

Honkai: Star Rail: Amphoreus
by PerfectlyNormalShard

In the legend's Beginning, the world was pure chaos. Then the gods cast down the Core flames, and the Titans were born within. Three Titans carved the heavens and earth. Three wove the threads of fate. Three molded life with their hands, and three guided calamity's gate. The Titans 'Blaze enlightened civilizations, and people of all realms thrived endlessly. But the Golden Age was fleeting, and from beyond the sky came the heretical black tide…its gloom was darker than death itself, driving the Titans to madness, and the mortals to mutual war. Strife broke out across the land, and the stain of blood consumed the light of dawn. As the gods waged war, the sun itself grew quiet in awe. A millennium of divine conflict…left only a shattered world and an Age of Darkness. The Coreflames flickered and dimmed, and the Age of the gods met its end. Golden Blood fell to the ground, as a distant prophecy resounded… "Flow, golden blood. Flow. Converge into a boiling river that flows to the heroic heirs of this world – Until the journey's end, when the Titans of old have fallen. And the nameless new king ascends to the throne, alongside countless heroes, to embark on the grand Mission of deliverance." Take **1000 Choice Points** to fund your adventures.

Starting Location

Long before the Black Tide, there existed many nations, city-state and villages, from Kremnos to Aedes Elysia, now only Okhema stand as the last bastion, protected by the Dawn device and a 1000 year long lie, feel free to wake up near its gate, at its core, or some far ruin, but beware such apparitions will have consequences, from Aglea suspicion to the monsters of the tide…

Age and Gender

You may roll your age using 18 **+ 1d8, or go beyond and reach centuries; either way, such age is irrelevant and provides no benefit**.
By default, your gender is whatever you were previously. Feel free to change it.

Races

Choose what mask to wear, what scale to enter.

Antikytheran(+200 CP)
The mechanical servant of the divine machine, the last Emperor scepter, a race of intellitron known for strong calculational prowess and near-perfect memories, yet holds a body frailer than the heirs, that cannot heal.

Chrysos heir(free)
The Perhaps Heir of the world, those that burn to give the people hopes and witness the coming dawn, all chrysos heirs are candidate to divinity and must pass their titan's trial, and as such carry trait that are linked to their chosen titan, their lineage is proven by the Golden blood of Destruction running through their vein, their bodies beyond the means of mortal achievement, and possess powers unseen, in but the strongest path strider.

Titan [400 CP]
The creators of Amphoreus, carving memoria and souls to create all that the mortal see, each one carry one of the twelve factors of Destruction and wield them as gods wont to do, their capacities far outstrip multiple heirs combined, their bodies far more suited to their domain, and their chassis much more durable and able to heal far quicker, their ability and authority will ever outstrip the meager mastery of a demi-god's Core flame.

Lord Ravager [800 CP]
If the Titans were akin to the gods of Amphoreus, a lord Ravager would be considered a primordial, they are calamities of the cosmos, emanator of Destructions, even at their weakest, they start capable of bringing Destruction to entire continent the size of Amphorus, to be capable of annihilating solar systems with ease, each Lord Ravager is assigned a path to counter, you however is aligned against destruction itself, the Supposed ultimate ravage, as such, you have stolen a paradox, a core of imaginary energy aligned to Destruction, That Destroy itself to fuel more of itself, as such it will never run out. Its output of power could equal the sun, and it is no longer beholden to Nanook (The destruction or its ideals). Your physical and path capacities equal all titans combined at minimum. They will grow to be millions of times more.

Origins

All origins may be taken as a Drop-in.

Outlander
Perhaps you are one of the countless Path striders that roam the cosmos, or an oracle that glimpsed beyond the sky; either way, perhaps you are what the world needed to break the cycles.

Deliverer [100 CP]
There are legends of the deliverer, the nameless king and savior of Amphoreus, perhaps it is myth, perhaps it is truth, or perhaps stranger still, either way your fate is not bound to a single titan, you are supposed to one day carry all twelve Coreflames, and emerge as the new world bearer that will recreate the it a new from your memories, as such, you vastly outstrip the average heir, your physical prowess as an heir could equal a demigod centuries old, or equal a heirs in their chosen domain, such as equaling strife in combat, to say nothing else as a titan or lord ravager.

New god
Heirs come from all walks of life, with blessings and curses that tie them to their gods. Most heirs fail, becoming dust once again, yet some are more keenly bonded, with greater power that matches the titan they wish to face. You have a stake in this and will collect your core flame no matter what.

Core of the Black tide [100CP]
The madness from beyond the sky was called mindless, a tide that turned men into monsters and bring misfortune to the world, that couldn't be further from the truth, as the data found withing the tide converge, the anti-equation falter, and a core emerge, capable of directing the tide, and untouched by its malice, perhaps you renounced your origins, or wish to birth the doom of Erudition, either way, you are what make heroes tremble... this also grant you resistance if not outright immunity to most corrupting effect requiring Divine level death curse to find even temporary purchase, meanwhile your blows drain the vitality of any being capable of dying.

Perks

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

General [Undiscounted]

beauty [Free]
Much like the Gold-weaver, you have an affinity with Romance, more than simple beauty. You possess the grace and elegance of form and action that captivate the mortals and even your fellow demigods. In another world, nations would wage wars to earn your even your favor.

Combat skills [100 CP]
Here, Amphoreus is a dangerous Land, and even the least citizen knows how to wield a sword or is physically fit to fight. There are no fat humans in Amphoreus, and neither will you.

Blessings of Khaos [200 CP]
If all demigods bear flaws, how can one inherit a flawless world? Now, unless superseded by a drawback, you can no longer be affected by life infirmities, be it genetic or otherwise, such as illness or poison, and curses find little purchase, and no ground for permanent effects.

Outlander

Path of The Trailblaze [100 CP]
It has been so long since the Path of the trailblaze was truly used, however this does not mean all its powers vanished, as a traveler yourself, no matter the place you find yourself, nor how strange or powerful the laws that govern it are, your powers will always find purview in it, so long as they are not actively removed or usurped of course.

Blessing of Akivili [200 CP]
While it is true that the Aeon of trailblaze is dead, its path is still open, as such it is easy for you to steal a little blessing, this make so any planet you land on, no matter how lethal its surface is, you can live on it, so long as sentient life is found on its surface, you will adapt to be able to live and mingle with the locals, its not granting you new power, but lessening the environmental effect, a stronger gravity don't confer greater strength, but rather gravity itself has less purchase on you, you can also communicate with the local as if you were speaking and writing in their native tongue, perfect for a trailblazer.

Great Prophecy [400 CP]
As the mortals lost hope, the prophecy resounded, however, while all may have been a hoax, that does not mean the false cannot be true, every 100 years, at any point in time, you utter a prophecy against a race or group of enemies, and unlike the original, this one does seem to have power, as fate itself bend, both to make individual with the qualification to take such challenge, or birth them in future generation, this optionally allow the select candidate to possess golden blood, your enemies meanwhile, have their absolute powers shaken, what would be normally immortality become merely strong regeneration, invincibility become a strong defense, and absolute powers possess now cracks that the prophecy revealed, make no mistake, the overall power of your foes stay the same, and it does not guarantee that your Chrysos heir survive or that their powers are far beyond them, it merely give them a sliver of a fighting chance, instead, your prophesized heroes are at the peak of their race and sometime beyond it, while they also sometime inherited small amount of power similar to the enemies they feel connected to and wish to destroy .

Endless Flame-Chase [600 CP]
This truly was one of the most romantic story, where love and hope overturn the fate of the world, much like Cyrene, you possess a fragment of The Remembrance's powers, with a sacrifice of power, it is possible for you to create a time loop, not a true one mind you, but rather this reset time to specific point in the past, bringing the past to future, except for you of course, the greater the power sacrificed, the greater the area affected and/or the farther ones come back. Sacrificing an Emanator level of power could recreate the Endless Flame journey, but the regeneration of that power will always be one day after the end of the loop, so a day loop will require 2 days for the power to return.

Deliverer

Memory of the Worldbearer [100 CP]
To be the deliverer is to be the chosen of Khephale, which means to bear the world and its memories/memoria. As such, the first thing given is a perfect memory, both passive and active, able to memorize the surroundings instantly and forever. These memories cannot be erased or altered; this is done at the subconscious level, and this storage is infinite. This also allows you to learn at an accelerated rate.

Solar crown [200 CP]
To be The Deliverer is to be crowned as the new sun destined to rise; as such, it is best if that statement is taken a bit more literally. First, this allows you to expel coronas of light, like the dawn device itself; the more powerful you are, the more intense or far-reaching it becomes. Second, is the ability to manipulate that light like holograms, creating shields or hard light constructs, or beams of light, optionally giving you a form similar to Khaslana, giving you a solar-looking halo, wings, and golden hair and eyes.

Hark! There' s Revelry Atop the Divine Mountain [400 CP]
Even the perfect hero has a breaking point, so do you, you have been planted with a seed of destruction, not a stellaron mind you but a seed of desire, a desire for destruction, this flame carry absolute and boundless wrath at existence, fitting for its path, however, as you get angrier, you can call upon that flame, turning into an inferno that burn hotter and hotter, this of couse help you get stronger, take more punishment and your move faster, endure a lot of stress, trauma, and despair, but also tire you hard after usage. You can forgo restraint and literally ignite in anger, sharpening all your power as a towering being of flame. The more power and anger, the bigger you are; you pass out immediately after use.

Prime Mover of Life [600 CP]
To imagine a thousand years of calculation, extrapolation, and experimentation, a machine the size of a planet, and to find that the answer is Destruction, this truly was worthy of Nanook's gaze. And if all become Destruction, why should the deliverer capable of holding one fragment of destruction, now you have the ability to house anything withing yourself as long as you do not die immediately from it, or due to its contact, and if that thing is part of a set, you can equally house all parts of that set into a singular fused item/power, such as the twelve core flames. Any copy you collect will be entrusted to your core of Destruction, fueling a sun of power, you can ignite it to fuel your abilities past their expected limit, but the more you draw on that sun, the weaker it become, the more copy, the stronger the boost, but burning it all at once will make it burn as fast as one copy, meaning you can burn it slow so that your power are boosted twice for centuries, or receive a thousandfold boost for a day. And unlike Phainon, you can hold this power and sun infinitely, no problem; you won't crack under the weight of a sun powered by 400 million Coreflames. Lastly, anything you kill will be permanently destroyed, used as fuel for your sun, so even lives can empower you, too.

New god

Blessing of the Titans [100 CP]
All future demi-gods and Chrysos heirs possess a blessing that is in line with their Titans' factor. Trickery is adept at stealing. Strife is adept at fighting. You, too, can now own your own blessing, so long as it relates to a Titan and is reasonable.

Alchemy of Reason [200 CP]
The Heretical research of the foolish Anaxagoras, with the knowledge to refute divinity, you too has been blessed with the alchemical power and knowledge of the demi-god of reason, allowing you the ability to turn matter and soul into Memoria for you to shape as you see fit, the amount you can affect and convert depend on your own power, and this ability comes with equivalent exchange, a soul for a soul, mass for mass, ect..

Era Nova [400 CP]
For mortals, even as Chrysos, heir to fight against their own creators, requires an edge, as such you simply perform better when fighting against being with divinity or are simply better or superior to you in every way, not only that, when you succeed and surpass them or kill them, you instantly pillage them of their essence, powers, ability, factor/domain, or item in their possession.

Authority [600 CP]
The twelve factors act very similar to Authorities wielded by gods of foreign universe, exerting their purview upon a world, and so do you, choose one of the Factors, you now have a 100% affinity and mastery with it, Chrysos heirs, instantly becoming demi-gods, not only that, any future ability or item stolen from beings with divinity will not experience a decrease when wielded by you, you may also share your abilities much like Oronyx with his blessing wielded by his priests, you too can now bless those with faith in you, and you can sense their general history and being, you also are not hurt anymore by your own ability when it comes to damage or due to not being fully divine, in future world, you may choose another Factor or domain for you to gain instant mastery once you steal it from the divine.

Core of the Black Tide

Coming of Calamity [100 CP]
The gate of calamity have two states, open and shut, and so do you, when shut, it is easier to overlook you, as if part of a trusted senate so long your more of an expected accessory that a potential schemer, when open, you carry an aura of terror, as if calamity itself was coming, either as its messenger or its harbinger.

Flame Reaver [200 CP]
The flame reaver is a fearsome opponent, not because of its powers; it's barely hanging on at this point. No, it's its relentless drive and strategies. You, too, are now gifted with the ability to form plans to counter a being by playing on their weaknesses, as if you were familiar with your prey…

Gift of Madness [400 CP]
Withing the black tide, is the master piece of coding and extrapolation of Emperor Rubert II, he whose equations prove that all organic life deserves to be destroyed, as the new owner of this equation, you are of course immune to its effects and any similar effect, you can send this initially into any machine and it will turned mad and desire destruction(especially organic life) and infect other beings, even those not machines, but will ignore other infected, this infection is dependent on the total computational power so too intelligent or powerful being could resist it immediately.

IronTomb [600 CP]
To have stolen the birthright of the Lord Ravager of Erudition so thoroughly, while you do not possess Irontomb fire power, you have inherited its unique ability, that of the black Tide, a physical and virtual sea of darkness, one that curses and destroys any being it is in contact with and repurposes into monsters not too dissimilar to the anti-matter Legion. Not only that it is adaptive as any being that is killed by it will have its data added to the tide, making it invade and corrupt faster, you also are its sole master, at least your version is, and while it may grow infinitely, its monsters' over all powers and abilities, its coordination, its corruptive strength and what not, are influenced by your power level.

Items

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.
All origins get their 100cp perks for free, and all other purchases for that origin are discounted by 50%.

General [Undiscounted]

Basic equipment [Free]
Clothes and equipment, reminiscent of the style of Amphoreus, be it a white toga, golden bracelet, or even laurels, wearing such clothes makes you seem like an important denizen of that place. This comes with a satchel of coins for the journey ahead.

δ-me13[800 CP] (Discounted Lord Ravager or Prime Mover of life, free with both)
Here is the Last recognized Scepter of Emperor Rubert II, this planetary sized machined serve as a calculation machine and one of The Erudition's Neuron, able to manipulate Time and Space to create a field of isolated space, this particular one contain Amphoreus and all its data as Memoria, perhaps as the new owner, you could give them back a semblance of normal life, sadly due to a lack of gaze of Nanook, it is impossible to bring Amphoreus or its people to real space, unless you build them a body yourself, and power their abilities yourself.

Outlander

Plume of remembrance [100 CP]
This feather pen of a pink color is called a plume of remembrance. When one writes about the past, up to 10 thousand years ago, the plume will write the correct history in an unbiased manner as witnessed by time, unless overpowered by effects such as reality warping or mass manipulation as it draws from everyone's memory.

Space anchor [200 CP]
A tool wielded by the genius society, this work anchors their existence in a specific time-space and allows travel in chaotic spaces where these are malleable or unclear.

Tarot cards of Amphoreus [400 CP]
This quaint version of a tarot card is based on the current demi-gods; each card one picks influences their fate, for good or for ill. Inheriting traits and blessings aligned with the heirs, which vary upon the individuals. Picking strife's card could give an enhanced body or favor during war.

Vortex of genesis [600 CP]
The starting point of the world, this place is cut off from the world by divine, fierce waves. Inside this sealed chamber is the spirit basin, offering sacrifices to it, and you may be blessed with treasured items or blessings. You can also design an item like Coreflame; those who sacrifice that type of item may usurp the power sealed within. You may Before you travel to another world, leave a replica of it for future heirs-usurpers.

Deliverer

Armor of the deliverer [100 CP]
An armor fit for a deliverer, created in the likeness of Phainon's armor, this one is tailored to suit your aesthetic more and is enchanted to regenerate over time.

Dawn Device [200 CP]
This is a replica of the Dawn Device, perched on top of a statue bearing the Worldbearer likeness. Unlike the original, this one can create a zone of eternal day forever and will not extinguish itself. The size of Okhema, at least, this light deters the weak and mindless monsters.

Dawnmaker [400 CP]
This blade, forged by the greatest of blacksmiths in Amphoreus, heated by Kephales' fire and cooled in his blood, is crafted in the Flame Reaver's own, indestructible by nature. This blade becomes larger and stronger the more power you pour into it, telekinetically moving once it reaches a size and weight beyond what you can lift.

Temple of janus[600 CP]
This temple, carved in the ancient manner of the sanctum of prophecy, houses the infinite gate. Anyone who enters this gate will have their essence scattered into a thousand fragments of equal power, all over the future and present, their destination chosen before entering. Should all fragments perish, the original self will return 1 second after their sacrifice, or anywhere and when a fragment had perished.

New god

Bath of heroes [100 CP]
This is similar to the baths blessed by the Titan of the sea, bringing comfort and relaxation, even a slight improvement to healing. It comes with a spirit that enjoys telling myths and stories about the world.

Seed of grove of epiphanies [200 CP]
This is a seed of the grove of epiphanies. Once planted, it will grow a new grove, containing many books and tools, as well as locations about the research of its first incarnation, as well as a dome that discourages intruders.

CoreFlame [400 CP]
Should you wish to avoid bloodshed, you may buy a Coreflame for yourself, every bit as powerful as the original, and unlike others, this one has 100% compatibility with you and anyone you wish.

Temple of Law [600 CP]
Temple to the Titan of law, this place, serve as a divine court of law that judge the guilt of an accused; each party must place an item they consider more important than the world upon the gigantic scale, the one who placed the heavier burden win and the loser must carry a magically enforced sentenced that is considered reasonable until they pay their debt.

Core of The Black Tide

Nameless Mask [100 CP]
This mask, shaped in the Fame Reaver's likeness, allows you to cloak yourself in his appearance and hide your true form and intentions.

Theophany Altar [200 CP]
This singular altar allows you to connect to any being possessing divinity and leave them a message for them to respond. They cannot detect you or your location, nor intervene or bless you through it; however, the memetic effect cannot pass, and they are compelled to answer a question truthfully once every century. You have the blueprints to build more.

Cyrene's ceremonial blade [400 CP]
This scythe, shaped like a crescent moon, is blessed with an incredible power, that of extracting the inner power and items that dwell within a being you defeated. It allows for the painless extraction of innate elements, such as Stellarons, Coreflame, quirks, and unique abilities not tied to any general category or source. You can also use it to transfer a portion of your powers, memories, and will, should you choose, by scooping yourself with it.

Star of Destruction [600 CP]
This dark and red lozenge similar to the one wielded by Phainon in his ultimate has but one function, turn thing into data and store it, you can also convert it into pure power for you to use or as a library, only living beings of relative power can resist this, it take the data of Amphoreus minus the living to destroy an entire planet, which can then be absorbed to know everything about the planet and its inhabitants. Living inside that eternal and infinite data storage, which is indestructible and can be called by your will only.

Companions

Companion Import [200]
Import a single companion into any origin for 200 CP each? Each one has 600 CP to use, up to four companions.

Canon Companion [100]
So, you want to take any other existing character from this world. Well then, this option is for you.

Titanic companion [400] (discounted for those with Authority perk)
Much of the divinity that dwelt within faded, having being bestowed upon you, living a bestial body with immense physical strength and a remnant of power, this shell of a Titan accompanies you in your adventure beyond this land, and even should you not import it, it can be called with a flex of your authority, be it the dragon of death, or the machine of twilight, it is absolutely loyal to you alone, but animalistic in intellect, similar to a smart wolf.

Scenarios

[The Eternal Recurrence]
Normally, simply appearing will not truly affect the birth of Irontomb, no longer. Upon your arrival, one year before your departure, the Lord Ravager will awaken, and you must stop him from hatching from Amphoreus and destroy it. He will fight you with the full might of his powers, as well as recreate his monsters from the black tide, including Demi-gods and Titans, as well as a replica of another Lord Ravager. Nanook the Destruction Themselves will be present as witness. Impress them by destroying all your enemies and leaving a wound bigger than the one gifted by Phainon, and you will succeed.
Reward
Achieving such a feat grants you 1000CP and the possibility to take another origin, refunding you the excess CP saved by their discount if you brought their perks. Additionally, you may take any companion that survived with you, and your legend will be whispered in a reimagined way to fit your new world.

Drawbacks

Plot is King [+0 CP]
You may leave any time after the main plot is complete, unless any drawbacks or scenarios are still in effect and incomplete; alternatively, you may continue until the end of the main continuity.

Extended Stay [+100 CP]
For each purchase of this, your time here is extended by 10 years. You can buy multiple times, though only the first 13 gives you CP.

Unfortunate Luck [+200]
Luck does NOT smile on you; expect daily inconvenience to be the norm.

Dense as a Brick [+200]
Every time the matter of the heart is mentioned, it's like you become allergic to knowledge, and many infatuated maidens will resent you for it.

Mem! Mem! [+400]
What is strange matter, that total strangers understand each other, as such, AHA, the Elation has condemned you to speak only in Mem, Mem! Mem, mem, mem, mem!

Curses and a blessing [+400]
It is observed that all the Heirs, save the deliverer, have a flaw, be it Aglea's blindness, Mydeimos' Flawed immortality, or Castorice's inability to deactivate her power; now you, too, possess such a flaw, which will be resolved at the end of your jump.

Titanic ire [+400]
This can be taken multiple times, each time marking you as the nemesis of a titan, a sworn enemy he will not hold back against. If the titan you chose was dead, they will instantly come back to life, for the sole goal of your destruction.

Lady of Romance [+400]
Upon entering, Amphoreus, Lady Aglea, the demi-god of Romance, will be alerted of your presence, as well as of your nature. You will be brought to her and bound in her threads. Answer three questions with honesty, or be sentenced to the embrace of Castorice the executioner.

Problems and Problems [+600]
How did you earn Fate's enmity?! How many complications and obstacles can one realistically face? Forget respite; everything that can, will oppose you, as if fate wishes to see your desires undone.

From the bottom [+600]
Regardless of what you brought, all the perks in this jump will be scaled down or locked away, and you need to master them again if you ever want to use them once again. And even if you have unlocked them, practice is what you need. Expect the scale to be one tier down (normal/heir/demi-god/Titan/lord ravager)

Fated [+600]
Entering Amphoreus as an outsider has many benefits, one of which is that the prophecy did not predict you, and that fate did not expect your involvement, taking this however force the scepter to add you to its calculation, predicting your death, it will take an insane amount of effort and ingenuity to avoid its fate, as simply trying to evade or spurn it will inevitably bring it closer to fruition.

Lockdown [+600]
You have no **out-of-context** items, powers, or warehouse.

Decisions
You have three choices …

Go to next Jump
Continue onto the next jump.

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, Well, then this is for you. Grab this ticket back to your starting point and go see old friends.

Change Log
v1.0
Initial Template Creation

Notes
-About the twelve Titans:
Three Titans of Fate:
1 - Month of Gate
Name Janus
Title: Gate of Infinity
Factor: Passage

2 - Month of Balance
Name: Talanton
Title: Scale of Justice
Factor: Law

3 - Month of Evernight
Name: Oronyx
Title: Veil of Evernight
Factor: Time

Three Titans of Foundation:

4 - Month of Cultivation

Name: Georios
Title: Pillar of Stone
Factor: Earth

5 - Month of Joy
Name: Phagousa
Title: Chalice of Plenty
Factor: Ocean

6 - Month of Everday
Name: Aquila
Title: Eye of Twilight
Factor: Sky

Three Titans of Creation:

7 - Month of Freedom
Name: Kephale
Title: Throne of Worlds
Factor: Worldbearing

8 - Month of Reaping
Name: Cerces
Title: Bough of Rift
Factor: Reason

9 - Month of Weaving
Name: Mnestia
Title: Chrysalis of Gold
Factor: Romance

Three Titans of Calamity:

10 - Month of Strife
Name: Nikador
Title: Lance of Fury
Factor: Strife

11 - Month of Mourning
Name: Thanatos
Title: Hand of Shadow
Factor: Death

12 - Month of Fortune
Name: Zagreus
Title: Coin of Whimsy
Factor: Trickery


-About Scale:
While Chrysos heirs generally have the stats and ability found in other Path striders, due to being based on them, Chrysos' heirs have access to a domain which is the Factor of their Coreflame.
Chrysos, heirs, Titans, and Lord Ravagers can call on their authority, or the general (destructive)power of their path/coreflame. But each scale differs due to its LifeScale.

Demigods can influence a large city, as big as Okhema, which is as big or bigger than Athens. With training and time, this could reach multiple neighboring city-states

Titans can influence an entire country, think the entirety of ancient Greece, and in time, a continent like Asia, but can naturally destroy a city as beings aligned with destruction.

The authority of a ravager can, from the start, affect an entire continent; however, as being aligned with destruction, they can use their unique power to instantly envelop the surface of a planet or destroy it. A master Lord Ravager can easily destroy a solar system or use their authority across it.

A deliverer has a power multiplier of 12 for all concerned.

During your stay, all aeons cannot influence you or the world, for good or ill, meaning Nanook will not intervene, but neither will you catch an aeon's gaze and become their Emanator.

-About the demiurge: yes, you can choose her authority (factor: genesis) using the authority perk, but you can't get it using the coreflame item.

13 - Month of ????
Name: Cyrene/Demiurge/Ripple of Past Reveries/Elysia
Title: Demiurge/13th titan/ Heart of Irontomb
Factor: Love

Having the authority or core flame of earth does allow for the powers of Dan Heng, such as Cloudhym magic, and March/Evernight/Cyrene (original) powers with time. This works for all other heirs, besides the trailblazer.