V2.42 by King of Drakons, with the permission of Crystal the Memelord, and the help of a few random redditors (listed in Notes), as well as u/Hanwen1234 (specifically mentioned by name due to the huge amount of help given to me by them).

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 Valkyries stood to fight back. Humans that were 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 Valkyries 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 Valkyries, 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.

But within the shadows, far worse monsters lurk, and in the coming days humanity will prove to be both its greatest saviors…and its worst beasts.

You start a week before Raiden Ryoma is accused of economic fraud. You have 1000 CP to work with, so use it well.

Location:

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

1. Saint Freya Academy: The Teri-Teri Appeasement Proje- I mean, the school where the most elite of Schicksal's Valkyries are trained. If you are on bad terms with Schicksal, 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 Schicksal, 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: A bustling city that will soon be left in ruins with the awakening of the Herrscher of Thunder. It is where the Third Eruption will begin, and you might want to get the hell out of there ASAP if you're not sure that you can survive. On the other hand, you might be able to make some lifelong friends there, too.
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 unexpectedly, the Valkyries 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 here, things are rarely what they seem, and you are not alone... There are things more dangerous than Honkai here...
8. Free Choice: So you dare defy the laws of the Gacha. Well... Alright, then. Choose wherever you want to go from the given locations above, and wherever else you know about. Hell, go into the realm of the Sky-People, if you so want!

Origins:

You may select your gender and age freely, but be aware that men aren't supposed to be Honkai-compatible basically ever, with only a handful making it in the future; though, in your case – if you wish – an exception can be made. Any of the Origins can be taken as Drop-In, but you'll have a paper trail and unremarkable identity to take over if you didn't choose the Drifter Origin. The only difference is whether or not you have additional memories.

Drifter

- 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... Perhaps you might even be from a bubble universe or another universe entirely! Who knows?

Captain

- 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. All of the options are mentioned in the Notes, if you are unfamiliar with this world.

Clone

- You're a clone of a notable person. Whether you're a clone of the First Herrscher, Welt Joyce, one of Otto Apocalypse's spare bodies given their own will, or even his pet project's clones of Kiana Kaslana, remains to be seen. You may choose who you are a clone of, as long as they have canonically shown to have clones of them. You have a paper trail, identity, and everything else you need to live under the radar – you've been doing so for practically all your life, so it would be strange if you didn't have the resources too, no?

Scientist – 100cp

- You're a scientist, one of the great inventors that create the gear of Valkyries, and create the airships, battlesuits, weapons, and other gadgets that those who fight against the Honkai use on a daily basis. You have an advanced understanding of various kinds of sciences as a starting bonus. Add 1d10 to your age.

Valkyrie – 100cp

- 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 Schicksal, but there are a few other groups, like Anti-Entropy and World Serpent. You

may freely decide who you work for upon entry. All of the options are mentioned in the Notes, if you are unfamiliar with this world. You have a decade or so worth of combat experience as a starting bonus. Add 1d10 to your age.

Fire Moth – 200cp

- You could be a MANTIS, a scientist, or anything else. Regardless, you're (or rather, *were*) a member of the organization called Fire Moth (also called THE MOTH WHO CH△SE THE FL△MES). You're a person from the Old World, and there might not be many like you, but there certainly are *some*. For some reason, you survived when the others of your organization fell. You have extraordinary plot armor when it comes to surviving and staying hidden as a starting bonus. Take the **Anomalous Timeline** drawback for no points.

Herrscher – 400cp

- Ostensibly, Herrschers are agents of the Will of the Honkai; humans who have successfully merged with Honkai energy and aim to destroy the current era of human civilization. This is not always the case, however; sometimes the vessel regains control through sheer will, or even manages to convert their Core's personality to their side. You're those lucky few who retain their humanity. You are exceptionally powerful, and wield otherworldly abilities. You can choose to be any Herrscher, except for the 14th Herrscher. You receive the 600cp Version of the **Honkai Beast** Companion as a starting bonus.
  As Herrschers can come from all sorts of backgrounds, you can buy this alongside another Origin. Herrscher Perks cannot be bought by other Origins; Items are open for sale to anyone, however.

Perks:

All origins have a 50% discount on their perks and items. 100cp perks and items are free for their origin. Herrschers' prices have a built-in discount due to their exclusivity to that sub-origin.

General Perks:

Honkai Resistance – Free and Mandatory

You're naturally resistant to Honkai energy, being about as resistant as a normal Valkyrie, able to survive a sustained output of 700 HW without so much as even a bit of discomfort. You can fight most Honkai Beasts easily, and without feeling strain.

Stigmata – Free/200cp

Stigmata are physical markings that increase your resistance to Honkai energy. Aside from that, they also give you access to certain special abilities. For Free, you can gain access to any 1 Stigmata from the game as an Artificial (Schicksal-Engineered) Stigmata. For 200cp, you can gain access to any 1 Stigmata from the game as a Natural Stigmata, giving it better capabilities than its in-game variant, increased by an order of magnitude in scale and potency.

The Free Version cannot grant you access to any Event-Only, Trade-Only, Gacha-Only, or Craftable Stigmata, but the 200cp Version of this perk can grant you access to any of those without problem. You can purchase multiple Stigmata without problems.

Noble House – 400cp (Requires Stigmata [200cp Version])

You are a descendant of one of the Three Noble Houses of Schicksal: House Apocalypse, House Schariac, or House Kaslana. Each House has its own benefits, besides the absolute immunity to Honkai that you have, and the connections that your family has. These benefits vary from house to house.

- ★ **Apocalypse:** You have an immense business acumen, and a high affinity with technology and science. This allows you to maximize your talents with technology and science by also allowing you to have enough capability in finance to easily fund any projects you may want to fund without incurring any losses.
- ★ **Kaslana:** You have a highly superhuman body, being capable of near-effortlessly denting steel, and can outrun fast-moving cars. You also have the innate ability to reinforce any armaments you may have, strengthening your weapons in proportion to your own strength, so that you never really break them.
- ★ **Schariac:** You have an immense affinity for generating and manipulating Honkai energy. You can effortlessly produce and control about 10 Honkai Reactors worth of Honkai energy, and can train this up to ludicrous amounts extremely easily. Your control over this energy is virtually perfect, and you can also convert it into any type of energy, and vice versa, being able to absorb other energies to manipulate extra amounts of energy beyond what you can generate.

Ether Anchor – 600cp

Maybe it is a quirk of fate, or maybe you have actively interfered with bubble universes before, but the Ether Anchor has been sealed into your body, empowering you to great heights. You have a body that has reached the essence of perfection, making you extremely developed in a physical sense. You have a highly superhuman body, enough to casually toss around 18-wheeler trucks, survive attacks of a similar level, and move at extremely high, yet subsonic, speeds. You also have a limitless amount of physical stamina, and do not require sustenance, breathing, or sleep.

You do not excrete waste, either. As a side-effect of your developed physicality, you are also extremely good-looking (though these good-looks actually manifest as more of an effeminate kind of beauty, rather than ‘muscle-bound man’ type beauty). You also have an extremely high resistance to all supernatural energies, with all unwanted supernatural effects reducing to $1/100^{th}$ of their original effect in your vicinity.

You also have an extremely high affinity for combat, learning and mastering combat techniques in the blink of an eye (figuratively, at least). Your talent in combat is great enough that, if you can figure out the basics behind a technique, you can essentially reverse-engineer someone’s fighting style and master it to the same extent as them (or to an even higher extent, with a bit of training) after fighting them for a few minutes.

And you have a similar affinity with all supernatural energies, with all of your energy pools being linked together into one massive pool that can be used for all of your energy-based abilities. Finally, any and all abilities you have that have cooldowns can have their cooldown cut in half per combat action taken, allowing you to near-instantly regain use of abilities that can only be used once per decade by just slashing and stabbing at the air a few times.

This is a ***Capstone Booster***, meaning that the capstone perks of other Origins are boosted with this perk, with the specific boosts being noted alongside the perks.

Blood Of Gods – 800cp
Fifty thousand years ago, those who would push back against the advent of Honkai were known as Fire MOTH (Myrmidons of Taskforce Honkai). With the technology they fielded, and the augmentative process known as ICHOR, they could fight the corruptive force on a much larger scale with soldiers that the present day can only dream of, but despite that, it still wasn't enough as the Herrschers adapted and attacked their weaknesses. One by one they fell, until only 13 remained. They were called the Flame Chasers, and those 13 eventually sealed themselves away for the next era... And some did things the others felt unforgivable.

Thus, only two survived to the present day: Kevin Kaslana, progenitor of the House of Kaslana, and Fu Hua, currently a class representative at St. Freya's after a long and painful life trying to live up to the objectives laid down to her by MEI and failing. Even then, with the betrayals and manipulations Fu Hua suffered, and the sheer length of time Kevin was sealed in the Sea of Quanta, neither of them really are at their best in the current era.

Well, maybe you can make that count three. Either you're actually another Flame Chaser who hid themselves away until now, or an extremely rare successful attempt at recreating the process, because you can truly claim to embody what a Flame Chaser is in all its entirety. To put it simply, an ELF based on Kevin with only 1% of his power was able to completely stalemate Durandal, Schicksal's strongest Valkyrie at the time, while destroying a huge chunk of the city of London in the process, the battle only ending because his battery ran out.

While that is, again, based on Kevin, who is inarguably the greatest warrior the Previous Era ever knew, it is a testament to how much power Fire MOTH held at its disposal. You're nowhere near his height, sure, but you've got more than Fu Hua has at this point in time.

Drifter Perks:
Innocent Bystander – 100cp
You have a minor form of plot armor that allows you to avoid getting involved in stuff that you have no correlation to, perhaps beyond just being in the wrong place at the wrong time. You know just what words to say, what actions to take, and what body language to assume to get yourself out of any situation that you have not directly involved yourself into – regardless of whether you were involved with, or without, your knowledge.

Quantum Navigator – 200cp

You have an essentially perfect sense of direction, being able to follow directions perfectly. You also have extraordinary mapping and map-reading skills, and have an excellent memory regarding maps and directions. Additionally, you have a sort of 'tracker' that you can use to quickly find anything you think to look for – though it might not always show the safest route to said thing, so do be careful while using it.

Perfect Timing – 400cp
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're 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.

Otherworldly – 600cp
You're not from this world. You might be from a bubble universe, or a truly different part of The Imaginary Tree, or perhaps even from *outside* of it. Yet, regardless of your place of origin, you get the same benefits. You are immune to direct modification of your existence, and can navigate and traverse the Sea of Quanta, bubble universes, and other dimensional constructs extremely easily. Furthermore, the Honkai does not innately resent you, and will mostly leave you alone unless you instigate it or are in the wrong place at the wrong time.

> **Capstone Boosted**: You are able to create dimensional constructs with effortless ease, and can manipulate dimensions extremely easily, allowing you to create, sense, access, alter, and destroy imaginary spaces, bubble universes, etc. effortlessly. Even the Sea of Quanta listens when you command.

Captain Perks:
Basic Leadership – 100cp
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.

True Strategist – 200cp
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.

Token Of Gratitude – 400cp
As you progress, you will do things that are hard, or even 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 then, and instead, they will simply appear in a location you control or own, if nobody can reward you then.

Absurd Charisma – 600cp
You have a penchant for charming people. Not only are you an inherently likable person with an attractive appearance, you also have good social skills, good time-management skills, and can maintain relationships with an indefinite amount of people without making any of them feeling starved for your affection and/or time. Your charisma and beauty are enough that even Honkai Beasts will outright refuse to harm you unless explicitly ordered to do so. Even Herrschers that unerringly hate the rest of humanity will feel extremely hesitant to order your death.

> **Capstone Boosted**: Your charisma has been elevated to even more ridiculous levels. Now, even the Will of the Honkai likes you too much to corrupt you. Basically, unless you act like a complete and total asshole and do your best to snub everyone's face in, you're going to be getting a lot of allies and making a lot of friends, and even godlike forces will favor you to unbelievable levels. Even if you do act like a smug bastard, you'd *still* have a lot of secret admirers and masochistic fans.

Clone Perks:
Cloned Abilities – 100cp
It would be only logical for you to have the abilities of the person you were cloned from... Well, to some extent, at the very least. You have the ability to gradually gain similar abilities and prowess with said abilities as an existing person once-per-jump. The restriction of them needing to have clones in-universe for you to be a clone of them is released post-jump. As a side effect, you take on some of their more iconic traits.

Kinetic Learner – 200cp
You learn faster physically and through experiencing stuff than from classroom environments. This does not mean that you learn slower from classroom environments than you did before – it simply means that you're more of a kinesthetic learner than before, and you learn things about ten times faster when you learn it kinesthetically. And, when it comes to combat, you can learn it ten times faster kinesthetically than you can learn normal things

kinesthetically, meaning that you can learn combat one hundred times faster than normal.

Herrscher Gene Infusion – 400cp
You were infused with the genes of a Herrscher. This means that you have the potential to evolve into a Herrscher if exposed to sufficient amounts of Honkai energy and negative emotions. You also function as a highly-developed source of Honkai energy, as you generate a near-limitless amount of it every second, and instantly refill your reserves whenever you use it. However, you do not have the physical benefits of being a Herrscher, and have to take **The Honkai Mind** drawback for no points.

The Most Beautiful Thing In The World – 600cp
Is love. No matter how much they try to deny it, your burning passion and bonds will always cause you to overcome your limits and fight, no matter how much you may have to sacrifice to save those bonds. If anyone that you are emotionally close to is in danger, you may significantly strain your body to elevate all of your capabilities by a few dozen orders of magnitude (approximately 240 times) for a period of 30 minutes. This can only be used once per day without crippling or killing you, unless you possess significant regenerative capabilities.

> **Capstone Boosted**: Your love is stronger than most. If you are possessed or killed in the process of trying to help anyone you love, they will obsessively try to bring you back to normal, no matter what the cost is. This essentially negates chain-fail once per jump, due to the methods being too costly to use more than once a decade. For longer jumps, the cooldown is only a decade, instead of taking the entire jump. Additionally, there is a small chance that – at your lowest – you may gain an entirely new power that is related to how you tried to save the people you love. This new power can be anything – from mind control, to an amalgamation of the powers of your friends. The only thing unique about it is that it will *never* fail to work, and cannot be interacted with in any way whatsoever, so long as the bonds between you and your loved ones stay unbroken.

Scientist Perks:
Technobabble – 100cp
See, the thing about making all these amazing gadgets is that they tend to...rely on high concepts. And when you need to explain them to someone who needs to know what they do and how they do it but in a simple enough way to allow even them to comprehend... It can be a tad annoying. That's an easy fix, though, and now you're capable of... Well, simplifying the so-called 'technobabble' into a format a bit more digestible for people who don't mess with dangerous corruptive energies for science and a living. Don't get all condescending about it, please.

Reverse-Engineering – 200cp
Don't get me wrong, when you're doing things on your own, your own stuff seems *awesome*. But then you put them out in the field and then you realize your enemy has even more awesome stuff. That's not exactly great on the ego, now, is it?

For you, though, you just sit back and watch, because you can at the very least figure out how some of your enemy's tech works just by visual attention, perhaps allowing you to make a bootleg of your own. Where your talent really lies, though, is having an example of it or some blueprints right in your hands.
Then the ideas *really* start flowing off, and you can't just seem to find an end to your groove like this. It might even be enough to downright *improve* on the designs in ways the original couldn't or didn't figure out yet.

Science Requires Sacrifice – 400cp
You have a stomach made of wrought iron, and a will made of cold steel. You can carry out the most depraved acts to achieve your goals without a second thought, and not even feel guilty afterwards. You are essentially like a machine, as you can work without rest for hours on end with the same amount of precision every time. Additionally, you learn far more from dissection and direct experimentation that legal means forbid, allowing you to rapidly advance your science if you decide to use human experimentation or similar means.

Dr. JUMPER – 600cp
The Previous Era... Quite the time, wasn't it? But what's of interest now is the genius from which many of today's Honkai-related advancements can be traced back to; Dr. MEI. Hell, to call her a 'genius' would be a bit of an understatement.

Creator of the Divine Keys, the ICHOR augmentation system, Stigmatas, and... Frankly, quite a lot of things even Schicksal's best minds can't so much as decipher. Dr. MEI's genius was, and still is, unrivaled to this very day. It may not have been enough to save her era, nor herself, but it was enough to ensure that there even was a tomorrow for humanity, and that they had warriors that could stand up to even a Herrscher, even for a short while.

Well, maybe that 'unrivaled' part is untrue.

Whether by random luck, or a secret preservation project, you have inherited the ingenuity and brilliance of Fire Moth's greatest mind. Only one man comes even remotely close, and that man already has to juggle running a massive international organization alongside his own sinister plans. As for someone like you, you have a clarity that can revolutionize the technology of today, and perhaps even reclaim some of humanity's lost progress.

Do not mistake this for a perfect mind, however. There are still some projects even she couldn't complete, nor even stomach.

> **Capstone Boosted**: *Now* we're talking! You're an even greater genius scientist than Dr. MEI, being able to complete projects that she can't even comprehend with effortless ease. Even the Divine Keys look as simplistic as what an unskilled amateur would make, and you can create replicas of them out of literal scrap (okay, maybe not quite as extreme as churning out an advanced armored mech-suit while in a cave with a box of scraps) in a matter of hours, instead of requiring a Herrscher Core and

months of work *just* to create a single Key. Hell, you'll probably be more than a match for the Sky People after a decade or so of refining your technological ability.

Valkyrie Perks:

Final Lesson – 100cp

You are inviolable at your core as a person. This means that you have an inviolable sense of self, boundless willpower, and an unrelenting, unflinching resolve to carry out whatever you wish to do. As long as you are alive, you will continue on – and you will *never* quit, not if you can help it. Even if you have to sacrifice yourself in the process, you *will* achieve whatever you set out to do, all without hesitation.

Advanced Combat Training – 200cp

You're relatively good at combat – enough to classify as an A-Rank Valkyrie. You're able to deal with most Honkai Beasts below Templar-Level by yourself, and if you work in a group with several other people of the same level as you in terms of combat capability, then you might even be able to take down an Emperor-Level Honkai Beast – though with significant injury to almost all of the members of the group taking down the Honkai Beast being almost guaranteed.

May All The Beauty Be Blessed – 400cp

So many of these stories end so tragically. Family killing each other, friends sacrificing themselves for nothing, and the fact that humanity can be its own greatest beast, it seems as though the fight is slowly petering out…

But you won't accept that. Your will to push on surpasses even some legends, enough to last *just that extra bit longer*, even when you're on death's door, to do what you need to do, and this is especially true when you do it for those you truly love.

In fact, even if you aren't pushing yourself so hard, as long as you hold your bonds close to your heart, *everyone* benefits. They grow better as a person, find new talents or heightened skills, maybe even manifest new powers, and all of it is to protect their friends. No... At this point, the bonds between you can only be described as family. The world may be ugly, but there is still beauty to be fought for in it.

Invincible Sword – 600cp

In all of Schicksal's history, few have reached the heights of their ranks so much as Bianka Ataegina, codenamed "Durandal". At the mere age of twelve, she managed to fully investigate and even *absorb* a bubble universe into herself, and today is considered the organisation's strongest operative, bar none.

But despite what went on behind the scenes, the plans that surrounded her and charted her path, ultimately her greatest strength isn't just the sheer talent she possessed, but the will to train herself even beyond what most would consider 'normal', or even 'expected'. To put it

bluntly, when she was expected to put in ten times the effort to reach S-Rank, she instead went for a hundred times.

You may not have a bubble universe backing you, but you have what it takes to step into the halls of history yourself. From a mere B-rank you could ascend to stand up to Durandal herself, if only for a relatively short amount of time, with only a few months of training. But where this excels is when you are truly in conflict, as your capacity for learning skyrockets past even what was possible before. Perhaps you could truly match the Invincible Sword someday.

This isn't just combat techniques, either; literature, science, you do possess a somewhat lesser talent for just about anything a Valkyrie should know…even one that's gone rogue for whatever reason. Hmm…something tells me she has a lot in common with another girl…

> **Capstone Boosted**: Your will now physically manifests as talent. The longer and the more intensely you train, the faster and more easily you get stronger. This is a recursive loop. The more you train, the easier it gets, and the easier it gets, the more you can gain by putting in the same amount of effort. In conflict, you are able to learn and master skills a thousandfold faster, being able to learn and master entire styles of fighting in only a few clashes with a user of said styles.

Fire Moth Perks:

Old World Knowledge – 100cp

Despite Old World stuff mostly disappearing and their knowledge dying out due to the end of the Old Era, you have retained the majority of the knowledge that an accomplished scientist, scholar, and citizen of that era would know. You also have a perfect memory with limitless capacity and instant recall, along with a genius intelligence, in order to allow you to properly make use of this knowledge.

Supreme Schemer – 200cp

You survived the extinction of your civilization for a reason. You're not just some lucky bastard that a lazy Herrscher decided to leave behind because they didn't want to bother eliminating you – you're a supremely lucky scheming bastard capable of devising schemes and plans that have a 100% rate of working that can interweave with each other into an endlessly complex webs that lasts for hundreds of thousands of years. In essence, if you manage to start it up, your plans can never be stopped if you think of something for every variable. Additionally, anything that you *don't* plan for will also go in your favor most of the time. Don't rely on this too much, however, because your luck will probably fail you eventually, and that one time is all that is needed for you to die.

Impossible Capabilities – 400cp

Dr. MEI was supremely intelligent, and KEVIN Kaslana was one of the finest and strongest warriors in the world. The fact of the matter is that the Old World produced many great people. People that are incomparable in quality to the people of the current era. It appears that you seem to have inherited the best of all of the people of your era, as you are as intelligent as

Dr. MEI, as good of a warrior as Kevin Kaslana, and have all of your capabilities at the peak of what the Old World could reach. Ah, but these are only raw attributes and talents, not skills, so you aren't a supremely skilled warrior like KEVIN, only talented enough to reach his level in a decade or so. You also aren't a supremely skilled scientist like Dr. MEI, you're just intelligent enough to become one if you put a decade or so of effort into it.

MANTIS – 600cp
You are a MANTIS (**M**assively **A**ugmented **N**eo-**T**ech **I**nfused **S**oldier), a human that was integrated with Honkai Beast DNA. You were integrated with an Emperor-Class Honkai Beast of either your own design, or were integrated with an Emperor-Class Honkai Beast that an existing MANTIS was already integrated with. You have the ability to enter Active Honkai Reaction, allowing you to take the form of the Honkai Beast your genes were integrated with. This is instinctive, with you having to concentrate to suppress this. This may have additional consequences as well, such as you having a freezing body temperature if you integrate with Parvati, or you gaining animalistic traits, or something else.

> **Capstone Boosted**: Instead of being integrated with the DNA of an Emperor-Class Honkai Beast, you were instead integrated with the DNA of a Pseudo-Herrscher Judgment-Class Honkai Beast of either your own design, or shown in canon (With Benares as an example). This, obviously, has greater consequences, significantly warping your mind due to the instincts of the Honkai Beast also carrying over due to the stronger nature of the Honkai Beast. However, you are capable of switching off any instincts it may give you in exchange for permanently changing the appearance of your human form. You can still take your Honkai Beast form and switch back to human form as normal, though. Take either **The Honkai Mind** or **Distorted Shape** drawbacks for no points.

Herrscher-Exclusive Perks:
Legendary Stigmata – Free
You have a Legendary Stigmata – an insignia that indicates that you have the potential to be a Herrscher. This increases your Honkai Energy Generation and Manipulation capabilities by another order of magnitude from your current level. Aside from this, the manipulations of the Honkai do not affect you normally, due to you using a Pseudo-Honkai Energy provided by your Benefactor instead of the actual Honkai Energy, unless you have taken a certain drawback.

Fanatical Loyalty – 100cp
All of your followers are fanatically loyal to you, and the Will of the Honkai. Why is that? Well, I don't know what it is that they see in you, but anyone who agrees to cooperate with you, or work under you, becomes fanatically loyal to you for the duration of the cooperation or subordination. They will act like the most stalwart of comrades who have known each other for years, even if they were mortal enemies only minutes ago. Additionally, any monsters, Honkai Beasts, etc. are innately attracted to you and are also extremely obedient towards you if they are weaker than you (even if that is by an extremely small margin).

Post-Jump, they're not loyal to the Will Of The Honkai anymore.

Herrscher Physiology – 200cp
A true, fully-mature Herrscher (as originally imagined by the Will of the Honkai) has incredibly high physical capabilities, being damn near godlike in physical capabilities. They are strong enough to lift and throw skyscrapers, move at hypersonic speeds, and cannot be harmed by conventional weaponry (as only attacks containing a significant amount of Honkai Energy are able to even touch them). It requires a Herrscher-Level amount of Honkai Energy to affect a Herrscher as if they were a normal person, and even then, their base durability is high enough to make them able to survive a thermonuclear missile barrage. And that's *if* they decide to not use any other defenses beyond their natural durability.

Herrscher Core – 300cp
You have a truly matured Herrscher Core, granting you the power of a full-fledged Herrscher (as originally imagined by the Will of the Honkai). Which Herrscher Core you have is decided by which Herrscher you decided to be. As an example for powerscaling, your Herrscher Core would be a few orders of magnitude (20~30 times) stronger than the canon version of the same Herrscher Core, and you have absolute mastery over your Herrscher Powers.

> **Capstone Boosted**: You have a fully matured Herrscher Core *and* several immature Herrscher Cores. This means that not only do you have the power of a fully-mature Herrscher, you also have several immature Herrscher Powers as well. You can choose 4 Extra Cores from Canon (or design 4 Custom Herrscher Cores) of about the same power level. These Herrscher Cores start out at about the same power level as canon, but can be refined to the same level as your main Herrscher Core in about a decade of dedicated training for each individual Core.

Items:

General Items:
Jumper Impact – 100cp
You have an entire video game series similar to Honkai Impact 3rd based on your adventures! Isn't that amazing?! Regardless of whether you like it or not, this video game will be created and released automatically in whatever world you go to (depending on if there is internet or not), and you will gain 90% of the money gained by publishing it (with 10% being taken as my cut of it). If you want to be rich without working for it... Well, then, you should aspire to have an interesting adventure.

Motorcycle – 200cp
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 in less than a day, and if you somehow manage to irreparably 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.

Endless Supply of Soulium – 400cp
You have an endless supply of Soulium. You can summon it in liquid form, as an ingot, or in any shape imaginable, but never as outright weapons or anything like that. You can also summon Soulium Tools, and Soulium Casts. Soulium is an extremely Honkai Energy-conductive material, which is capable of repairing itself, and is extremely good for data storage and computation. It is also extremely durable, and has a very high melting point.

Divine Key – 600cp
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. You may, within reason, design your own key, or choose an existing one, but if you do, keep in mind that 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.

Drifter Items:
Quantum Navigation Device – 100cp
This isn't so much of an actual navigation device as it is a mental minimap. What it is is a complete, self-updating database connected to a neural interface that has recorded the geography of every single dimension in the universe in extreme detail. This allows an experienced user to use it to navigate even normally impossible to navigate places, such as the Sea of Quanta, and Bubble Universes. It is accessible via simply thinking of the destination one wants to go to, and has a rudimentary A.I. consciousness to help you find your way around.

Reburn Ticket – 200cp
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.

Capable Equipment – 400cp
You have a set of equipment that is capable of upgrading itself to your level of power to enhance it a little further. For example, if you are able to take small arms fire head-on without even getting bruised, then the equipment would make you immune to larger-caliber bullets. Additionally, this set of equipment can be custom-made according to your specifications, and

can be important into anything, as long as it is man-portable (though once it is imported into something, it can only be imported into items of the same type).

Honkai Generator – 600cp
You have possibly one of the most valuable items in existence besides Soulium, Herrscher Cores & Gems, and Divine Keys: A portable, perpetual motion machine-type generator that generates an endless amount of pseudo-Honkai Energy, with you being able to decide the output, scaling it anywhere between the power output of a nuclear power plant and a star. The best part? There's no Will of the Pseudo-Honkai Energy, so you don't have to worry about Pseudo-Herrschers popping up, and neither do you have to worry about Honkai Beasts with this generator. So, even if you generate a star's worth of pseudo-Honkai Energy, you won't accidentally summon a horde of Judgment-Class Honkai Beasts to its location.

Captain Items:
Homu Paraphernalia – 100cp
An 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.

Recruit Logbook – 200cp
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...

Moon Ring – 400cp
How did you- you know what, never mind, there's enough shenanigans going on as is. Anyways, this is a prototype that won't be conceived until a few years in the future, based on the Selene; a band that can be worn either on the arm or wrist that converts excess Honkai energy into regular electric energy.
While it can serve as a glorified battery or alleviate a Honkai infection long enough for medical attention, its primary combat purpose is to enhance the wearer's capabilities via one of its four cores, which are charged by said conversion, then being able to be manually triggered before having to recharge again. Think of this White Heat as a "super mode" of sorts, though they can't be switched between in the midst of combat as the systems need a bit of time to readjust to the new configuration.

- The Basic ATK core simply empowers your basic strikes, letting you hit much harder and faster and possibly expand your moveset as well. It's simple but effective.

- The Ultimate core instead charges up high-power moves and techniques, sometimes adding additional effects (somehow) and otherwise letting those high-commitment moves hit well above their weight class.
- The QTE core is variable, based on your equipment; the better and more advanced it is, the bigger the boost it does. As for what it does, generally speaking it'll let you interfere with and enter fights better, though how it manifests tends to be different based on the loadout.
- The Evasion core rounds out the Moon Ring, and boosts your evasive and counterattack skills. Rather simple, I know...

But these boosts, even on their own, are *massive,* especially for a Valkyrie, can easily overwhelm even one of the Sky People, and if you aren't satisfied it also comes with slots for custom chips that give passive effects (a set of which is included) to give some variety to each core.

Your Moon Ring is further upgraded on top of that; it doesn't just allow a Honkai-afflicted person to fight as per normal, but can outright stop any further corruption and degradation while it's on. The anonymous genius who did it even made it so that you could even have all four cores active at once in White Heat alongside a vastly more efficient battery (bordering on downright infinite for all but the most prolonged of conflicts) eventually with some of your own tinkering, but you can't exactly be wily-nily with sharing; once someone wears a Moon Ring, it locks onto their genetics and does not allow anyone else to use it.

They seem to have accounted for this and have hooked you up with a once-in-a-lifetime deal of one new Moon Ring each month.

The Jumper Organization – 600cp
You have a world-saving organization of your very own, like Anti-Entropy, Schicksal, and World Serpent (well, that last one's ***very debatable.***) While it is definitely small, similar to Anti-Entropy, it has extremely talented members on the same level as Welt Yang (Joachim Nokiavirtanen), Lieserl Albert Einstein, and Frederica Nikola Tesla. However, this organization also has extreme potential. If you spend even a single decade trying to increase its range, it can grow to become an equal, or even superior (depending on your economic skills, luck, and leadership skill) to Schicksal.

Clone Items:
Anti-Honkai Infusion – 100cp
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 fully once per jump afterwards.

Signature Metal Bat – 200cp
A rather special metal baseball bat, able to withstand 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 the battle is over. A new one will appear in your warehouse once a day.

Soulium Clones – 400cp
If you're a clone, what's to say you can't have clones made of yourself? Sure, they're not flesh-and-blood copies of yourself, but autonomous humanoid soulium constructs that replicate your body, consciousness and powers perfectly should be pretty close, no? If you agree, then good, because if you pick this, then you get a huge army of clones (10,000). They respawn automatically in the next jump if killed somehow. Additionally, if your main body dies, your consciousness automatically goes to one of these clones, and converts said clone into an exact copy of your original body, down to the conceptual level. These clones can also convert themselves into an exact copy of any person they touch, down to the genetic and behavioral data.
Note: This doesn't affect their loyalty or synchronicity with you, only how they act while they are transformed. And if said person that the clones are imitating dies while the clone is imitating them, their consciousness will transfer over to the clone body instead.
Note #2: I don't know how, but the Soulium Clones can fool genetic tests, as they seem to have the exact genetic data you have, but do not even have truly flesh-and-blood bodies, as their bodies are composed of Soulium.

Dark Science Index – 600cp
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 come 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...
Note: This index exclusively contains stuff that hasn't been shown in canon. It is essentially a do-as-you-please kind of item that allows you to fanwank 666 inventions, with the restriction that most of them (at least 70%) have to be highly-specialized or circumstantial. Nothing that breaks JumpChain, though.

Scientist Items:
Honkai Cubes – 100cp
You have an infinite 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 wont 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.

Multifunctional Gauntlet – 200cp
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, at 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 – 400cp
A personalized mecha suit made to protect you. It has a rudimentary AI installed in it so it can follow your orders, but it's 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, being 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...

Core Of The Jumper – 600cp
You've gotten your hands on the core of a Herrscher... But you're not compatible with it. Instead, you may study it, and with a decade of study, you're guaranteed to figure out a way to create a perpetual motion machine. The first perpetual motion machine will incorporate the core in its use and will only create pseudo-Honkai Energy, but subsequent models can be improved to allow them to produce other energies, and not require the Core in their creation.

If you're particularly insane, you could implant it into someone else to see what Herrscher they'll become, but I make no guarantee that they'll remain sane; you're putting it in them, after all. If you use it up in that way then you'll get it back the following Jump.

Valkyrie Items:
Time-Fracture Device – 100cp
A small device that can be integrated into battlesuits or imported as another device. It has a unique ability that relies on consumption of a large amount of Honkai Energy to slow down time in the surroundings. Of course, it does not affect the user, because then its function would be pretty much useless for the amount of energy it consumes to use. Anyway, this Time-Fracture Device can also be modified to automatically activate when a certain condition is achieved, and can store 3 such activation condition modifications inside of itself at a time.

Honkai Armory – 200cp
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.

Fourth Generation Battlesuit – 400cp
The peak of modern battlesuit technology generated by Shicksal's scientists, this has all the amenities a Valkyrie could ask for... Except for 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 on top 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 battlesuit's 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.

PRI-ARM – 600cp
You have an extremely valuable weapon. Not only does it have insane stats, special abilities, and more, it also requires a high level of power to wield properly. However, those restrictions do not apply to you, and this weapon is able to supply its own energy requirements ex nihilo when it comes to you. You also learn how to use this weapon one hundred times faster when wielding it in live combat, but your training with this weapon is only ten times more effective outside of combat.

Fire Moth Items:
Stigmata Creation Set – 100cp
Pfft, to think MEI was able to predict that the art of making Stigmata would degrade over time – I really shouldn't have underestimated her. Regardless, she has wished for you who is inheriting Fire Moth's legacy to also have the ability to create and integrate new Stigmata to replace the ones that have decayed over time or have been lost. This set contains simple, step-by-step instructions on how to craft a Stigmata out of Soulium, and also have all of the tools necessary to integrate said Stigmata into others. In future jumps, these Stigmata can grant people access to Magic Systems or other Power Systems.

MANTIS Laboratory – 200cp
This is the original laboratory used by Dr. MEI and Mobius to initiate Project Soldier. It contains all of their research notes, and all of the tools necessary in order to create MANTISes, including thousands of different vials containing samples of synthesized Emperor-Class Honkai Beast DNA with various hypothetical statements on what each vial would grant to the one infused with them. These statements are oddly accurate, in a twisted way, as all MANTISes created in this lab always gain one variation of what is written in the vial analysis, no matter what.

Honkai Legacy – 400cp
The true, absolute legacy of the previous era is not all of this, however – it is Project EMBER, the upliftment of the present era to allow them to match the glory of the past era. Thus, when Dr. MEI came to me to offer a deal, this was the result. Instead of just granting you a tech-base of *only* the Past Era of Humanity in this world, I have decided to give you a much greater boon. This is a complete, self-updating archive of *all* technology to ever exist in the past, present, and future in this universe. It updates with each world you go to, and always contains step-by-step guides to building anything in the archive, no matter how difficult or seemingly impossible it is.

Elysian Realm – 600cp
The Elysian Realm. It is an extremely weird place, where you might encounter simulations of the most powerful people of the past era: The Flame-Chasers. The only real people in this world would be the ones entering it from the outside, and Klein, the ELF maintaining this place. While in this jump, you have to decide on a fixed entrance to this place. Post-Jump, this becomes a Warehouse Attachment. If you take this, you can directly learn from the best of the best of the past era. Or, simulations of them, at least. For an additional 600cp, you can also import the Flame-Chasers as Companions at the height of their power and prowess. Be warned, just because they're your companions doesn't prevent them from betraying you if you go against humanity.

Herrscher Items:
Small Pocket Dimension – 100cp
You have a pocket dimension (also known as imaginary space) in the form of an object of your design. This object can be anything, but it serves as the physical anchor of a pocket dimension where the concept of space and time does not exist. This essentially allows you access to a limitless storage space where you can store anything that is not currently alive, and it would be preserved perfectly forever, until it is taken out of the storage space.

Honkai Constructs – 200cp
Like the very constructs Sirin, the Herrscher Of The Void, uses to fight, these constructs are shapeshifting weapons made out of solidified Honkai Energy, which is why they can be manipulated by you extremely easily. You have six of these constructs, and can control them telekinetically, and you are also able to reinforce them to make them harder than even the strongest of materials, allowing them to cut through anything if sharpened enough. You are

able to import them as any man-portable weapon, regardless of the type, and can continue doing so in the future, and the constructs will retain all of the properties in every form.

Project Bunny – 400cp
A blue and silver robot that appears to be somewhat similar to a floating torso. It appears behind you in the air whenever you summon it or whenever you're in impending danger. It is capable of transforming into a motorcycle capable of ramming right through a Honkai Beast and ripping its head straight off. It is also capable of generating its own tracks. It also has fabricators and micro-perpetual reactors inside of it to fuel its functions. It is able to create temporary Honkai Energy Constructs, and can produce solid matter from said Honkai Energy when desired. Finally, Project Bunny is controlled by your thoughts via a neural interface.

Massive Electric Corporation – 600cp
ME is the strongest technology company in the world today. It generates an extremely high amount of income for you to rake in for yourself without having to do any work, as it basically manages itself automatically, as if you were personally micromanaging everything with every tidbit of skill you had, while also putting in the maximum amount of effort at every moment of the day into it. Additionally, if you take this together with the **Nagazora** Location and **Valkyrie** Origin, you get to be a part of the Raiden Family for free, in this world.

Companions:

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

"B-Rank Valkyries" – 100cp
This is the weaker, or less versatile, Valkyries, or the 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.
Carole – Not the most serious person, but very determined. If purchased, she was simply born earlier and attended St. Freya.
Seele – A 'Quanta' Valkyrie. Normally trapped in the Sea of Quanta, she's mostly a normal Valkyrie, but her split personality has control of her powers. It can be a real pain to deal with sometimes... 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.
Cocolia – The Matron of the Orphanage, she has immense skills as a leader, though minor combat abilities. Ex-Military.
The Vodka Sisters – "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" – 200cp

Listed here are stronger Valkyries, or the 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 representative 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 supergenius, at that.

Titania – 250cp

Once titled the 'Queen of the Valkyries', she was an S-Rank who was set to become the strongest Valkyrie in history. She was 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" – 300cp

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, in fact, people regularly forget she's S-Rank. Nonetheless, her maid service feels extremely genuine, as 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 – Schicksal's most powerful Valkyrie – she is seen as a legendary heroine. A terror to fight, she can be surprisingly airheaded, 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 Schicksal's operations.

Honkai Beast – 200cp/400cp/600cp
You have a Honkai Beast that is either shown in canon, or custom-designed by you, for a Companion. For 200cp, this Honkai Beast is little more than a small-fry, being mostly like a pet, except strong enough to tear through most ordinary zombies. For 400cp, this Honkai Beast is an Emperor-Class Honkai Beast. For 600cp, however, this Honkai beast is a Judgment-Class Honkai Beast, which is also a Pseudo-Herrscher like Benares, who is also called Bella by Sirin.

Drawbacks:

Wind Back The Clock – +0cp
Instead of appearing before the Third Eruption in Nagazora, you appear before the Third Honkai War in the Past Era Nagazora instead. What will you do in this era, where nothing is as it seems, and your memories of the future destined to come only seem to muddle things up and make everything more confusing?

The Sage's Life – +100cp
Instead of appearing before the Third Eruption in Nagazora, you appear before one of the last remaining MANTISes, Fu Hua, decides to become The Sage and the protector of Shenzhou and devotes her life to eliminating the Honkai. What will happen in this era, which you know nothing about? Will your ignorance truly be a blessing as the old saying goes? Or will it be the cause of your downfall, instead? However, the true problem with this is that you must survive until a decade after the Third Eruption that occurs in Nagazora, or you chain-fail.

Corruption – +100cp
It seems that the Honkai has detected that you are an anomaly to this universe, and has taken steps to correct this error. Your resistance to Honkai Energy is reduced by about 10%, and you will now be using normal Honkai Energy instead of Pseudo-Honkai Energy for your abilities, meaning that you will now be corrupted just like any other human if you overuse it too much.

Attention Of The Honkai – +200cp
Now, the Will of the Honkai pays attention to you. *Far* too much attention, at that. That's not a good thing, however, as it seems to be determined to make your life hell. Expect any place you settle down in to experience misfortune regularly, and expect any error you make to result in disastrous consequences – even if it normally would've resulted in minor consequences.

Distorted Shape – +200cp
You did not come as you were supposed to be, and this has affected you. Not only is your form distorted to be the opposite of what you should normally look like (with muscle-bound

masculine men looking like busty, beautiful girls [while still retaining their reproductive organs, of course], and vice versa) and have a few inhuman traits (such as a few inches of scales on your skin, fox ears, or something as equally visible, like a tail), you also have the body dysphoria related to it, and it has messed with your skills. You will definitely need time and physiotherapy to adjust to your new body, and if you want to beat even the weakest Honkai beast, you'll have to get all that first. Either that, or you have to be *really* adaptable.

The Honkai Mind – +300cp
Humans are awful vile creatures, destroying the world and ruining it, taking up space and upsetting the natural order of things. At least, that's what the voice in the back of your head keeps saying. You share your headspace with an Agent of the Honkai, 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.

Anomalous Timeline – +300cp
You are from a timeline that shouldn't exist – such as a survivor from a civilization that clearly had no survivors after its extinction, or something similar to that. In exchange for that quantum impossibility that allows you to exist, you have something else to compensate for. Basically, you go into a coma for 3 hours once every 14 days, and you're absolutely defenseless during this time period. Hope you have good comrades to back you up, or you're screwed.

The Eye Of The Storm – +400cp
No matter what you do, you will be dragged into the plot of the series *no matter what*, and regardless of what you try, the level of danger will scale up proportionally to your power level to ensure that it is always life-threatening to you, no matter what you are, and regardless of what you can do. This ensures that you will not be able to coast by, even if you're a near-omnipotent godlike entity capable of surviving the simultaneous destruction of all of the universes in the multiverse you reside in.

The Struggle Of Life – +400cp
You lose access to all out-of-context abilities, items, etc. Basically, everything from outside of this jump is barred to you for the duration of your stay here. Please, for the love of God, do *not* take this and **The Eye Of The Storm** together. **The Eye Of The Storm** will act as if you still possessed all of your abilities, and scale accordingly, while **The Struggle Of Life** will prevent you from accessing anything from other Jumps, so you'll have to deal with amazingly strong enemies. I don't think that would be conducive to living a long life, so I'm strongly recommending against it.

Thus Spoke Apocalypse – +600cp
Instead of bringing Kallen back to life, Otto Apocalypse has a completely different goal in mind – the eradication of the Honkai. He wants revenge on the Honkai for killing Kallen, no

matter the cost, and he has dedicated all resources to doing so. Your mission, should you choose to accept it, is to prevent the world from being destroyed in the crossfire, should Otto decide to give up all pretense of secrecy and blatantly act against the Honkai. As long as more than 30% of humanity survives until your Jump is over, you will not fail your chain.

Elysian Horror – +600cp
Fire Moth left a last-resort security measure in case they were annihilated by the Honkai. Unfortunately, it seems that the Honkai took note and usurped it from them. Now, there are weakened copies of the Fire Moth MANTISes hellbent on the destruction of the world running around. They all know that you are a primary target, and all of them, except for KEVIN, Fu Hua, and SU, want to kill you. KEVIN, Fu Hua, and SU are not present, as they haven't died yet, but they will join their ranks, should they die. Be wary, for even though they have been weakened, they were still called the Greatest of the Past Era for a reason.

Scenario:
For obvious reasons, you can't take more than one scenario, with the exception of Honkai Incarnate which requires Herald of the Honkai.

Threefold Ascension
Kiana Kaslana, Bronya Zaychik, and Raiden Mei. Three girls fated to become Herrschers. Their further fates are, as of yet, undetermined, however it is known that two of them do survive beyond what will happen over the next few years in a rather stable state. It's not everyday that someone goes to form a video game studio and be street-racing on top of that. And every last one of them takes away rather solid lessons on their own.

If you take this scenario, however, then if left alone all of them will lose themselves to the Will of the Honkai and go on a rampage, causing all of the Herrschers to emerge in a span of a few years. Your task, should you choose to accept it, is to make Kiana, Bronya, and Mei gain complete control over their inner Herrschers in less than five years.

If you succeed in this task, then you shall be able to bring the three girls along with you as Companions. If you fail, then you will somehow earn their resentment (even if you've not interacted with them even once for some reason), and they will try their utmost best to kill you while you remain in this world.

Second Eruption
The Second Eruption occurred when a little girl named Sirin became the 2nd Herrscher and rained meteors all over Siberia after killing all of the people in the Babylon Research Facility owned by Schicksal. You have two paths to choose from: Either you can help the girl destroy Schicksal, or you can fight against the girl instead.

Should you choose to help the girl, you will have to fight all of the Valkyries of Schicksal, though you will be allied with the Honkai, and will be exempt from being attacked by any permutation of the Honkai. Should you choose to go against the girl, the Honkai will attack you like it would any other, but Schicksal would gladly ally with you.

If you wish to help the girl and succeed in your goal, you shall gain Sirin as a Companion. Should you choose to go against the girl and succeed in your goal, you shall gain the ability to grant sentience to non-sapient monsters, and can uplift monsters and humans, being able to turn them into Pseudo-Herrschers.

Herald Of The Honkai (Requires Herrscher Core [Capstone Boosted])
Like a certain girl turned godlike entity, you have inherited the mantle of the Herrscher Of The End. This means you have access to phenomenal cosmic power... Eventually.

The thing is, awakening the powers of The End you have requires a tremendous amount of Honkai Energy, and you require one of two things to do so: Cooperation from The Will Of The Honkai, or The Cores Of All Existing Herrschers. However, if you choose to take this Scenario, then you are barred from using the former method, meaning that you have to integrate with the Cores of all of the Herrschers in this Jump.

If you manage to complete this scenario, you gain the full power of the Herrscher Of The End as she's portrayed in Guns Girl Z. Basically, you gain the powers of God Kiana. The only limitation to this is that despite having tremendous reserves of Honkai Energy, even the Herrscher Of The End has limited reserves of Honkai Energy, and can run out like any other Herrscher.

Honkai Incarnate (Requires Herald Of The Honkai)
A Herrscher? No, you're not something that lowly – you're the very Will of the Honkai itself! Or... you *will* be, is a more correct statement. You see, the current Will of the Honkai doesn't feel like giving up its position, and will try its very best to eliminate you. Your goal is to slay the Five Strongest Judgment-Class Honkai Beasts that will actively seek you out after you reach the same level of power as a Herrscher.

These five Beasts are named Chronos, Hyperion, Gaea, Ouranos, and Prometheus. All of them are able to ruin countries singlehandedly, and take teams of S-Rank Valkyries to slay. However, you will have to slay them singlehandedly to collect your rightful reward. Chronos is able to manipulate the space-time continuum to the same level as the Herrscher Of The Void.

Hyperion is able to control electromagnetism and molecular acceleration to the same level as the Herrscher Of Thunder and the Herrscher Of Flame. Gaea is able to control gravitational waves and is able to create and control black holes to the same level as the Herrscher Of Rocks and the Herrscher Of Stars.

Ouranos is able to control ideal gas laws and molecular deceleration to the same level as the Herrscher Of Wind and the Herrscher Of Ice. Finally, Prometheus is able to instantly understand anything they wish, and is able to recreate things they understand at the same level as the Herrscher Of Reason.

If you manage to slay all of them, or convince all of them to ally with you instead of the previous Will Of The Honkai, you will be able to ascend to become the New Will of the Honkai. This status essentially bestows you with two benefits: Absolute control over all

permutations of the Honkai, and a limitless amount of Honkai Energy (with an infinite output) that you can control to a boundless extent and can convert into any other energy you ever encounter in person. Of course, you won't be subject to The Imaginary Tree – if you manage to complete this Scenario early on in the jump, somehow.

***Notes**:*

Adopted from Crystal the Memelord with their permission.

1. Permanently allying with the Will of the Honkai results in immediate chain-fail. You can still form temporary deals and trick it in various ways, but you may not align with it completely.
    a. If you choose to become a Herrscher using Herrscher Gene Infusion, the Herrscher Origin, or the scenario Herald Of The Honkai, you are given a bit more leeway, as you can make long-term deals with the Honkai, but not any that would carry onto future worlds. In case you make those deals sincerely, your days of Jumping are over.
        i. Tricks and deals you make that are intentionally made to screw over the Honkai are fine as well, even if they carry over to future worlds (although, I recommend not doing that, unless you want Honkai Eruptions to occur in future worlds as well).
2. The factions you can join for the Valkyrie and Captain Origins are Schicksal, Anti-Entropy, and World Serpent. You can also choose to be independent as a Valkyrie.
3. The redditors who helped me make this Jump are: u/FrequentNectarine, u/sistercomplexkingpin, u/ExaltedSpace, u/Tsul4444, u/Blacksword709, u/ultralugia, u/Leriel31, u/TheCycleBeginsAnew, and u/realoftheworld.
4. The one who helped me the most in making this jump is u/Hanwen1234 and u/Cogi276. Cogi is the original jumpmaker (and the original jump is the source of many of the perks and items in this jump) and gave the actual permission for me to make it. Hanwen helped me edit this jump and gave me ideas for a lot of the stuff. (Note from Hanwen/Ammy: Some of those ideas came from a doc of mine I never published.)
5. Second Note from Hanwen/Ammy: Before you question the powerscaling, please remember that the Herrscher of the End is canon. And as for the occasional switch in prose, well, split personalities are a thing here. Just justify it as that.
    a. King Of Drakons' addition to this note: Or justify it as the oddness of Jump-Chan.
6. As for a few explanations people have asked for:
    a. For Blood of Gods, it's a raw power boost which basically ups your base stats by a few orders of magnitude.
    b. For Impossible Capabilities, it just increases your raw stats, and Dr. JUMPER gives you the same level of skill as Dr. MEI from the get-go, which is why it has a higher price.

c. For Cloned Abilities, you gain roughly 60% of their total power and skill – but you can't copy entities that would break JumpChain. Nor can you copy omnipotent or near-omnipotent godlike beings. Additionally, the 'iconic traits' refer to some of their stronger personality traits and general appearance. For example, if you copy Fu Hua, you would gain her general appearance, but not her *exact* appearance. Basically, you would have her hair-color, skin-color, eye-color, and general body figure if you copied her – and would look a lot like her – but would be easily differentiated from her if you did not intend to look similar to her. Additionally, you would also become calm and composed like Fu Hua, but would not gain her memories or other personality traits.
d. Herrscher Gene Infusion is high-priced, because it is the only way to become a True Herrscher besides the Herrscher Origin (I guess it wasn't clear, but the Herrscher Perks can only be accessed by the Herrscher Origin).
e. I couldn't find good ideas for Herrscher Items, so I decided to take things iconic for the Herrschers I knew something about and added them in. My bad, I guess. The Anti-Honkai Infusion was an error I made carelessly.
f. MANTIS is based on a Honkai Beast specifically, not a specific Herrscher or anything like that, so I decided to separate it from Herrscher Gene Infusion. I just wanted power boosts for many origins to try and make it fair, but the powers in Honkai Impact are kind of hard to equalize, so it ended up all wonky.
g. I actually forgot about Roza and Lili until the last update (I'm a heretic, I guess).