



v1.2 by Crystal the Memelord with the help of Random Players

At the turn of the millennium humanity's worst fears were realized. The proper emergence of Honkai in a huge rising surge, a corruptive force that wanted nothing more than humanity to end. It was a hopeless battle, countless lives were lost, armies could do nothing to stop the beasts and zombies that emerged and wrought havoc upon the world. Disaster struck time after time, some of the world's biggest cities gone overnight.

But Valkyrie stood to fight back. Humans infused with the very power of Honkai itself, able to fight the beasts and zombies on their own terms and win. It wasn't without risk, many of the Valkyrie fell and died, or even became zombies themselves. But it was a battle humanity started to win again. The Valkyrie had been suppressing them for long before they resurged in modern times. A tipping point had been reached and while it boiled over, thanks to the Valkyrie they drove it back down once again. But it became clear that it wasn't a sustainable solution, but for the most part, all the world can do is watch and see how the war plays out.

You will be entering this world at the start of the game, where the Selene emerges drawing public attention to itself in Soukai City.

You have 1000 CP to work with, use it well.

Locations:

Roll 1d8 to decide location, or pay 50cp to manually decide

1. St. Freya

The Teri-Teri Appeasement Proje- I mean, the school where the most elite of Shicksal's Valkyries are trained. If you are on bad terms with Shicksal, you might want to hide. Quickly. If not however, you don't want to be late for work or class, very few people are capable of getting away with that here.

2. Hyperion

A state of the art Flying Battleship, the Hyperion is an interesting location for you to start at. The good news is, if you're not friendly with Shicksal then there's absolutely room to hide in some cranny. Plenty of empty space. The bad news is, unless you're the captain of this flying battleship, Himeko is. And she probably won't be too happy about a stowaway.

3. Nagazora

Once a bustling city, it has been left ruined in the aftermath of the awakening of the Herrscher of Lightning. The good news is all that's left are scavengers ... and some rather powerful Honkai Beasts. The bad news? Well, a certain lady with long sharp nails might notice your arrival and decide you need to be removed. Or she might decide to feed you. Fifty fifty. If you wait around long enough eventually this place will be flooded.

4. New Zealand

New Zealand is ... well it's New Zealand as you know it. The most notable thing about the place is that Wendy is here. You just need to track her down first if you're interested in that. Otherwise it's a nice quiet safe haven away from most of the world.

5. Soukai City

A thriving modern city, it benefits from its proximity to Saint Freya Academy in that if anything happens unexpected the Valkyrie are quick to respond to something basically on their doorstep. It's a good place to settle down, or start up if you want to do anything special. It's a good staging ground for anything you might desire to do, even if that something is simply enrolling in St. Freya.

6. Siberia

I hope you enjoy the cold. And Honkai Beasts. And the Russian Army. Oh and there's bandits too! The good news is you're not just thrown out into the cold untamed wilds. You start near the Cocolia Orphanage, so you won't have to deal with the cold while you get your bearings. Too much at least. Though if it is still functioning as such is questionable, with what Cocolia and her girls are up to these days...

7. Sea of Quanta

Do not ask how you got here. Instead ask yourself this, how are you going to get out? And into the right world at that. Be careful in here, things are rarely what they seem, and you are not alone ... There are things more dangerous than Honkai in here ...

8. Free Choice

Wait, this isn't allowed! You need to roll the Gacha! I'll report you fo-

CABBAGE OVERRIDE ACTIVATED. CHOOSE YOUR LOCATION FREELY, JUMPER.

Origins:

You may select your gender and age freely, but be aware that men aren't supposed to be Honkai compatible basically ever, though in your case if you wish an exception can be made.

Drifter (Free)

You're not from around here. Regardless of your skill at taking down Honkai, nobody will recognize you, and paper trails of you don't exist. That isn't to say you aren't somebody special however, you might just be a runner, or maybe even temporally displaced ...

Valkyrie (Free)

You've been trained as a fighter by an organization, meant to combat the Honkai wherever it shows up. You have Honkai energy infused into you to empower you, and wield fantastic weapons that surpass humanity. In most cases the organization is Shicksal, but there are a few other groups like Anti-Entropy. You may freely decide who you work for upon entry.

Scientist (Free)

Not everyone is a frontline fighter, even if they can pilot a mecha their brains are best used behind the scenes, making new advancements in Honkai-related tech and upgrading battlesuits and mecha. It's not the most glamorous of jobs, but you get your hands on all the juiciest of tech long before it's even officially invented, seeing as you'll be making it yourself. You may freely decide who you work for upon entry. You may also choose to be independent, but expect a low budget and for every organization to be gunning for your recruitment or removal.

Captain (Free)

Many people in worlds like this are unguided, and the Valkyrie are no exception. Nor are the folks in Anti-Entropy. Indeed, they need a strong guiding hand to try to lead them to victory. This is where you come into play. You're assigned to lead those who fight the good fight, regardless of if you fight those battles yourself as well. You're entrusted with some form of unit or group to guide them to victory. You may freely decide who you fight for upon entry.

Perks

All origins have a 50% discount on their perks and items, 100 CP perks and items are free for their origin.

Drifter Perks:

Void Beats Steel, Reason Beats Mind – 100 CP

There are certain things in this world that innately counter each other, certain weapons beat others, elements smother other elements, and certain people are just the natural antithesis of other. You are no longer subject to this cycle of powers and weaknesses. You find yourself plowing through all preconceived barriers of what you should and shouldn't be able to defeat in the normal cycle of things with sheer overwhelming power. This doesn't make you any stronger, it just removes the innate drawbacks you'd suffer fighting something diametrically opposed to you. This would let you oppose a fire attack with ice as an example, but this does not help if the fire is much stronger than your ice.

"I learned it from the Shicksal library." – 200 CP

You have knowledge at the level of a master in something that is usually exclusive to a certain group or even person, such as the House Kaslana fighting style. Despite how absurd it is, everyone accepts your claim that you merely learned it from a book or similar method. In future jumps, you do not get to learn new things with this but you can make a claim for one skill or knowledge set that this perk will protect from seeming out of place.

Perfect Timing – 400 CP

You're never really early, but you're never late either. No matter the occasion you will arrive at the perfect time. While this may seem expensive for the value of the perk it will cover all your bases. You will arrive with extremely lucky timing giving you the perfect chance to shift things in your favor or just turn the tides. Furthermore this has a slight leeway factor involved in that you are able to make it with perfect timing to things that would normally be impossible to reach in the timeframe given. Heroes will hold out just a bit longer until you arrive as backup, your trains will arrive early and travel faster to accommodate your needs. While there are limits, you can bend what is 'impossible' and push the limits of arriving just in the nick of time.

Quantum Diary – 600 CP

You aren't a native to this world. You know that, but that's not entirely right. Namely, you now exist as a person in this world, but from another alternate world. While not required you may optionally be their twin in terms of appearance, or look like a modified version of them relative to the alternate self. What this does is grant you the unique properties associated with that person, this will not grant you anything that otherwise exists as a perk, but rather more unique things, like being a quantum being, or having Project Bunny.

You are not overly affected by the memories of the alternate timeline you 'come from' however, instead it being more as if you have memorized a book or movie that is entirely first person rather than as if you had experienced everything yourself.

Optionally however, you may choose to have the memories truly be yours. This lowers the price from 600 to 400 (before discount) while benefiting from the memories (such as daily training in a combat style) but the impact of the memories upon your 'self' is greater.

Additionally, if you choose to have the memories be truly yours then if needed to be 'accurate' then you temporarily gain even things that would normally require the purchase of a perk but where possible your existing perks/items gain a 'alt form' of sorts that cosmetically reworks them into being suitable (changing appearance, element and making it appear to be Honkai based with Pyrokinesis into Ice

powers if you are an alternate Argent Knight: Artemis battlesuit using Rita, for example) or gives a reasonably minor upgrade rather than outright giving you temporary abilities. See the Appendix for things to keep in mind.

Valkyrie Perks:

Pi-pi-pi-pi Pizza Pizza – 100 CP

This does nothing to improve your cooking. If you're a bad chef you're a bad chef, if you're a good chef, you're a good chef. Instead what this invokes is something that no amount of practice can ever replicate. A Taste of Home. When you cook, regardless of how good you are at it, your feelings will reach out to those who eat your food and touch their core. Recipes will take a more significant feeling, and the thought of your meals can sustain your friends who want to come back home to eat with you again, even if your food is awful. Some of the fondest memories you'll ever have will be made at the dinner table.

Ultimate Evasion – 200 CP

You have a sense of timing honed by incredible amounts of training and practice to make sure you don't simply bite the dust. With barely a moment's notice you have the ability to trigger your 'ultimate evasion' which comes with two effects effect. This may be purchased multiple times (only the first is discounted) to gain more effects (two more with each purchase). You may use the effects individually for a shorter resting period before it can be triggered again, or all in one move for a longer resting period requirement.

The options you may take for your ultimate evasion are:

To block at a moment's notice to heavily reduce damage and help with area attacks too big to dodge; Parry an attack and leave the enemy open to a counter attack; Warp away from an attack to get some distance; Replace yourself with a copy who will fight for a bit before dispelling, or is dispelled if they are hit; An outright dodge away which comes with a reduced resting period; Vanish and explode when the enemy would hit you; Counter attack the enemy trading taking some damage for even greater damage in return; Teleport behind the enemy in a quick flash; to mark the enemy and give them a brief vulnerability as you evade them, to thrust yourself in any direction you choose, not as fast as warping, but higher control; or to leave behind a gravitational pull and drag enemies to the spot you left.

Unique Flair – 400 CP

Many Valkyries have a unique function to themselves. Not just in terms of their core identity or their fighting styles, but many have a unique even supernatural ability unlike any else. While this can manifest in many ways such as summoning something or ki manipulation, others are more obtuse or even combat incapable such as shapeshifting capabilities. You are one such Valkyrie with such an ability. You have a unique ability to you that while perhaps it may not be suitable for combat as is, with practice you could turn it into a truly 'ultimate' technique.

Final Lesson – 600 CP

When you dedicate yourself to a goal, you go all in on it, breaking your limits and surpassing what should be possible for yourself. You may suffer the fallout from pushing past what you can accomplish, but in the moment it doesn't matter, you can achieve impossible feats such as fighting a Herrscher solo and coming out on top while not aiming to kill. These feats will be spoken of in legend and reverence should you pull them off. These tasks could be seemingly suicidal, but you always seem to be able to pull through in one way or another.

Scientist Perks:

My Watch Doesn't Tell Time – 100 CP

The further you stray from the intended use of a device's style or look the better a device it becomes by default. If you make a watch that can't tell time you could cram a ton of things into it despite it's relatively tiny size. The shape or style must be a recognized thing, like a watch or a phone in order to benefit from the boost.

A Box of Scraps – 200 CP

For rather straightforward inventions you can make them with just about anything if you have the knowledge of how the mechanics of it work. Simple substitutes are easy and you have the ability to fix things easily, able to patch things up with little more than chewing gum as a quick fix that will last a while.

Battlesuit Tailor – 400 CP

This lets you make custom battlesuits that help people develop better and focus their skills in specialized ways that their powers don't quite match necessarily but are 'close enough'. With enough practice you can make ones that aren't powered by Honkai energy and can be used by anyone.

Applied Phlebotinum – 600 CP

You see that dumb dangerous energy over there? Yeah. You can build your machines to harness it ... Most of the time. You're a master of unconventional sources of power for your devices, and the weirder and more dangerous it is, the stronger the resulting power is. If you could somehow hook a Herrscher into your generators you'd substantially amplify their power output to the point you could probably use a single one to make a continent destroying weapon. Just beware of the potential Phlebotinum breakdown. Please don't put any big red self destruct buttons on it.

Captain Perks:

Party Leader – 100 CP

People are naturally drawn to your leadership. Even without fully understanding who you are, why you're there, or exactly what you're capable of doing, even if your capabilities are reduced or you find yourself with amnesia – People naturally desire to follow you as long as you're on the same side. They trust your judgment as how to best use their skills and powers, even when obscenely powerful themselves. Note; this only functions if you could actually be their leader, due to actually being in charge or relying on you due to circumstances.

Always a Plan – 200 CP

There is always a plan in the back of your mind ready to burst out. And a plan for if that plan fails. And a plan for if that plans fails and- You get the picture. All this does is cut out the time required to make a plan, instead you simply can instantly come up with a plan and a backup plan based on your capabilities and knowledge of the situation at hand with naught but a moment. This however only works for planning in advance, you are not as skilled at altering your plans on the fly.

Rewards from Higher Up – 400 CP

As you progress you will do things that are hard or borderline impossible. Likewise there will be many times you will need various resources to help accomplish upcoming goals. These two are now intrinsically tied hand in hand, as you do difficult tasks you will be rewarded with all sorts of various materials to help you do better or fulfill needs and demands you have, depending on the difficulty and scale of what you have accomplished. This is true regardless of if there is actually anyone to reward

you them and instead they will simply appear in a location you control or own if nobody can reward you them.

Impossible Possibilities – 600 CP

With you, the more absurd your plans get the more likely you are to pull them off. This isn't to say a plan will succeed if it's impossible as there needs to be some chance, and this isn't to say there will be no side effects, but the crazier and more absurd your plan is, such as say distracting a Herrscher on your own, the more likely it is you can pull it off.

General Perks (No Discounts):

Will of the Herrscher – 600 CP

You have achieved a rather unique status, taking on the core of one of the Herrscher. You may decide which one you house and if it strips the status away from wherever it is. You may choose to have this as awakenable potential rather than being one from the start. This makes you incredibly powerful as when you unlock your powers as a Herrscher you become able to outright manipulate reality. You must take 'The Honkai Mind' Drawback without getting CP for it.

Items

Drifter Items:

The Tale of the Gutsy Drifter – 100 CP

You have in your hands a genuine first edition copy of The Tale of the Gutsy Drifter. What's that you ask? Why it's an incredible story all about your exploits! Okay so basically it's a self writing book series that details your adventures and embellishes them to make themselves even better as a story material, play up the drama, skip the boring bits, you know how it is. Optionally you can also replace the names of all the people and locations in it if you so desire. Would make for a pretty good book and could earn you some serious royalties. You get a few books per jump, they automatically divide up when dramatically or thematically appropriate for storytelling purposes.

Signature Metal Bat – 200 CP

A rather special Metal bat, able to withstand nearly an incredible amount of punishment, taking full powered strikes from Honkai Beasts and Valkyrie alike without breaking. While it doesn't make you any more inherently powerful, it lets you channel your physical power very effectively, letting you take on foes that others would think far beyond your gear or position for whatever reason. While it is possible to damage or destroy the bat, it will never fail you mid battle only falling apart full of holes or sliced in half or what have you after battle is over. A new one will appear in your warehouse once a day.

Motorcycle – 400 cp

You're probably thinking this motorcycle sounds rather expensive, and you'd be right! It's no Usagi Kinetic, but it certainly goes very fast. Not just that, but if you can infuse it with energy it can even drive on water or up vertical surfaces. It also is not only self repairing but if you lose it, it will find its way back to you, and if you somehow manage to destroy it you'll get a new one in the next week or so. You'll also find it to be surprisingly durable if you have the skills for Bike-Fu.

Gem of the Jumper - 600 CP

You've gotten your hands on the core of a Herrscher ... but you're not compatible with it. Instead you may give it to somebody else. The core is unstable, and changes depending on who you give it to. Even people without a confirmed compatibility will be able to find a match that suits them. Depending on their willpower they could be overtaken by the power of the Herrscher, and you may have to bring them back to their senses. If given to one of the Vodka Twins it splits and effects both of them. This can be purchased multiple times.

Valkyrie Items:

Homu Homu Merch – 100 CP

A immense collection of various Homu branded Merchandise ranging from simple dolls, pins, and posters to video games, costumes and clothes and even limited edition figurines. All of it is indestructible. Cute if you like the Homu design. If you're not a fan there are certainly people who would love it as gifts ... Best not to let them know you're not a fan though.

Reburn Ticket – 200 CP

This isn't so much an item as it is a voucher. Once per jump you can retool your kit any way you like. This doesn't let you purchase new perks or items, or even change them. Instead what this Reburn Voucher does is it lets you retool your kit from the ground up in terms of what it means to you. If you previously were a fire manipulator, you could become an ice one. If you were a long ranged expert, you could become a melee fighter if your perks support it. No matter the context, nobody will question the change and treat it as if it somehow was a natural effect. You may only change the powers from your current jump, you may not use this to change powers from previous jumps as those are locked in.

Fourth Generation Battlesuit – 400 CP

The peak of modern battlesuit technology generated by Shicksal's scientists, this has all the amenities a Valkyrie could ask for ... except a cup holder. The suit is extensive enough to warrant bare minimum a month of training in its use, one can be expected to take a year even. Fortunately for you, this suit comes with its own training. The battlesuit comes with all the latest post-modern functionality, integrated comms, energy readings, signal hijacking, holo displays for information and video calls, the works. Additionally, this suit provides flight and substantial physical increases ontop of energy regeneration. It comes with two functions unique to this battlesuit: The first of which is a skin layer barrier at all times preventing a slip in attention from breaking through your guard. The second of which is an 'ultimate attack'. After you have reached your peak you can push past it and drive into an even further ultimate state. While the state is unique to you and enhances every aspect of your powers, this is a high risk high reward activation, it rapidly drains the battlesuits power giving you limited time to put this state to use, after which it will be no more effective than a normal battlesuit until it has had time to recharge. Furthermore, this battlesuit puts a very heavy strain on the users body and can rapidly drain the unprepared of their energy and cause them to collapse until they are used to it.

Divine Key – 600 CP

The Divine Keys are relics of the previous era, of a version of Mankind that was wiped out by the Honkai despite their struggles. As part of said struggles they took the cores of Herrschers they defeated and forged them into weapons of immense power. Similar yet different from the 'keys' that Herrscher inherently possess themselves at times. Somehow you've found one of these legendary relics. It is worth noting that these relics are asleep, lacking their true power. You'll need to figure out how to awaken yours as well.

You may within reason design your own key or choose an existing one, but if you do keep in mind

there may be complications with the key of choice either due to a side effect or drawback, or simply that others might recognize the key.

Scientist Items:

Honkai Cubes – 100 CP

You have a supply of Honkai Cubes and know how to make more. Crystallized Honkai energy that when used to make or enhance weapons, gear, or anything really far enhances it beyond normal limits of human capabilities. Of course just having them does nothing, and if you just slap it on a low quality weapon it won't go very far. But with proper application of skill and infusion you can use these to create incredible things. Just beware potential feedback. Not intended to be fed to Tunas.

Multi-functional Gauntlet – 200 CP

You have a personalized multitool-toolbox. A device that looks how you want and can be kept on your person at all times. It's somewhat bulky so it is something you need to wear rather than pocket, but in exchange on the spur of the moment it can do any job you need of it in terms of machinery, everything from a screwdriver, hammer, wrench or even a blowtorch can be called upon with naught but a moment's notice from within it.

Personal Guardian – 400 CP

A personalized mecha suit made to protect you. It has a rudimentary AI installed in it so it can follow your orders but it is at its strongest when you are personally piloting it. It comes in three varieties; Agility, Brute, and Artillery. If you have the knowhow you could swap it between the types given some time. The mecha is very comfortable for you to ride and comes in your personalized colors. In terms of strength it's very powerful able to go toe to toe with even the stronger Honkai Beasts and destroy lesser ones like they barely were a concern. With the right knowledge and skills you can upgrade it even further ...

Dark Science Index – 600 CP

This is it, the dark science index in all of its cataloged glory. This has 666 inventions stored inside of its databanks. Many of which are worthless or incredibly situational, but if you take your time to comb through the whole index you can find there may be quite a few gems of absurdity that you just may be able to recreate or improve using this as your guide ...

Captain Items:

Honkai Armory – 100 CP

You have a surplus of Anti-Honkai weaponry. The weapons are nothing to write home about, they mean basically nothing unless they're in the hands of a Valkyrie, but still – They surpass the quality of normal blades and guns, instead raising the survival chances of anyone you give one to above zero. And in the hands of a skilled warrior even if they aren't honkai infused themselves these weapons can more than suffice to fight back against them. Against a non Honkai foe you'll find these weapons to be much more effective and dangerous than anything normal as well.

Recruit Logbook – 200 CP

As a captain you'll need to get your hands on all sorts of people to man things under you, engineers, strong fighters, pilots, the works. Even something as simple as maid service needs to be taken care of sometimes. To that end you have a handy holotablet. You get a list of people in this world who would be willing to work for you and what skills they have, as well as their price. Sorted as you desire, of course. As for the price, sometimes it's money, sometimes it's favors or protection. And sometimes it's

these weird blue crystals. For the most part you can trust their loyalty as long as you keep paying them, though you might want to keep an eye on that pink eyed maid who is always available ...

Anti-Honkai Infusion – 400 CP

You only get a few of these, but they're important. Namely, these can suppress Honkai energy. While you could use these to destroy any Honkai beast it was injected into, you're better off using it for another purpose. Curing a Honkai zombie, suppressing the overwhelming surge of honkai power threatening to destroy somebody, or perhaps even suppressing a Herrscher that has taken over somebody's mind ... Keep in mind that all Valkyries use Honkai for their abilities so injecting one will also weaken their Valkyrie abilities unless they are a Herrscher. They can get it back given effort, but it will take time. Yes, these can be used to buy Himeko more time. No she will not be happy. You get three of these initially and replenish one per jump after.

Hyperion – 600 CP

The Hyperion is the first of a new type of Shicksal Battleship, though carrier perhaps fits it better despite how well armed it is. With Anti-Air Gatling-type weaponry for fending off flying Honkai beasts and potential attempts to board it it has a very strong defense. On the other hand for its offense it has two 270mm railguns in triple barrel mounts raised on the aft, while attached closer to the prow and a good bit lower are much larger 430mm versions of the railgun. All of it provided for by the multiple nuclear reactors which also power its proprietary Anti-Gravity engine technology. It also boasts a proprietary 'Electromagnetic Shield' that in reality is closer to a force field that one can fire out from but not into.

As part of your purchase even with just a skeleton crew, maintenance will be mostly as simple as somebody going down a list of things to inspect, while ammunition slowly replenishes itself.

Likewise you get one replenishing patrol ship on the deck which has the capacity to hold up to six. As for the Valkyries to deploy from the bottom of the ship or to arm your patron ship with ... Well you have to supply that yourself. Perhaps using some of those weird blue crystals, hmm?

It is intended as a mobile fortress and headquarters which has resulted in giving the Hyperion a large amount of space to comfortably house a large crew and has sizable quarters set aside not just for the captain, but up for ten Valkyries. More if they are willing to share rooms. There is smaller rooms and even a barracks for the common man as well, those are simply the elite rooms.

Companions

Import – 50/300 CP

You may import a companion for 50 CP, they get 600 CP and an origin as well as the relevant discounts to spend as they like, or import 8 companions for 300 cp.

“B-Rank Valkyries” – 100 CP

This is the weaker or less versatile Valkyries or equivalent, or perhaps under special conditions or just rarely seen. But maybe you have a soft spot for them, maybe you can see their potential ...

Adam – One of the few male Valkyries, if you take him he is an early student at St. Freya, learning to use a greatsword.

Carol – Not the most serious person but very determined. If purchased, she was simply born earlier and attends St. Freya.

Seele – A 'Quanta' Valkyrie. Normally trapped in the Sea of Quanta, shes mostly a normal Valkyrie, but her split personality has control of her powers. It can be a real pain to deal with ... You might also get some questions about her presence.

Susannah – A B-Rank Valkyrie with her heart in the right place and a hero worship of Durandal. Not Durandal in disguise.

Cocolia – The Matron of the Orphanage, she has immense skills as a leader, though minor combat abilities. Ex-Military.

Hey, hey! You should totally pick us! We're like, the best of the best! Da, Roza Idiotika is correct, you should definitely pick us. Lili! Stop that! We're trying to get hired here! Our chances are higher if you stay quiet in that case, Roza.

Buy one Vodka Sister now and get the second 50% off!

–This ad paid for by the Vodka Sisters Idol Group

“A-Rank Valkyries” - 200 CP

Listed here are stronger Valkyries or equivalent, but not the best of the best yet, these girls are skilled in combat or other fields and are even comfortable as leaders, or perhaps are just special ...

Theresa – Principal of St. Freya, Carrier of Oath of Judah, World's Number One Cutie Teri-Teri (Self Proclaimed)

Caution: Do not treat as a child or a granny, always have candy on hand. Only give her an allowance, not your wallet or credit card.

Himeko – Captain of the Hyperion, well past her Honkai threshold, an incredible teacher, the ever single commander.

Fu Hua – A survivor from the last Era, a master of Qi with a plethora of skills, a bit distant, class rep for St. Freya's students.

Sakura – Long dead, she gave up a ghostly existence to save Theresa originally. Once the host of a previous-era Herrscher.

Kallen – Executed centuries ago by Shicksal. Managed to suppress a Herrscher solo. Otto desires her no matter the cost.

Tesla – The self-styled greatest inventor in human history, she may be older than she looks but she certainly acts fittingly.

Einstein – Far older than she looks, she is THE Einstein of this world ... and a memetic super genius at that.

Titania - 250 CP

Once titled the 'Queen of the Valkyrie' she was an S-Rank who was set to become the strongest Valkyrie in history a survivor of the second eruption, but her kind heart did her in. In an incident lost to history she single handedly held off an entire Honkai army for six hours. By the time backup arrived she was still fighting with no arms and down a leg. Now with prosthetic limbs she has been 'demoted' to A-Rank due to a loss of combat ability, but that potential still lies dormant ...

“S Rank Valkyries” - 300 CP

Here are the best of the best at what they do, the top of their field and utterly broken, though they all have their quirks and moments ... Any of them would certainly be worth having as a companion.

Rita – A first class maid and S-Rank Valkyrie, polite to a fault. So polite infact people regularly forget shes S-Rank. None the less her maid service feels extremely genuine, a byproduct of her personal elegance. Has a propensity to tease and flirt.

Stan – Originally picked up by Durandal as a pet in England, perhaps through Rita's scheming his care has passed onto you. He is in truth capable of assuming a Honkai Beast form that can match Rita blow for blow and has human level intelligence.

Durandal – Shicksal's most powerful Valkyrie, she is seen as a legendary heroine. A terror to fight, she can be surprisingly air headed and even cute when off duty. Capable of fighting foes that send other Valkyrie running without a battlesuit.

Otto – The smartest man alive supposedly, this is an independent clone of his that has sided with you for reasons unknown. He will lend you his smarts, tactics, and even culinary skills. He retains full knowledge of Shicksal's operations.

Drawbacks

Sea of Jumper – +0 CP

There are a myriad of alternate worlds and timelines out there, some of them only slightly shifted, some of them heavily varied and even have their own alternate paths they can take. You start in one of these alternate worlds. You may pick any side story event and chose that as your new main canon to deal with. You may choose to not have your non drifter origin adapted for your choice of world instead, being transported. If so and this would be problematic or annoying this is instead worth 100 CP.

Bit late Jumper – +100 CP

Your arrival here was a bit late, rather than arriving at the start of the game where the Selene shows up, you arrive much later. That is to say you only arrive once things have gone to shit, right as Kiana awakens as the Herrscher of the Void. It's a lot of lost time and it'll be harder to gain people's trust with their guards up. Good luck.

Captain on Deck – +100 CP

Salute! In this timeline the captain isn't Himeko, she serves under a different captain. They aren't a direct fighter, instead they are an extreme strategist. And very very perceptive. They aren't hostile to you by default, but when they gaze at you it feels like they're drilling into you, staring into your soul. This captain will take charge of many things and set strategies and paths for the story to follow as per normal, being given ranking roles and generally serving as the Valkyrie's captain. And while this may all sound like a positive effect, the Captain is suspicious of you. They don't trust you. You'll have to work to earn their trust or you'll just be sidelined and shoved away, not allowed anywhere near the front lines or getting to use anything you have. And god help you if you're their enemy. It's almost like they know you're not supposed to be here.

... No matter the cost – +200 CP

You are utterly convinced that no matter what it takes, Honkai must be stopped once and for all, even if it means sinking a ship full of innocent people just to eliminate a threat, or potentially killing millions with a way to eliminate the Honkai. Reality is simply too harsh to let the world enter another cycle or everything will be lost, and you would rather destroy nearly everything than reset another cycle.

"I won't allow it!" – +200 CP

Those around you are morally upstanding citizens, they won't accept "This is the best option" or "This is all we can do", instead they will try to find another route, some other path that costs them less, to try to save more ... even if it might mean they die. This can apply to your bosses, your equals, or your subordinates. They will always try to find the silver lining and reach out to save more than is logical. Try not to let everyone kill themselves this way.

The Honkai Mind – +300 CP

Humans are awful vile creatures, destroying the world and ruining it, taking up space and upsetting the natural order of things. At least, thats what the voice in the back of your head keep saying. You share the headspace with a Herrscher, even if you lack the potential to be one yourself you'll find yourself with one currently dormant in your mind in the modern age, calling out for blood and to take strikes against humanity. You can resist and ignore it, but it will strike at your weakest moments and attempt to seize control. Have fun sharing your mental space with a human hater.

Captain's Curse – +300 CP

Everyone has an interest in you. You will be a hotly contested point of desire. Shicksal wants to keep you in their employ and to a degree experiment on you, Anti-Entropy wants to capture you and recruit or study you. This even applies to the Honkai as well, those that represent their sentient will, the Herrscher, would rather capture and break you into a loyal servant than kill you, and they are very interested in you as an entity. Nobody knows you are a Jumper, they just understand innately that you are special and want that in their court. If you fully side with a group and your bonds are deemed unshakable, then the other groups will consider you a priority to eliminate.

Befall – +600 CP

Herrscher's Hate Humanity. No exceptions. Their holders? The same. You will find anyone that holds the power of a Herrscher naturally aligns with the desire of their inhabitants, either overtly or subconsciously hating humanity and wishing its destruction. But this doesn't mean they don't act reasonable. Infact Welt seems entirely unaffected if you don't do anything undue towards him. They act to achieve their goals, and if you didn't know better you might not think that they were changed much at all. You now have a new endgoal in order to succeed or else your jump fails: Stop Kiana and Mei and make sure they don't join Wendy. Of course simply attacking them is likely to end badly, so your goal is to stop Kiana from fully merging with Sirin and preventing Mei from removing her bomb implant. If they do, you must stop and suppress them or it's jump failure.

After your ten years in this world are up, you're left with the standard choices:

Go Home: You can go home, keep your friends, your powers, everything, at the moment you left originally, and do whatever you like. You've seen enough hardship, you earned it.

Stay Here: But of course, that hardship itself means you fought long and hard for this, to make something of this that you could be happy with, and that you just might not be content with leaving it behind, so you can stay with your new friends.

Jump Ahead: Though for most of you, you're ready to continue onward, your next ten years, your next jump, and bring all your stuff with you. A new world is waiting for you.

Appendix

For the perk **Quantum Diary**, the impact of the memories should be scaled up with how much you benefit from them and the gained abilities versus the inherent penalties.

Being K-423 with the relevant power and her potential means her trauma might affect you (at least subconsciously) but for the most part her 'passenger' balances things out, while being plain old Kiana before she has time to train means you might end up a glutton and a slight bit meatheaded, but otherwise not affected more than a regular origin. While being someone such as Himeko with years of training and intense combat on a weekly basis means you better have had similiar experiences over your jumps or you'll find yourself more Himeko than yourself for the duration of the jump. Affected by the exact timeline of your Alternate character of course, so try to be reasonable with deciding that.

If you wish to utilize Quantum diary in a future jump to become a alternate version of a character from that world you must first forfeit any existing functional benefits from the perk (Be it understanding gained from memories or outright abilities if you bought the alternate version of the perk), though you may keep any cosmetic changes it did to existing items, perks and abilities if you wish.

Loopholing and Abusing perks and stuff while in-jump is all well and good but doing it for something like this is just bad manners, kay?

Changelog:

v1.2 Added a line to clarify quantum diary post jump functionality in Appendix, more minor formatting and spacing stuff, added endsate stuff, added companions, Titania is an original for those who want a powerful Valkyrie companion but don't want to mess with the canons. Mei Bronya and Kiana are slated for a special scenario (probably in v2).

v1.1 Increased font size for legibility, improved formatting and spacing, fix a few minor errors, added a 50 cp option to pick starting location, switched to a dark mode

v1.0 Completed