

Teletubbies: THE SUN WOKE UP Jump

By FancyFireDrake



Imagine this. You go about your every day normally. You go to work, walk your dog, watch Youtube videos. And then one day, without any warning or way to anticipate this, you and all of humanity realize the sun has changed.

It woke up.

The celestial body whose light has allowed for life on our planet to flourish, has been a sentient being all along. Not just that but it is a baby. An infant who is as mentally developed as an infant in the nearest mother's arms.

Now it is awake, a face staring down at the land, observing it. And all the power of nuclear fusion, solar storms and deadly radiation is in the hand of a baby. What do you think a baby would do when faced with all the disturbing things humanity has done to themselves?

It would throw a tantrum.

The world you are going to features a humanity that has nearly gone extinct from the crying and outbursts of their own Sun. Remnants of human civilization needed to hide underground. The brightest and most capable of humans eventually united to address this problem, pave the way for humanity to one day reclaim the earth and do what they can to prevent an even more cataclysmic tantrum from destroying all that remains. The last hope of humanity...

Operation Teletubbies.

You will need to spend 10 years in this world that has an entire civilization's fate rest on keeping a baby distracted and happy as long as humanly possible. Take these **1000 CP** and do your best to survive.

Origin

Teletubby (Free): You are the last hope of humanity to avoid extinction. Something they created in their desperation to avoid another apocalypse. You are a Teletubby, turning the original quartet into a quintet. Your body is shaped like an astronaut's suit with fur in a color of your choice. You have an antenna on your head in a shape of your liking with which you can receive signals and you have a television on your stomach that can show videos. All things considered your life is pretty blissful. Your body can actually survive the extreme sunlight being shone onto Earth at all times and all you need to do is act silly and entertaining to please the Sun and the people who made you. Really having intelligence might be the only thing that could make this Origin a problem. Post-Jump your Teletubby body becomes an Alt-Form.

Survivor (+200): When day broke, you needed to hide away underneath the Earth. As civilization burned you persevered with the rest of your kind. You are but a human, at the mercy of the whims of a toddler. Try and eek out a living to the best of your abilities in the underground bunker network and do what you can so this small peace doesn't collapse. In particular you will be forced to do your part in aiding Operation Teletubbies. Perhaps as an entertainer or scientist. That entirely depends on your skillset but you will need to pull your weight.

THE SUN (1000): You are not trying to survive the apocalypse. You are a being capable of causing it. You are from the same kind of species the Sun Baby is, a sentient star. You float in deep space and are, naturally, capable of cosmic levels of destruction. Beyond that you also have the ability to see far distances, seeing the surface of the earth in clarity even lightyears away, communicate likewise possible. If you ever want or need to you can also 'fall asleep' for years at a time, though sleeping in such a way does not work to advance your mandatory time in jump. You are exceptional, though you are far from the only living light in the universe. Post-Jump your Sun body becomes an Alt-Form. Furthermore, this Origin does not have Items to discount dedicated to it and cannot take normal drawbacks. Instead they have their own Drawback section.

You can freely decide whether or not you have a history in this world. Your Age and Gender is likewise up to you to decide, though by default Teletubbies will be of Toddler Age, Survivors in their mid-twenties and THE SUN in the millions of years old.

Perks

Teletubby



Brain Off (100): Teletubbies is not a complicated show. Or even much of a show really. Just four strange, alien looking things doing stuff. Its best to just turn your brain off and play along. Something you can always do as, when it is convenient for you, you can artificially lower your intelligence to simply do your job or endure whatever tedious, childish activities you end up involved in. Of course you can always turn this off or set prerequisites for this perk to be deactivated.

Flower Field (200): Isn't it wonderful how green and flowery everything is? Just a shame it is only because the sun is out of control. Though if you like you can make flourishing plantlife something that simply happens around you. Plants and green of all sorts have excellent growth in your area, to the point were huge flowers can randomly spring up.

Innocent Joy (400): In a way the Teletubbies can be envied. No worries. No fears. No existential dread. Just joy to experience and to share. Now you can always feel joy. Honest childhood fun. This joy can be downright infectious and as you have fun others will feel the same who watch you.

Show Star (600): Not the kind of star that could wipe out the planet, but a star all the same. You have a kind of iconicity and market appeal that will see you quickly become a fan favorite in any establishment you're in. From your coworkers liking you, to potential viewers being gripped by your performances, you light up any place your in and steal the show. This is naturally going to lead you to be incredibly popular. Your strange kind of charisma also works wonders on those of the obscenely powerful and dangerous nature. Even some cosmic being could be enthralled by your antics to simply keep watching you and become a fan.

Survivor



Endure (100): Humans are very good at making the best out of a bad situation. At the very least they are very tenacious when they need to be. Likewise you share such an endurance. You can hone in on a task without wavering and resist most mental downsides from stressful situations or lack of natural sunlight. This isn't a PTSD immunity but it will make your life here a little more bearable. You are also able to force yourself to do something... like watching hours upon hours of a show you hate.

Supply and Demand (200): There is one sun baby. Who says there aren't more? How do you possibly please a night sky of infants with the power to exterminate the species? If anyone can calculate how its you as you are uncannily skilled at determining just how much and what you need in any situation to satisfy all present demands. Now its just a matter of procuring the necessary resources.

Jingly Keys (400): The entertainment industry has never been this important. How else can you appease a baby stronger than any human military? Fortunately for humanity at large you are filled with boundless creativity for entertainment. Though you are tailored at childrens television you can branch out into other genres eventually. Furthermore you are great at coming up with plans to distract others, proportional so the more others rely on you keeping someone distracted. Someone to finally keep these cosmic terrors at bay.

Stellar Mind (600): This might be an insulting wordplay given what is threatening humanity, but it is no less accurate. You are a brilliant scientist and one of the forerunners who created the technology behind everything powering the Teletubbies Operation. You could replicate anything from the creation of the Teletubbies to the various tools used to take care of them and are likewise skilled in engineering and bioengineering.

THE SUN



Intended Audience (100): There are a few things individuals simply can't ignore. Natural disasters. Their own individual needs for survival. Or when the orb in the sky that gave them life turns out to be sentient. Likewise it is difficult to ignore you, especially the more you prove that you are needed. You will find that whenever you come across individuals who rely on you or know they would do better than antagonize you, that they are very eager to appease you. This alone won't let someone break their individual morals just to see you smile but they will go out of their way to make sure you are satisfied and won't use your power to break the status quo.

Tantrum Threat (200): What is worse than the tantrum of a baby? The tantrum of a baby capable of ending life as we know it. Some times someone just needs to do what they can to keep someone else happy, but while the previous perk ensured people are aware of threats you pose and are by default willing to work to keep you placated, this perk lets people know just what you actually want. This would do wonders in clear communications, giving those who you interact with an accurate gut feeling regarding your desires and preferences.

Increased Brightness (400): Does the laughter of the baby not just light up the room? Quite literally sometimes, like with the Sun Baby watching humanity and yourself. Your emotions now can function as extra fuel for whatever powers you possess. If you are happy light you can produce might be even brighter if you tap into your happiness. Likewise if you are truly angry or scared your raw emotions could see you reach new heights in your power, exclusive for when you feel these emotions.

Solar Superstorm (600): A Sun is an incredible interstellar body. The nuclear reactions within, the sheer weight and gravity that makes other bodies circle around it

and of course the light that makes life on earth possible. You now have a pinpoint accurate control over every aspect of your abilities, including all the ones just mentioned. At your whim you could create Solar storms to terrifying consequences for entire worlds. Of course this kind of self control of your body and its natural potential also functions for whatever other Alt-Form you possess. If you are not a Sun yourself this Perk will still allow you full control of your body, down to your individual bodily functions, organs and nerves.

Items

Teletubby

Favorite Item (100): Everyone has something they really like! You have a small handheld item that you enjoy playing with. It is only yours and will never get lost, destroyed or stolen. Beyond that its not exactly useful, at best akin to a scooter or a bag, but it will always bring you joy.

Recordings (200): A set of videos from more innocent times. Where humanity was still able to have joy under the sun like the Teletubbies themselves. You're in possession of various short clips just showing children having fun and playing. They are good at calming any other children or those of childlike intelligence.

Teletubby Land (400): Over the hills and far away, Teletubbies come to play. This Item is a complete copy of Teletubby Land. From the Bunker where ethe Teletubbies are home, to the lush nature. It will update in future Jumps to always will be an environment that is primed to your needs and where you can optimally be taken care of. It also has various cameras to be livestreamed for whatever purpose you may need it.

Twinkle Twinkle (600): There are beings out there far beyond your meager comprehension. But one of them seems to have taken a liking to you. Once per Jump you may use this item, a small ticket of sorts, and trigger a 'guest appearance' by a powerful individual within the Jump, easier in the upper echolons of ability and/or influence. It will than proceed to help you in one way you need. Maybe that is taking down a specific person who harasses you, or singing you a song to entertain you.

Survivor

The Bunnies (100): Bunnies are wonderful creatures. Cute, cuddly and excellent test subjects. You have a large supply of Bunnies that will always replenish if lost somehow. Furthermore they are well adapted for extreme heat and sunlight and very receptive to experiments.

The Windmill (200): Somehow power needs to be gathered. These windmills are the perfect power source for this world... short of solar energy probably. In any case they are powerful enough to support the remainders of humanities infrastructure, or all of your properties, with clean energy and can send out radiosignals on command.

The Bunker (400): The home of mankind. What remains of it at least. When the surface world became unbearable, evacuation was quick to go below. Likewise you also have your own network of bunkers. It is large enough to support millions potentially and while your Bunker is unrelated to the ones of the showrunners, you can keep yours and insert it into any future world you visit.

The Operation (600): The only thing ensuring the survival of humanity. You are now the leader of a team of loyal specialists, equipped with cutting edge technology. From labs to speakers to command centers, it is just enough to succeed in Operation Teletubbies. Post-Jump your team will come with you, now specifically designed for one new task that needs to be completed and is of world-shaking importance.

Companions

Import (Free/50): Why not try and survive an irrational sun together? You may import one companion for free any after that for 50 CP per companion. They get 600 CP to spend for themselves.

Export (Free/50): If there is someone in this world you want to take with you, you may do so as long as they are willing by the time you are able to move on. Alternatively you can pay 50 CP per individual to guarantee they want to go with you.

No you can not take the Sun or others like it with you.

Tiddlytubbies (Free): Terrifying, tiny little abominations. Teletubbies but even smaller meant to allow for even more entertainment to fulfill the sun demands. If you want you can have the lot of them with you. They may be mutated children.

Noo-Noo (Free): A sentient vacuum who looks like he is constantly suffering. Maybe you can find that relatable? If you want you can take Noo-Noo with you. He will occasionally suck up items, but not for too long and eventually give them back.

Drawbacks

No Children were Harmed (Free): This toggle simply changes some of the nature regarding the Teletubbies. Instead of being biological creations from humanity, human workers wear Teletubby suits and risk their life every day to appease the Sun Baby. This will also make the Teletubby Form Perk for anyone who takes the Teletubby Origin a Suit instead they need to wear. Post Jump it becomes an Alt-Form.

Just a Theory (1000): Okay this is funny and all but lets be serious for a moment. Sometimes children TV is just... children TV. With this you can insert yourself into the 'normal' Teletubbies world. No danger of any kind and the Sun really is just a harmless baby. Teletubby land is just somewhere on Earth with its sun and not causing any problems.

Renewal (+100): There is still a lot of seasons that need to be made before the Sun grows up. For every time you take this you will remain here for another 10 years. You can take this as many times as you like but only will receive up to 500 CP from it for 50 years.

I HATE IT! (+100): Media aimed at children and babies is unlikely to be appealing for everyone. You in particular are the farthest from the target audience, actively despising Teletubbies and everything related to it. Which is understandable but keep in mind, it's the only thing keeping your species alive. If you are a Teletubbie you are probably a lot moodier instead and easily aggravated.

It worked too well (+200): Operation Teletubbies is doing a good job at keeping the Sun Baby entertained. But like any good show it now got popular. Many more Suns have taken notice of the Teletubbies and many more babys watch Earth to be entertained.

Power Outage (+200): Humanity is already very much powerless in the face of a moody baby but this makes it more literal for you. For the duration of the Jump you are either reduced to your Bodymod and without your Perks or without your Warehouse and Items. You can take this drawback twice to be without Perks or Items.

Baby (+400): The sheer power a dumb baby can have is rightfully terrifying. Being a baby is not exactly a fun time though, usually helpless to the world around you. You are now either a baby, or your mental faculties have taken a massive hit such that you are essentially one in mind. If you take this as a Teletubby you are now a Tiddlytubbie instead.

Demanding Audience (+400): Your only viewer is now far moodier. The Sun is more unstable than ever and constantly on the verge of a catastrophic tantrum. At times it feels like the show is the only thing even capable of giving it a semblance of joy. If even a single thing goes awry the baby could go critical.

The Stars Align (+600): The Sun isn't the only... THING that woke up. Strange and truly unknowable beings walk the earth as well, their very presence a blight on reality. Fortunately for everyone involved they seem just as fascinated by the Teletubbies as the Sun itself is, even imitating their forms and excited to watch such innocent displays. Unfortunately they are far trickier to deal with, their nature alone running the risk of warping the land and the minds of those who witness them. The show just got a whole new set of viewers who could cause just as horrific damage if they are angered. Do you think you can satisfy eldritch horrors and the sun alike?



THE SUN Specific Drawbacks

Favorite Show (+100): No matter how old you are, the Teletubbies have now become your favorite show. You must watch them at LEAST once a week or you will grow notably irritated.

Little Star (+200): You now start your Jump as a Sun Baby. Alone with no parents in sight. You will need to mature into your proper age before your Jumptimer even begins.

Red Giant (+400): Stars aren't eternal. They too can die. An event that is preceded by them running out of hydrogen. It is a risk that you are very vulnerable too. You are rapidly burning through the last of your reserves and if you cannot keep yourself alight, you will die and your chain end here. Maybe if you could subsume some of your siblings you can keep yourself alight a bit longer, but do not expect this to be without retaliation.

Lights Out (+600): The Stars are alive. A terrifying prospect perhaps but at least it is a fact that can be understood and adapted too. However, there are things that aren't as easily explain. Like the answer to what is killing the stars. One by one, the many lights in the Universe grow dimmer, flicker and eventually... die. What is causing the steady extinction of your species? Who is behind it? It doesn't matter if you cant find the answers, just survive and hope you aren't alone in the dark.



Scenario

STELLAR BABYSITTING (+300):

Well humanity now has a baby too look after. This all seems scary and it obviously is but at the end of the day... its just a baby. It needs to be raised too. And it must have some truly irresponsible parents if it was just left to nab in a strange solar system for so long. The Scenario is simple. You must raise the Sun Baby till it is properly grown. This is guaranteed now to occur over the duration of your Jump and it wont just stay a baby. However as it does it will get more intelligent and perhaps require better entertainment fit for its age. Not to mention a proper moral compass so it doesn't end up becoming a proper cosmic horror of some sort. Do you think you can raise something that is so far beyond humanity?

If you succeed you will receive the Perk **Sol Systems Best Caretaker**. You are excellent at raising children and ensuring they feel loved while also making sure they grow up to be good people. Of course if you like you can make it official and adopt your **Sun Child**, taking it with you on your Chain.

Solarpunk (+1000):

Enough. No more cowering in front of the Stars. Not only do they drop this problem on humanity they are now sending their babies at them? Whatever other purpose or morality you may have been able to give the many stars they are in this world unambiguously slavers. Star Gods that use any sentient live on lower planets as they please. Humanity just so happening to end up as their slave entertainers. No longer. You will declare war against all the Stars in the night sky. Wipe them all out or otherwise stop their foul schemes. Perhaps even chain them and steal them from the sky to power the machines of your invention? If other forms of life exist in this universe they too must be liberated. All the light in the universe is your enemy. Do you think you can prevail?

If you do you can take the entire **Universe** with you holding all you gained. Don't worry about the lack of sunlight being a problem as Ghostlight remains to nourish life. You also receive the Perk **Ghostlight** ensuring that you will never receive downsides from killing or otherwise defeating something powerful or important. No destruction of a concept you don't want to see destroyed, no Doomsday weapon going off or lack of light of course.

Final Choice

The Show is finally over. At least your part in it. Now what?

Go Home: Missing the days of normal human life with a sun that has no face or is still sleeping? You will go home with all you gained.

Stay: Did you actually become fond of this life somehow? You will stay here with all you gained and your affairs will be put in order.

Move On: Off to worlds with more pleasant suns. Go to the next Jump.

Notes

-Online Theorists are a different breed man. Alex Bale needs to be stopped. How did he convince me of this? I didn't even care about Teletubbies when I was a literal baby and now I've been looking at TV Tropes pages of this franchise.

In any case I unironically love the idea of humanity making a full on TV Show trying to appease some terrifying cosmic entity. It's like something out of Cabin in the Woods only more insane somehow.

-Why does being a Teletubby not cost anything? Well... your at no risk whatsoever. All of humanity basically wants you to just be happy, stupid and adorable. The biggest threat in the setting loves watching you do whatever. And finally your too stupid to even know there IS any danger. Taking the Origin basically makes this a Vacation Jump. Unless of course you took no Children were harmed in which case... good luck soldier your risking your life to protect humanity.

-The **Lights Out** Drawback is loosely inspired by the story "I can tell you what is killing the stars" but in no way directly related. It felt like a fitting threat for a potential Sun Jumper to have as a drawback. If you do not take it this won't be a thing that happens though don't worry.