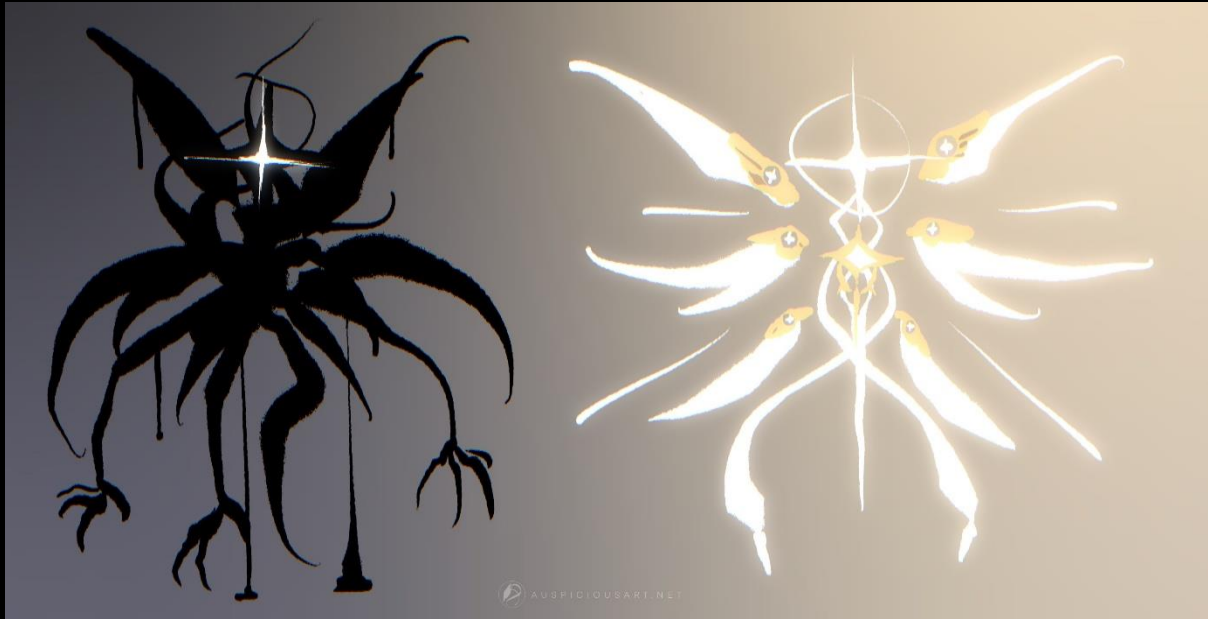


You will find me, friend

a genshin fanfic

v1



by **PerfectlyNormalShard**

Welcome, Jumper to the world of Teyvat, A world of fantasy of Gods and Dragons, under the eyes of the Heavenly Principles, where the Ambitions of Man grant Visions to the Heavens, and the Abyss seeks its destruction. Take **1000 Choice Points**.

Starting Location

Monstad

The city of freedom and home of the legendary **Anemo Archon**, you are at Starfell Lake.

Liyue

The Nation of Contract, former domain of the **Geo Archon**, you are near Liyue Harbor.

Inazuma

The nation of Eternity and Realm of the **Electro Archon**, you are near Watatsumi Island.

Sumeru

The Nation of Wisdom and home to yet to be recognized **Dendro Archon**, you are near the entrance of the Sumeru Akademiya by the side, or you are near Deshret's Tomb.

Fountain

The Nation of Justice and theater of the **Hydro Archon**, you spawn near the Opera.

Natlan

The Nation of War and home of the **Pyro Archon**, near the Stadium of Sacred Flames.

Sneznaya(Nod Krai)

Protectorate state of the Nation of Love, under the Rule of Her Majesty the **Cryo Archon**.

Origins

ALL origins can be taken as a drop-in; age and Gender are up to you.

Descender [200 CP]

You are a Descender, a special type of Being who arrived from beyond the Firmament. This has consequences, as your nature is fundamentally separated from natives in this or other worlds, particularly when it relates to Fate and Authority.

Native

There are many Races that Inhabit Teyvat, the most prevalent one being humans, although others generally have animal characteristics. Choose one Mortal race, you are a member of this species, who was born on Teyvat. Yes, that includes the Fae and Adeptus, as long as it's a race that is a Playable Character, it counts, except for gods and dragons.

Perks

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

General [Undiscounted]

A vision [Free]

Those born in this world, or perhaps who arrive to this world, all have a vision inside them, not an actual power, but an ambition, a dream and a will to reach heaven, for a native you are as stubborn as any vision holder and perhaps equal in stubborn will as an archon yourself, as a Descender, your will is larger and stronger than the entire world combined, and this world is full of strong wills compared to others. Toggleable.

A world of preference [100 CP]

This is a world, for all its sophistication has a curious ambiguity when it comes to romance, be it sexuality or experience, whether they are friends, or “friends”, with this, you can decide the facts yourself whenever such ambiguity arises.

Descender

Innate attunement [100 CP]

Whenever you arrive at a new world, you can attune yourself to its energies and magic system, regardless of restrictions; you are also no longer limited to one affinity, but all.

aetherial [100 CP]

To say you are beautiful is a disservice; your body, shape, and particularly your face, is something out of this world, making you objectively the most beautiful thing anyone has seen, that steals a breath or cut of thought, while you are somewhat free to decide the Archetype, this lends toward the more ethereal type.

Timeless understanding [200 CP]

You are old, unfathomably old, be it literally or metaphorically; you have experienced the full breadth of the human experience, which of course means you can also get along with practically anyone, human or not, there will always be understanding.

Withing your orbit [200 CP]

Whether as a hero or a villain, your social attraction is a black hole that sucks the minds of others into your orbit, regardless of creed, race, station, or faction; all is equal under you. This isn't just charisma, as your social skills and aura transcend preferences.

constellation [400 CP]

With this power, you can take the powers, form and memories of those whose fate Brushes with yours, albeit only a fraction of the power actually manifest, to count you need to either Largely influence their destiny or vice versa, or devour them completely using Devouring Darkness, and if you have that perk, you decide whether the form you take is the individual you consumed or not, or if it is also devoured their souls or not, make you some sort of afterlife or world tree.

Ascension level [400 CP]

Nothing in this world is static, so why should you? You can 'devour' precious material and object to 'level up' and 'ascend' forms and powers, and items you possess. The rarer the object and richer the history, the better the upgrade, the stronger the form, item, or power, the more needs to be consumed.

Devouring Darkness [600 CP]

Eternal Darkness has been involved in your birth. This makes you into a world Devourer and a true Omni/Metavore, capable of Eating Anything, and when you Devour Something or Someone, you gain Everything they are or have. There is no limit on the amount or type you can devour, even the Withering is like A half-spoiled sandwich. Having this and Dominating Light makes you a True immortal and Kin to Aether and Lumine, meaning the Power that sustains you is truly infinite and eternal, and makes you Immortal to Anything that can't kill something on the Level of a concept or Aeon.

Dominating Light [600 CP]

Primordial Light has been used in your creation, a blinding light that illuminates all it touches, ignores barriers, and enslaves the minds and souls of those lesser than you. And you are mighty indeed, for as long as a single mind is yours, it serves as a tether to the Mortal Plane. And if you were to be a realm closer to the Mind and dreams, this power could be used to craft, manipulate, sustain, save, or destroy an entire world. Having this and Devouring Darkness makes you Kin to Aether and Lumine.

Native

Elemental Vision [100 CP]

You have been noticed by the heavens, and been granted a vision, although its more like an adeptus Third eye than a physical object, still it allows you to use elemental energy.

Basic Mastery [100 CP]

Teyvat, for all its Beauty, is not a peaceful world. Choose one weapon, be it the sword, spear, catalyst, or greatsword; you have remarkable talent and decent training with it, enough to get by.

Lucky [200 CP]

Much like a certain Bennett, you have exceptional Luck, especially when it relates to your survival, just don't rely on it too much.

Adeptus art and others [200 CP]

There is much more to magic than just the elemental Arts; choose one, be it the Ishin Forging techniques, the Adeptus Arts, or the Natlan Phlogiston arts, and you have decent proficiency in it.

Abyssal adaptation [400 CP]

Much like the Alien Skirk, you too have an Unusual Attribute, the Ability to perfectly absorb and adapt to foreign energies and substances, the perfect subject and disciple. Not only that, you can replicate some aspects of those energies through combat forms that mimic their flows and attributes.

Art of Khemia [400 CP]

Khemia is the evolution of Alchemy. If alchemy is the change of matter, then Khemia is the creation and transformation of Life from Base matter. That is what created Albedo, Durin, and the Rift hounds. You have Potential and Basic Knowledge, but anything more depends upon your efforts.

Knowledge of the yet to be Dreamed [600 CP]

Khaenri'ah, for all its problems, was the most advanced kingdom in Teyvat, both in pure Science and the more fantastical aspect of reality. As their Inheritor, it is natural that you are given their knowledge, principles, and blueprint of their every research and creation; if you also have Elemental Authority, you also gain the knowledge of Draconic technology.

Elemental Authority [600 CP]

To be granted Elemental power is one thing; Authority, on the other hand, is something else. Choose an Element and a concept, and you are known as the God of that Concept. At the same time, no match for an Archon, you are still equivalent to other Deities, like the Overlord of the Vortex, alternatively you can forgo the concept and be Purely elemental, meaning all seven Elements are your Domain, and if you had The Knowledge of the yet to be Dreamed Perk, this would make you Closer to an Elemental Dragon, one closer to Nibelung in that you sacrifice Depth for Breath of power.

Items

You get 300 CP for this section only.

Descender

Sword of descension [100 CP]

An indestructible sword that never rusts or blunts can channel magic but is otherwise ordinary.

Artefact set [200 CP]

A set of Canon Artifacts, which confers a series of Buffs and Attributes.

Teleport waypoint [400 CP]

The materials and schematic to create at least 10 waypoints allow for anyone with elemental control to teleport to another waypoint they touched. In future jumps, mana manipulation is required along with your permission. The materials are restored monthly.

Serenity Teapot [600 CP]

A masterpiece of Adeptus Art, its inside and outside can be designed however you want, and it can generate a ticket to invite people inside, no matter how far you are, including future jumps; however, this distance means they leave any powers and items behind. It is indestructible and can generate a small amount of spiritual and elemental energy you are attuned to.

Native

Windglider [100 CP]

A wind glider blessed by the Anemo Archon Barbatos himself, allowing for a glide far longer than normal and infinite stamina for that gliding.

Alchemical table [200 CP]

This table calls upon the four elements of wind, earth, fire, and water to craft what you desire. This has all the tools for alchemy or even basic chemistry and enhances those results.

Divine Machine [400 CP]

Much like the Raiden Shogun, this puppet of your preferred appearance is made from the bark of the world tree irminsull and enhanced with khaenri'ah technology, and can house and hide an object on the level of a gnosis to enhance itself, if such a thing is inconvenient, you may ask for a divine tool like the Muso-no-hitotachi or something similar, pay twice for both.

Personal Plane [600 CP]

Now this is some prime real estate, this is your own Plane of Euthymia, a mental landscape where time passes strangely, and death is a memory; you can invite others.

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.

Your other half [Free and exclusive to Descender Origin]

You were born alone, yet this loneliness ached, and then you couldn't stand it, so you split up, an equal copy of you, if of the opposite gender, no matter what, be it ambition or personality, it is your other half, first and foremost.

Paimon [Free]

Paimon is Paimon, your guide in Teyvat, not really a fighter, but a great conversationalist, like to hide between your thoughts; otherwise, may or may not be The Heavenly Principles or Creator of Teyvat if in a diminished form.

Drawbacks

Take as many as you want

Extended Stay [+100 CP]

For each purchase of this, your time here is extended 10 years. But only the first 12 times give you CP.

A Red String [+200 CP]

Much like a certain adeptus, you possess an extreme bloodlust, held only by this rope.

Heavy emotions [+200 CP]

You feel, perhaps you feel too much, anger becomes wrath, love becomes obsession, fear becomes terror. Alternatively, you DON'T feel anything as strongly as you should.

Bandit Bait [+200 CP]

Either banditry is a far more serious problem on Teyvat than expected, or you attract bandits like honey attracts flies

Hillichurl magnet [+200 CP]

The hillichurl, for all their nuisance, generally prefer to stay in their camps; now they have declared a bloody crusade against you.

Chain arrest [+200 CP]

You will be arrested every time you enter a new nation; events WILL paint you as a suspect at best, and guilty at worst.

Lightweight/Too young [+400]

You are both the weakest Lightweight and are always seen as too young for anything unsuitable for children, no matter what your age.

Alien Thought Process [+400]

You are not processing like a human, expect your priorities to be as alien as to be incomprehensible, and for human thought process to be just as indescribable.

Pyromaniac Tendencies [+400]

Much like a certain Klee, you have a fondness for Pyro techniques, as well as setting everything on fire, a bit too much, expect yourself to blow some cliffs, and your enemies to die

Do the Dailies [+400]

Exactly what it says, every day, you will be given daily missions, and you will be expected to fulfill them; failing even one will mean consequences and prohibitions

Lethal Assumption [+600]

Normally, if you are arrested, you won't be killed, now whether intentionally or not, being arrested will result in an attempt on your life.

Eternal Hunger [+600]

You are hungry, Jumper, and no matter how much you eat, it will never end, as it is a metaphysical hunger, and should you ever be satiated, your hunger will come back stronger.

Lockdown [+600]

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

The Archon War [+800]

You arrive much earlier than anticipated, you arrive right before the beginning of The Archon War, and you must survive a world of a hundred competing gods. Additionally, the time spent will not count for your timer until you are at the time you were supposed to be.

The Shades of the Celestia [+800]

You have caught the attention of the Four Shades of the Heavenly Principles, Istaroth (the Shade of Time), Asmoday(the Shade of Space), Rhindottir/Nabirius(the Shade Of Life) and Ronova(the Shade of Death), none of them can attack you directly(yet) but you will be investigated and sent pawns and decoys to test you.

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