reeds, braving the dangers that are to come. You will be accompanied by Taweret, who is forbidden from interfering with your trials but may give the occasional advice. You must balance your Scales of Judgement, your heart being weighed against a feather, to be allowed passage and having **Outside the Balance** or similar Perks will not work, neither do any of your other Perks or Items. To pass you must confront all the parts of your past you are ashamed of, all struggles and tribulations you have endured. Rooms filled with those you killed, tragic memories made manifest in chambers. It will all hurt just as much as the time when it happened and this Realm WILL find something that you will have to overcome, not even going into the periodic psychiatry sessions with someone who looks just like a person you would despise. Coming to terms with all of them is the Key to achieving peace. The monsters of the Duat do not rest however and will attempt to climb the Ship at any point. Can you earn your peace?

Reward: As a prize for achieving your inner peace you may take the **Field of Reeds** with you. A paradise of an afterlife will from now on always be in reach for you and any you wish it. You can return to and from it at will over the **Gate of Osiris**, which with some experimentation might let you walk into other afterlives of whatever World you are in. Oh also you return back to life and to the mortal world so don't worry about this being a Jump fail.

Embrace the Chaos (+300/Requires My Only Real Superpower):



The mind is such a fragile thing. So easy to break and what to do with the pieces? By picking this Scenario your mind will have been fractured similar to Marc long ago. This manifests in the creation of an Alter. Their personality is completely opposed to yours in key ways. Maybe they are a Geek when you are a Mercenary? Or maybe they enjoy bloodshed where you are ashamed of it? If you have the **Black Out** Perk this will be the one who takes over your body in times of need. You are sure to be on odds with one another but for the purpose of this Scenario you must make peace with this other you, two other yous if you have purchased the Companion twice. By the end of the Jump the two of you must be in harmony. This will be guaranteed to be a difficult task but you both know you need each other deep down don't you?

Reward: Your **My Only Real Superpower** Companion can now be released from you mind at will, letting them be their own person. You can still share a body and when you are fused you both can be one person, switch seamlessly, and use both your powers in tandem with one another. If you bought **My Only Real Superpower** twice this will apply to both alters.

Final Decision

And so the Moon gives way to the Dawn, your Jump coming to an end. What now?

Go Home: Enough of your chain? Very well than go home with all you earned but perhaps keep some of these things to yourself. Wouldn't want you ending up in an Asylum right?

Stay: This World does have a unique charm despite the dangers. Stay here with all yu gained and these +1000 CP on the house, as well as my thanks.

Move On: To another Jump it is! Continue your chain as normal.

Notes:

-**Before the Ennead** is essentially meant to give you Harrows dismissal of Khonshu as a power. Godly presence or the like is a non issue for you and you wont be mentally affected by anyone being a God. Doesn't protect against mind control or the like but you do not feel overwhelmed from their presence alone.

-I know **Avatar** is vaguely worded but frankly I couldn't really settle on something else. Moon Knight seems to be able to do whatever Khonshu wants from him, considering moving the sky and actual flight. Fanwank something and be fair alright?

-Scenario's can absolutely happen at the same time. If you were to take **Embrace the Chaos** and **Trapped in the Afterlife** you would have to come to terms with your Alters at the same time as you balance your Scales for example.

-As always you can simply Import whatever you want when applicable. You already have a Suit? Sure it can be the **Scarlet Scarab** or **Khonshus Armor.**

-**Senorita** is named based on the possibility that it was actually Jake who got Steven the date. I mean think about it, Marc is pretty devoted to Layla and who else tends to pop out to give a hand to his alters?

-**Black Out** is essentially a fiat backed unconscious powerup that is guaranteed to be stronger than you normally. Capstone boosted you could learn to direct this state with you in control and even shift it from only fighting to other tasks.

-Figuring out the powerlevels of this Jump was a MESS (and practically delayed this Jump), particularly because I was at a loss on how to rank the Egyptian Marvel Gods and don't even get me started on the upper limit of Moon Knights strength. The Comics implied that Khonsu is stronger than strange and he is the one who empowered Moon Knight in the end and once Marc used his power to stop a being threatening the Multiverse. But that's Comic world so what about MCU?

So Khonsu managed to move the Moon and create an eclipse. Sure its his domain but moving the Moon still requires him being able to move it. Moving the Night Sky is a challenging feat so I ignore that one for now but I put it anywhere between Planetary to Multi-Star (I highly doubt Khonsu moved the ACTUAL UNIVERSE).

Now spoilers for Thor Love and Thunder.

Thor managed to tank the heat of a star and Zeus was in Thor 4 stated to be the strongest god in Omnipotence City. In that City Ra himself was name dropped, aka the King of the Egypt Pantheon. This city has even Celestials. Celestials create stars to bring forth new life. With Thor handily defeating Zeus I'd say its safe to say the lower MCU Gods are at around Star level. And hey considering the importance of the Sun in Egyptian Mythology Star level power seemed appropriate.

With all that I put the Ennead in their true form somewhere around that ball park and the 'default' Avatars between that level and Black Panther/Captain America level, possibly higher if empowered by their Patron. I am sticking with this until we get something else but by all means use your own Scaling.