

The Sun and The Moon, combined worm fanfic
v1
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Welcome, Jumper to Earth Bet, one of many variations within the parahuman section of creation, you see in this space in the solar system isn't barren from sapience as we think. You see, the celestial objects that circle the sun, including the sun itself, have a soul and a consciousness, as alien as it is. Humans once had the gift of magic, and granted powers to these celestial bodies, granting them a near limitless amount of magic, sadly they couldn't use it themselves with any precision or useful manner, not until they invest a mortal with a part of their essence and changing them into an avatar, a literal projection and incarnation of their selves, kind of like sailor moon if you think about it...huh...anyway Take **1000 Choice Points**.

Starting Location

Brockton Bay

A wretched hive of scum and villainy, usually, in this instance, it's a bit kinder, more trusting; the people aren't as paranoid, pessimistic, and downright self-sabotaging as the ones found in the original Earth Bet, as for the time of insertion? Three months before Taylor Hebert is shoved into her locker and gains her powers, plenty of time to establish oneself.

Space [mandatory for Celestial Object]

Spawning the sun in a city is stupid, so you spawn where you should be. Keeping the solar system as it is.

Origins

ALL origins can be taken as a Drop-in, Age and Gender are up to you.

Parahuman

You are one among the many regular humans, save that you have an inactivated portion of your brain called the potentia, so maybe you have a superpower, maybe not; we will see in further sections.

Avatar [200 CP]

By virtue of chance or a cosmic anomaly, you have forged a magical link with one of the celestial objects in the solar system, you can communicate with it, draw power from it, use it as a medium, additionally, your body as a projection of it is made from magic and its natural composition like moonlight or plasma, giving you quite the array of perk.

Celestial Object [600 CP]

You are no longer on the mere mortals living on Earth now, you are one the celestial Objects, worshiped long before humanity understood itself, your age and worship have given you stores of mana that allow you to potentially cast spell that affect the entire solar system and a bit beyond, you also can control natural aspect of yourself, like your crust, magnetic field, core and what not, pick one including the sun or some obscure asteroid, hell pick a an asteroid belt if you want.

Perks

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

General [Undiscounted]

A Secondary mask [100 CP]

This is a world of heroes and secret identities, everyone obey this rule (mostly), including the Avatars, so to make everything easier, when you don a mask and a secondary identity, you can shape that identity and how you act through it, meaning as a shy person you can act bold and charismatic as a hero, and any act you commit using that identity will not be traced to you but your identity, as long it is active, you don't exist, your secondary identity however does, you can change the identity personality and mannerism however you wish anytime. Toggleable.

Parahuman

Parahuman Power[Free and exclusive to Parahuman]

You can't be a parahuman without a power; choose your power. Its threat rating can't exceed 9 on the PRT ratings, and you need enough points for a decent 4 across the board. Ex: Trump 9, Brute 4, Mover 4, Thinker 4, Changer 4, Breaker 4, Tinker 4, Stranger 4, Striker 4, Blaster 4, Shaker 4, Master 4, of course you can move the points so you have multiple 9, but you can't exceed 9 on any rating, so 53 points in total.

Recruit [100 CP]

You have an uncanny manner to be considered viable for recruitment, no matter the alignment. Bosses always view you favorably for recruitment, a more extreme example being possible to sell yourself as a target recruitment for E88 as a black guy. Toggleable

Just In Time [200 CP]

Whether as a hero or a villain, timing is everything. Fortunately, you have a very good instinct for such things and have a major luck boost to almost always arrive in the nick of time; it is very hard for you to arrive too late to something your presence can change.

Absolute Blank [400 CP]

With so many unconventional powers/plot devices like Fortuna and Echidna, it's best to have blanket immunity to any thinker, trump, and master powers, so here. Toggleable.

To Strike Down The Physical God [600 CP]

To be a parahuman is unknowingly to become a pawn in a physical god's discarded experiment, to not be chosen as god by the celestial sphere, to say the game is stacked is an understatement, so take this, this perk allow you two thing, no matter how minimal when you attack, the enemy always get hurt even just a bit, second, when you attack a proxy, the actual target also get hurt, and the reverse work as well, and as a bonus, killing a proxy kill the main part, and they stay dead, killing the sun(more specifically its soul, but body work too), kill not only the avatar, but any being connected as well like the priests. killing zeus kill the Greek pantheon, and killing Herakles kills Zeus, note that it works only one way, killing herackles kill zeus but not the Olympians.

Avatar

Avatar Body [Free][Exclusive To Avatar origin]

As an avatar, you are not actually made of flesh of blood, since you are essentially a projection of the celestial body you represent, so if you were the avatar of the moon, you will be made of moonlight and moonstone. This doesn't affect you, visually speaking, save perhaps an increase in strength and resistance to regular damage, an increased healing factor and eternal youth, the biggest thing however is that this body is a literal projection of the celestial object, so you have internal sliders that shift how much an attribute is human and how much is it the celestial object, example a sliding scale of human mass to the mass of the sun, another attribute could be heat or lumen, slide every attribute and you will be a literal copy of the objects, save for its massive store and output of magic.

Distance is No distance [100 CP]

The least obvious advantage an avatar has over parahumans is the lack of range. As long as you forged a link even once, you will always be considered in range and share metaphysical resources like magic.

Escalation [200 CP]

The very first avatar of the moon, was the inspiration for magical girls, and maybe a few divinities, and if there is one thing magical girls are known for is that their growth is exponential, both for herself and her allies, so now you can too, and anyone you share a magical link with, of course that isn't so simple, generally this work only once your growth has a diminishing return that seem to become a ceiling, and after you break that ceiling with great effort that this perk activate, but as a bonus, for every growth, you get a new magical girl/boy equivalent avatar form.

Priest Hood [400 CP]

For all the powers an avatar has, their biggest problem is generally being a singular entity, so they delegate, they create priests and priestesses, linking them to their patron and granting them lesser versions of their powers, this require a minor ceremony less than 5 mins and spending a moderate amount of power, but there is no limit to the number of them.

Divinity [600 CP]

Being the avatar of a celestial object is good and all, but that's not what you are here for is it, the most iconic and unique power of an avatar is to take on the forms and powers of the various images and interpretation given to it, this is not limited to just gods but giant monsters as well, you also gain secondary domains related to the god in question, such as apollo being the god of music and archery, you can also summon divine beasts and creatures associated with the divinity, like for artemis you might summon deers, or the legendary deer of artemis the Cerynitian Hind, or the boar of Calydon, you might even take on those form or grant them to your priests and worshipper as well as give blessings and curses to those who worship you or fall under your purview, such as those who are under the full moon or the mad or in the wilderness, lastly even when not actually channeling a god, you can channel the base general of all god, as it is know that a god is better than a mortal however lesser that god is, which make supernaturally strong and skilled and possess inhuman capacity such as sense.this also make you immune to diseases,curses that are no divine and viruses.

Celestial Object

Cosmic Body [Free and Exclusive to Celestial Object]

You are a goddamn celestial object, a sentient magical one that can move and act under its own power, be it the sun, the Earth, Venus or some other stuff, I don't think you need a description, but I will add that you are a massive, limitless source of magic as an object of worship for so long, and your range, reserve, and output will always dwarf even the most accomplished Avatar, your starting range is the entire solar system.

Cosmic Sense [100 CP]

It would be quite hard to act if you cannot even look at your avatar, let alone notice humanity's existence. If you can't look at them, you have a cosmic sense that gives you full clairvoyance over any range you have, and the multitasking ability that allows for feats like finding the median that humanity will consider objectively the most attractive.

Precise power [200 CP]

An amusing feat, I know, is the fact that the sun train himself on a human tribe to give people sunburn, how wasn't this noticed? This perk is the answer, simply put, your power is no longer limited by entropy, by that I mean that there is no leak of power due to distance, so you can, without any visual sign, make the power travel without losing energy or intensity, which mean yes you could lanch a fireball and it will travel forever until it hit something.

awakening [400 CP]

You were given a spark of life and consciousness along with magic, so it would be natural for you to spread that gift as well. What does that mean depend on your power level. At a minimum, you can awaken the consciousness of objects and give them powers, which might explain familiar stories like what the yokai were. At higher level you can create subordinate consciousness, loyal fragment that align with a part of you or a concept you are linked to like the oceans, that specific mountain, fertility itself or the leylines, you can also turn creatures and animals that fall under your purvey (which is all normal animals for the earth) into a magical version, such as satyr for goats, or one special goat into Baphomet, or a human into a werewolf the power given is dependent on the amount of power specifically involved, you may have limitless power but the reserve and how much you can output at once is limited; if you spend your entire reserve you might awaken another celestial object, but the recharge could take eons.

Symbolism [600 CP]

Your awakening that differ you from a lifeless piece of cosmic dust is a divine soul, which is due to being an object of worship, which caused you to be associated, and therefore have influence over the concept people believe you are associated with, for a new concept to be tied, you need to be worshiped as a symbol of that concept for a very long time by a very large amount of people, much more than the total amount of humans that ever lived on earth considering how populated the solar system was. Anyway you now get the symbolism of the celestial object you became, an example would be the moon is associated with: beauty, sin, madness, secrecy, femineity, purity, magic, mysteries, dream ect...while earth could be, stability, elements, nature, fertility, and its individual parts like ocean, forest, sky, caves and wilderness ect..the cosmos have technically every concept ever including the heavens, hell, the eldritch and fate.

Items

You get 300 CP for this section only.

Parahuman

Basic lair [100 CP]

Look, every cape worth its name needs a lair; it's not fitted with state-of-the-art shenanigans, but it's out of sight and has a machine that gently compels outsiders to ignore it.

Tinkerteck Costume [200 CP]

If you wish to enter this game of cops and robbers, I suggest we dress you to look the part, this outfit is fitted with the most durable and long lasting tinkertech of the market, infact every tinker aligned with the Toybox pitched in, there is an HUD attached to the head piece, but nothing too crazy, for a comparison, this suit could rival Armaster's suite.

Power Vial [400 CP]

Now, this is some serious power, an actual cauldron vial, a whole case, you get 6 vials with a random word attached to each one, when drank, it will give you a parahuman power, but it won't be anything too balance-breaking as compared to the above perk. I would also recommend that an individual drink the entire vial.

Conspiracy [600 CP]

Now this is some serious connections, you are a 'shareholder' of Cauldron, meaning you are a member with some favor with the top conspirator, perhaps a friend, with this you may request a small favor once a year for anything substantial and daily convenience, such as sweeping a small crime under the rug, in future jump, this will connect you to a different conspiracy, if that world doesn't have one(unlikely) a small one will be spawned where you are in charge.

Avatar

Divine Tool [100 CP]

Whether it is a flaming sword, a staff, or something stranger, this tool is a divine regalia, meaning its power and durability scale with you, and it can shapeshift into any human-sized tool you can imagine a god wielding.

Mascot [200 CP]

A Divine Avatar(Maho Shoujo) shouldn't be walking around without a retainer; this cute mascot is a thematically appropriate cute animal that fought in a system-wide war and possesses its own divine tool(that doesn't shapeshift) and a small battalion of similar creatures that wish for nothing else but to adore, protect, and guide you.

The Original [400 CP]

Now, by luck or providence, you have gain a true regalia, a millennial plus divine relic that spawned a god from millennia of worship, such as the original mirror that created the god Tsukuyomi, with this, connecting it will gain you an appropriate authority over a chosen concept such as mirrors, and the ability to borrow the powers of the god in question.

Celestial Kingdom [600 CP]

Now this is some prime real estate, a magical medieval-ish kingdom with a magical equivalent of modern furnishing and luxuries that can house a hundred billion people hidden on your celestial object, come with magical defenses and a very fancy, MASSIVE palace.

Celestial Object

Human Puppet [100 CP]

I get that just looking at the earth for the entire time is boring, so have a flesh puppet. This flesh suit is as fragile as a regular, non-augmented human, but it can house your entire consciousness; however, this might allow some thinkers to divine your true nature, so avoid Tattletales.

Spirits [200 CP]

It seems you are not as uninhabited as we thought you were; like some magical words, you now give rise to spirits that embody the terrains and elements that compose you. If you were Earth, you will look like Earth in myth rather than anything with mythical creatures such as undines, nymphs, sylphs, and fairies.

Lesser Gods [400 CP]

Now, most mythologies are pluralist, and much like the celestial objects have a multitude of gods that represent them, they have lesser gods subordinated to them. For example, Earth has a lesser magical consciousness that represents the oceans or forests. As an avatar or parahuman, it is a god of a constellation that swore to serve you.

Celestial Realm [600 CP]

Rather than a simple magical kingdom, this is a different realm, an entire dimension aligned with you, such as the moon's Dreamrealm that they command due to symbolism or a parahuman's shard realm.

Companions

Companion Import [100]

Import a single companion into any origin for 100cp each; they gain 600CP.

Canon Companion [100]

So, you want to take any other existing character from this world. Well then, this option is for you.

Celestial Patron/Avatar [Free and exclusive to Avatar and Celestial Object Origin]

So, you want to bring your Avatar/Patron, go ahead, if it's a Patron, it will replace the regular celestial object unless it's sentient, otherwise it will be concealed just outside the solar system.

Drawbacks

Take as many as you want

Extended Stay [+100 CP]

For each purchase of this, your time here is extended 10 years. It can be taken 12 times.

New Wave [+200 CP]

You cannot have a secret identity, and if you try, you will be unmasked no matter what.

Collateral Damage [+200 CP]

You, much like a certain Glory Girl, are prone to collateral damage; sadly, you don't have a lawyer Mom to cover for you.

Conflict Drive [+200 CP][Parahuman Exclusive]

The shard connected to you wants data, and the best Data comes from conflict; expect your fight/flight response to be more fight than flight, as well as being more aggressive.

One at a time [+200 CP][Avatar Exclusive]

The powers that come with being an avatar need to be assimilated first, so, for example, incarnating a god inside you means you can only channel one god at a time and cannot channel another until you have internalized the previous one.

No Movement [+200 CP][Celestial Object Exclusive]

You can no longer act independently, be it movement or power, and must rely on your avatar carrying your will.

The Queen Is Dead [+400]

Don't expect to find other avatars; in fact, Taylor died. Good luck if you picked canon.

The Cosmos Itself [+400]

You are no longer fueled by your source, be it parahuman shard, the celestial object or whatever, but by the cosmos itself, as an avatar that mean you are the avatar of the cosmos, as a celestial object, you are a celestial object that is actually a miniature (lifeless) universe, and as a parahuman, your powers are magical, that also mean you have a much, MUCH larger learning curve, as you sacrifice depth for width. After the jump, you may keep the power on top of your normally chosen power, but you no longer have that steeper learning curve.

The internal Cosmos [+400]

Remember the previously mentioned cosmos? Yeah, it's internal now, meaning smaller reserves of power by an entire level. After the jump end, you may keep the internal cosmos, but the reserve will be made to what its size should be.

Canon Version [+400]

Be it curses or bad luck, the universe you will end up in will be the darker and pessimistic canon version, so expect Taylor to become Skitter rather than an Avatar.

No Precaution [+600]

Normally, powers of all kinds, magical or otherwise, have safety measures; yours don't.

Endbringer Magnet [+600]

You are a magnet for Endbringer. This doesn't mean much until you realize they consider you a prime threat, will fight against their programming, and will attack if you become too secular and stay in one place for too long.

Lockdown [+600]

You have no **Out of Context** items, powers, or warehouse.

Civil War [+800]

WHAT DO YOU MEAN BY THE SECOND SMOKE WAR?! Sorry, wrong franchise...hey, did you know that WW1 was called the Great War? And that there used to be a war between the different inhabited celestial objects? Last question, do you want a sequel?

Gold Morning [+800]

A few years before your chain ends, the warrior entity will be driven to genocidal directives to end the current cycle and move on. He will be particularly drawn to you and will not stop until you and every parahuman are all dead before blowing every earth and moving on. he will not be depressive or suicidal.

Decisions

You have three choices ...

Go to next Jump

Continue onto the new mysteries.

Stay

Stay and enjoy your current life.

Go back

Tired of all that horror? Take this and go home.

Change Log

v1.0

Initial Template Creation