
GENSHIN
IMPACT

Welcome to the world of Teyvat, traveller. This is a lush green world filled with magic, humans, gods, and monsters. Seven Archons, gods who rule over the seven elements, have divided the world between themselves, each ruling a nation in their own way. Centuries ago a pair of world travelers appeared in this world. Seeing the war that was consuming it at the time, they tried to leave however they were stopped by a mysterious goddess who trapped one of the pair and sealed the powers of the other. Five hundred years passed, and the world reached a tentative calm. It is to this world that one of the siblings awakens and begins to search for their other. Which sibling is that? Well, that is up to you to decide.
They will travel around the world searching high and low while mixing with the plots of nations and gods. This is around the time you will appear in this world too, not too long before the Traveler would unite with Paimon and travel to the city of Mondstadt. The Abyss Order works to bring down this city soon, with the corrupted dragon Dvalin, even as the Fatui of Snezhnaya cause their own trouble in the city.
Go out and explore this world, for there is much to see. Have **1000CP** to spend on the document below. You will be spending ten years in this world.

Origins:

Choose your age and gender for free.

Traveler - Much like the namesake of this option for which you have picked, you are a traveler of worlds. You will have entered this world quite literally at the start of the jump, managing to avoid the attention of any mysterious goddesses that might be on the lookout. This world is entirely new to you, so you lack both knowledge and history of this world bar what you knew prior to entering.

Civilian - You are one of the many ordinary citizens of Teyvat. Whether it be a wealthy merchant or down-on-their luck fisherman, you are merely one of the crowd that lives their lives as best as they can. As a native of Teyvat, unlike with the previous origin, you have a good amount of general knowledge of this world and its customs.

Knight - Each nation has their own group of dedicated protectors. Those who stand between innocent citizens and the beasts, man or otherwise, who would seek to harm them. Whether it be the Knights of Favonius from Mondstadt, the Millelith of Liyue, or even the Fatui of Snezhnaya, you are one of these knights who has chosen to defend your nation.

Researcher - It is the academic life for you this jump, it seems. It has always been your business to know and study the facets of the world. Perhaps you used to study in Sumeru alongside the other scholars, for a paper and pen has always been your sword and shield. Yet in a world of sorcery, it would be foolsplay to assume you defenseless.

Adventurer - There are many sights and scenes to see out in this beautiful world, and you are determined to see it all, to experience it all. As an adventurer, you go out to battle monsters and solve issues across the land. The quests issued by the Adventurers guild helps to facilitate this process. Many adventurers join for the thrill of it, yet of those most can barely handle a single slime without being battered and bruised. Hopefully you are of sterner stuff.

Outlaw - You and the law don't really see eye-to-eye that often. It has a tendency of getting in the way of what you want, be it treasure, pleasure, or even sometimes doing the right thing. Unfortunately such disregard for the law has consequences, and you have ended up as something of an outlaw, akin to one of the Treasure Hoarders or Pirates. While the nations aren't so bothered as to be actively hunting you down, should they learn of their identity one of the knights is likely to try to bring you in.

Abyss Order - The mysterious Abyss order, enemies of the entire world, and determined to take down the nations ruled over by the Archons. The dark truth is that 500 years ago the twisted creatures of the Abyss were once the proud humans of Khaenri'ah before it was destroyed and its inhabitants punished for transgressions yet unknown. Currently they are led by a certain Prince or Princess, the twin of the Traveler.

Locations/Faction:

Choose where you wish to start in this world, and potentially what nation you belong to in this world. If you choose a faction without yet a perkline, you may choose one of the existing faction perklines to be discounted.

Mondstadt - Land of the Anemo Archon. The land of freedom. When the current Anemo Archon overthrew its old tyrant during the Archon Wars and established this nation, he left only one decree before vanishing: "Go forth and establish a city of freedom without rule". True to this, it has no overarching rulers. Rather, it has the Knights of Favonius and the Church. As the Nation of the Anemo Archon, it is little surprise to know that gliding with Wind Gliders is a much beloved activity here. The landscape itself consists of lush fields of grass and rolling hills as far as the eye can see.

Liyue - With the Geo Archon as their patron deity, the god of contracts and creator of all Mora in Teyvat, it is little wonder that the land of Liyue is an economic powerhouse. The Geo Archon himself appears once a year to provide guidance on the economic path Liyue should take. He, and the adepti in a contract with him, protect and guide Liyue, though in recent years they have taken more of a backseat. Much like Mondstadt, this is a lush green land, though interspersed with far more lakes and rocky mountains.

Inazuma - The island nation of Inazuma is home to the Electro Archon, the Raiden Shogun. Recently, due to the insidious plans of the Fatui, she has enacted the Vision Hunt Decree. All Visions in Inazuma are being confiscated and inlaid in the Statue of the Omnipresent God. The only ones exempt from this are the Fatui due to diplomatic reasons. This has created a schism, with rebel forces fighting against the Shogun's forces to repeal the decree. Surrounding the island is a perpetual storm, created by the Electro Archon to further her goal of creating an eternal everlasting nation. Those of Inazuma tend to consider anyone from outside the nation as Outsiders, treating them as such in turn.

Sumeru - The nation of the Dendro Archon, Lesser Lord Kusanali and Goddess of Knowledge. This goddess plays little part in the overseeing of the nation, trapped in a prison of the Grand Sage's making. After a great disaster many centuries ago this landscape was divided in two. One half is arid desert and harsh wind. Here live the Eremites; bronze-skinned desert folk with several different factions, many of whom still believe in the deceased Scarlet King, God of the Desert. The other half is a lush rainforest created by Greater Lord Rukkhadevata. It is tended to by Forest Rangers and is home to the Akademiya, an organisation of scholars and sages. Recently a strange Withering not seen since centuries past has started to appear within this forest, spreading with it a decaying corrosion. Only those with Visions are able to resist and destroy these otherwise fatal zones.

Fontaine - The Land of the Hydro Archon and God of Justice. Those of this land revere beauty and elegance, however impractical it may seem at first glance. Where Sumeru is the nation of research, this is the nation of arts and culture. The Lochfolk used to answer to the previous Archon who ruled this land, but with their passing, that role has ended.

Natlan - The harsh land of Natlan is looked over by Murata, the Pyro Archon and God of War. A tribal people, it is said that the Children of Murata are a hardy lot blessed with heads of fiery-red hair. Currently little else is known about this land, yet interestingly the legendary Vennessa of Mondstadt history, who was instrumental in overthrowing the corrupt aristocracy before ascending to Celestia, traces her heritage to this land.

Snezhnaya - The land of perpetual cold, ruled over by the Cryo Archon. In these harsh lands, the blizzards can last for months at a time. Yet despite this seeming inhospitable landscape, Snezhnaya has possibly the greatest military and technological strength of all the nations and many of the citizens are deeply devoted to their Goddess. Not just that, the Adventurers Guild itself originates from this nation, although it does not answer to it. The Goddess here seeks to take the Gnosis, the source of power, of the other Archons for reasons unclear.

Khaenri'ah - Underground, lies the fallen land of the Abyss. This used to harbour an ancient civilisation that was destroyed 500 years ago in a war with the Gods, for the monsters that the alchemist Gold had wrought upon the world. Their technology and alchemy that focused on the creation of life was second to none. Now all of that is but ruin. This nation is the origin place of the infamous Abyssal Order and the roaming Ruin Guards. Different from the other nations, Khaenri'ah never had a God that looked over it.

Race:

Choose which race you will enter this world as.

Humanoid

Many of the denizens of Teyvat are humanoid in shape and size. Of those, most people are simple humans, with all that entails. There are other races though that live among humans, however rare they are. For the most part little separates them from humanity. There are those of the Kätzlein, adorned with their prominent feline ears and tail. There is also the elf-like race that include the likes of Klee and Alice, who have long pointed ears and great longevity. There are even bionic puppets who live their lives just like any other. You can choose to be one of these races. Mundane, but with the potential for great power.

Hilichurl

The Hilichurls, despite lacking any notable history or civilisation, can be found spread out all across Teyvat in large tribes. Up until 500 years ago they were never seen, but after the calamity of that time they have spread out fast and in great numbers. They are a weak race that many consider simple beasts, yet some scholars know them to have their own knowledge and customs. The older Hilichurls can grow up to become beings of great strength and size. You will be starting as a simple Hilichurl. Expect to be met with hostility, at best, from most people that you meet. The dark truth is that the Hilichurls are the cursed citizens of Khaenri'ah, their bodies and souls eroded by time and the curse laid upon them by the gods. Being a newcomer to this race, long after the collapse, you will not need to worry about the curse eating at your soul.

Elemental Lifeform

The elemental energies of Teyvat are magical in more ways than one. When sufficient amounts of elemental energy converge at one location, life can be born into this world; elemental creatures made of the same elemental power that created them. Usually these creatures start off small, and often take the form of a slime, but they can grow steadily more powerful with age. As beings of pure elemental energy, they can be known to outlive spirits or even gods. Similarly, as elemental beings, they do not require any kind of Vision in order to wield the element of their birth.

Mystical Beast

Unlike the mortal humans, these are creatures imbued with supernatural abilities, yet unlike the Elemental Lifeforms, they are beings of flesh and blood. The Adepti of Liyue would fall under this category, as would some members of the Four Winds of Mondstadt. Being spirits of the world, they are able to use elemental power without the need for a Vision, though having one naturally strengthens how well they resonate with the natural world. They come in many shapes and sized, from large regisvines and little cicin to majestic dragons and ferocious Yaksha. You can choose to start out as one of these ilk, young and coming into your power. You will have a lifespan many times greater than that of humans. For beings such as this, centuries are but the blink of an eye. This choice also includes the likes of the half-adepti such as Ganyu.

God [200]
The gods are those who stand above the mortals of this world. Each god has their own domain over which they have power. There were gods of dust, storms, blizzards, thieves, contracts, and more. Even the weakest of gods was more than a match for a powerful Vision user. The greatest of the gods, the seven Archons, rule over the seven elements of Teyvat. Though that isn't to say these Archons are the strongest, merely the ones who have claimed the thrones given by Celestia. Until the Archon war two and a half millennia ago there used to be many gods, but now few walk the lands. The rest have retreated into the Dark Sea, an area outside the bounds of Teyvat. A little known fact is that mortals who have been recognised by the gods and received a Vision have the potential to ascend to godhood, should they prove worthy.



Perks:

Perks are discounted to half price for their origin or race. Discounted 100CP perks are free.

General

Vision [Free]
To be able to use the magic of this world, most need a Vision. This is a seemingly indestructible gem, a gift from the gods themselves. The Vision, or gods eye, appears like a coloured glass orb. It allows those it is gifted to to wield one of the elemental powers present in Teyvat. These elements are Pyro (fire), Cryo (ice), Electro (electricity), Hydro (water), Geo (earth), Dendro (life), and finally Anemo (air). The magic one can wield with a Vision is varied and not limited to crudely flinging elements around. There are many different professions and many different uses of elemental power.

The Vision is more than just a symbol of power, it is a representation and manifestation of the ambitions of its user. It is said that only when a person's ambitions have reached a certain strength will the Gods look upon them with favour and grant them a Vision. However, as manifestations of the user's ambitions, losing your Vision is equivalent to losing your ambition, including the memories you had of it. This is obviously not instant though. Simply putting down your Vision or losing track of it for a few hours will have little effect.

What is known only to the gods though is that every wielder of a Vision is one who can attain godhood and ascend to Celestia. Some would go so far as to say that Vision users are the 'main characters' of the world.

Weapon Materialisation [Free]
One ability that is not talked about much, yet is worth taking note of, is the ability for those with Visions to store their weapons away in a flash of light. With a simple flick of their wrist, they are able to materialise and dematerialise their chosen weapon away in the blink of an eye. This is not something that all Vision users are proficient in though, a certain red ranger occasionally leaving her bow at home. As a wielder of a Vision yourself, this is an ability that you too share. You can summon and de-summon your 'main' weapon away at your leisure. Should you wish, you can change which weapon that you are able to summon.

Magical Ambience [100]
Magic tends to come with its very own visual component. This is especially true when it comes to you. Parts of your clothes and even hair will glow in relation to the power you are channelling. The specific colour it glows will vary depending on the affinity of the power being channelled. This isn't a random patchwork of colours, but will instead predominantly occur at the most aesthetically pleasing parts. Maybe this manifests around the hems of your shirts or at the edge of the central plate of your armour. It could even serve to highlight specific patterns or images embroidered on them.

Origin Perks

Traveler

Apple Of The Eye [100]
The main actors of this tale come in all shapes and sizes, but one thing is true to them all. They are all on the attractive end of the scale. Small and adorable, voluptuous and mature, or tall, dark, and handsome, whatever the case may be for you, you are definitely one of the better looking people in this world. Despite this, with the company you are likely to be keeping during your time here, you may still not stick out too much.

Slice Of Life [100]
Visions are blessings gifted by the gods to the mortals of Teyvat. But these blessings were not given simply so that men could wage war. Anything can be used as a weapon, but conversely any tool can be used for entertainment instead. You have a particular knack for figuring out uses of your otherwise dangerous abilities that are far more benign and focused on quality of life. Use fire for fireworks, ice for sculptures, or lightning for acrobatic feats. Bring a smile to those around you.

Elemental Reaction [200]
When you entered into this world, a little of this world entered into you. It has left your abilities changed in a small but significant way; the phenomena of elemental reactions has permeated throughout the rest of your abilities. When utilising the elements with your powers they are liable to react in much the same way as in this world. If you were to mix the powers of fire and lightning, rather than just being shocked and burned, these two elements would react most explosively. Similarly, should you mix something like Ice and Water, you would find the freezing power of the ice magnifying manyfold. Who knows what reactions might be generated as you visit new worlds and gain command over entirely different elements?

Innate Connection [200]
Visions are what allow mortal men the ability to use the elemental powers of Teyvat. Yet despite this supposedly steadfast rule, there are those who are able to use this power without any kind of focus. The most obvious example of such a person would be the Traveler, though as a world traveler they are something of an anomaly. As a world traveler yourself, your nature allows you to use the power of Teyvat without the need of a focus. In other worlds and jumps too, you will find that you do not require some kind focus such as wand or staff to use your magic. It is simply part of who you are.

Purification Power [400]
When the Traveler awoke from their centuries long sleep, they soon encountered the corrupted form of Dvalin. It is because of this that a unique ability of the Traveler was discovered; the ability to purify certain corruptive, or corrupted, objects. This is an ability that was even admired by the Anemo Archon himself. Like the Traveler, you are able to purify the poisonous and corruptive. It isn't even a conscious act to do. Simple contact with you will quickly start work to cleanse what has been tainted. This has the added benefit of making you immune or at least resistant to many unnatural corruptive or corrosive forces.

Building Connections [400]
Most beings in this world are limited to only a single element. The vast majority of users of elemental energy, be they human or spirit, can only use a single one. But this is not a set rule. Delusions can allow mortal men to wield more, and several gods as well as godlike spirits are known to be able to use two or more. Perhaps the most impressive is the Traveler from another world, who by all rights appears to be able to wield all of them. As a world traveler yourself, this is a trait you share: you are able to resonate with multiple elements with no negative consequences. In future jumps too, you will find that as long as you can find a strong source to resonate with, you will be able to wield the various supernatural energies that exist in those worlds even when most would be limited to just one.

World Traveler [600]
As a Jumper you are one who crosses the Celestial Atlas'. You hop from world to world, wander between universes. Some of that power has rubbed off on you, gifting you a modicum of control over your ability to travel between cosmos. You can find certain paths through the worlds that allow you to cross from the border of one to another. While the bridge between jumps is too great for you to cross by yourself, you will find that 'closer' worlds are still within the realms of your ability.



Civilian

Idol Of Teyvat [100]
Years ago Barbara, sister of Jean the Dandelion Knight, was scouted to be an idol. The manager had hoped to see them become larger than life stars. It failed and the group split up, but the idols themselves retained the skills they had learned. You were one of those idols though not necessarily one from Mondstadt. Like Barbara and co, you were given in-depth training in singing and dancing. In other worlds you should even have a good shot at becoming a successful idol.

Careful Touch [100]
Children often need to be handled differently than adults. They hold innocent beliefs, are told merciful truths, and may not realise the dangers they put themselves in. You are an old stage hand at dealing with these young children. One might even think you an experienced parent. Certainly other parents will be in awe, and no small amount of envy, at your ease of handling them.

Main Merchant [200]
Money can be exchanged for goods and services, but the price? That can vary. Any good merchant needs to be able to get the most bang out of their buck. On the flipside, any haggler or customer is going to want to spend the least amount of money possible. It is a delicate battle of negotiation and judgement. Maybe you were raised by a family of merchants, for you are unusually good at driving prices in your favour.

Blacksmithing [200]
Blacksmithing is not a profession that can be picked up in a day. It takes years of hard and dedicated work for someone to be able to forge metal well. And in this world you do not merely make tools, for there is far more that can be done with them. With the right materials and reagents you can strengthen existing weapons or armour. Edges can be made keener, metals can be made sturdier yet lighter. With time and practise you may soon be able to channel elemental power into the creation of your tools, and let weapons retain a measure of the vitality of the beasts used in their forging.

Capable Maid [400]
The Maid Of All Maids. That is what you could be called, if only you were to go into the profession. You are reliable, orderly, and neat. More than that, as a maid it is your job to serve people, and to serve people you must know what they want. You ability to figure out what people want or need is so great that it is almost scary. It’s as if you can read their minds in fact. In fact, one time Noelle’s particular talent for sussing out her guests’ needs spooked a saboteur into fleeing the nation before he could sabotage Mondstadt’s wine industry, under the impression they already knew about him.

Pure Magic [400]
The magic of Teyvat is not something that needs dedicated teaching to learn to use. There are some arts that may require more knowledge to use proficiently, but simply wielding elemental power is an instinctive process. But even still, like with all things, there are some who are more talented, more adept at its use than others. You are one such person, to stand alongside the likes of Lisa or Albedo. Magic comes easily to you. Whatever magical path you walk, you will find it a simple and straight road. Perhaps this talent is one that pursues a less academic nature but rather one of pure power, akin to the likes of Beidou.

Wealth To The Heavens [600]
Ningguang started with nothing. She was a simple girl, no different than any of those who walked the streets of Liyue. Yet she was able to build something truly impressive. She used her skills at business and economics to gain riches greater by far than any in Teyvat, and built the Jade Chamber that floated high above the city. When a snowstorm of paper falls upon Liyue harbour, its residents know that she is about to create a huge change in the business industry. But Ningguang may not be pleased to know she has gained a competitor; you. You are every bit the businesswoman she is. With sufficient resources you could single handedly influence the economy of an entire nation.



Knight

Combat Experience [100]
In a world more peaceful perhaps such skill would not be necessary. Unfortunately this is a world where monsters and bandits intersperse the world in rather alarming numbers. As such, people have to rely on the guardian protectors of each nation for their safety; The Knights of Favonius, the Millelith of Liyue, the Fatui of Snezhnaya. You have undergone training similar to that of these knights, and can be considered a capable fighter within your own right. Hilichurls by themselves would prove little trouble for you, though the likes of the Harbingers would be out of your reach unless you dedicate years to further honing your craft. If you wish, you could choose to have learned in the ninja arts like Sayu, or other combat related disciplines.

Amber Energy [100]
Some people have an exuberance and energy about them that seems unending. Long past when other people have retired from exhaustion, they will still be going at it with vigor. Like Amber, you just exude a kind of youthful vigor that drags people in like a hurricane. Your physical stamina is pretty impressive, almost as much as your stamina for social interaction. Eventually you will be able to get tired, but it will take a while. Long enough to last you well through the day and into the night hours.

Outrider [200]
The outriders are those who are often on the frontlines of making sure their nation's territory remains safe. With beasts and bandits wandering the lands, the likes of traders and travellers are not always safe as they cross the nations. As an Outrider, the job falls to you to protect them. You are fast on your feet, and faster with your mind. As part of your training you have learnt how to scout ahead and how to hide from sight should you find anything. All the better to ensure your chargers remain safe.

The Support [200]
Who says that only the gentle elements can be used for healing? Each type of element has its ways of helping people, and you know this better than most. However destructive or shocking the elemental power you may be using, you will find that you can find ways of using it to help rather than hurt should you choose. Rather than use the power to tear down others, you are instead adept at using that same power to build up you and your allies. You could use the power of pyro to provide a healing warmth, or convert the biting cold of cryo into a soothing chill that fades the aches and pains.

Worthy Leader [400]
You share that same spark that many great leaders have had in the past. That spark that let them lead troops merrily into battle; Charisma. While it would be an exaggeration to say it exudes from you, your actions and words certainly carries that persuasive charismatic aura. A charismatic leader who appears to know what they are doing can have a massive effect on the morale of not just the soldiers but also the general civilian populus.

Luck Of The Draw [400]
Whether you believe in luck or destiny is dependent on the person. However, whichever the case may be for you, it cannot be denied that you live a fortune filled life. If there is a God of luck they have surely blessed you. Things simply have a tendency to go the way you wish. The odds seem ever in your favour. Though don't be too careless, I would hesitate to suggest trying to gamble. Luck will only go so far and you never know when it might take a turn.

Dandelion Knight [600]
The Dandelion Knight is a title passed through the generations of the Knights of Favonius that honours the first to carry the title. It represents a legacy of kindness and resistance to tyranny. As a counterpart to the Lionfang title, the Dandelion Knight title is one of peace rather than war, and perhaps one suited for you. As a knight of the land, a guardian, your very presence inspires peace in the kingdom. Where you stay for a period of time will experience oddly peaceful times, with fewer bandits appearing, monsters attacking, and so on.



Researcher

Just Doing My Job [100]
There are many jobs that are thankless tasks. Being a guard in particular can be grueling, with you often coming into conflict with citizens while simply doing your job. It is a small mercy that people seem to be willing to let you do your job though. You will find that people are far less likely to get in your way or argue with you about you carrying out your work. Just so long as you make an effort to make it seem like it is your job, that is.

Elemental Sight [100]
This is an ability that, while rare, is not unheard of in Teyvat. Those with this ability are able to see the world through the lens of elements, and detect the traces of the various elemental energies. The material world will turn more grey to your sights, while the various elemental energies will shine with their respective colours. Using this, one can track the movements of objects marked by the energies, or see the innate elemental properties an object may have. While all Vision Users are sensitive to elemental energy to varying degrees, only some are able to *see* it.

Astrologist Of The Century [200]
Authentic astrology is a rarely seen art. It is not a simple discipline to learn. One will use the stars and the heavens to seek answers about the world below. A master can quickly and easily find out almost anything that they need know. A noted side effect of studying this magic that seeks the truth of the world is that a little bit of that magic rubs off on the user. Practitioners will instantly spot a lie, and some can tell other people's intentions with a mere glance. You studied under the same teacher that Mona did, and so could be called her sibling in learning.

Alchemist's Assistant [200]
Alchemy is an ancient art. Entire branches have been created and then lost to the annals of time. But when its secrets are cracked, you will find the ability to shape the world itself at your fingertips. Most simply know it as the art that lets people glue stuff together, but something like that is merely the beginning. With a few key ingredients and a touch of magic, you can do wonders. Albedo, famed alchemist of Mondstadt, is proficient in the art of Khemia, a branch of alchemy focused on the creation of life. His assistant, Sucrose, focuses instead on the modification of existing life. The powerful skeletal dragon Durin, equal to the Anemo Archon, was said to be the product of such life alchemy. You are knowledgeable in a branch of alchemy of your own choosing, whether this be the study of life, or of another discipline.

Academic To Teacher [400]
Without a way to pass it on, knowledge can be forgotten. Much like the infamously smart and scholarly Lisa, you have a talent for teaching others. You are able to clearly and concisely talk others through the topic, making sure that that knowledge sticks in their head. Do not be surprised if people begin to approach you semi-regularly with whatever questions may be burning in their mind at that moment in time. Maybe you wish to take up a position as a tutor?

Congenital Positivity [400]
You were born with a strangely high amount of positive energy, similar in nature to that of Chongyun. While this means your body has a tendency to overheat, it also means that ghosts will actively avoid you. Your positive energy drives them away, making them flee often before you can even see them. This would make jobs as an exorcist very easy, as you need only sit in the area of the haunting to drive the evil spirits away, though on the flipside, it might increase scepticism of your job since you never actually seem to encounter any ghosts. Luckily it appears you don't have the same trouble of this excess positivity running out of control, like Chongyun.

Unprecedented Genius [600]
There are many who are geniuses of talent. For them, certain professions and subjects come as easily to them as learning to click one's fingers might come to the average Joe. Others though are simply geniuses. In some sense, their talent is one of intelligence rather than in any particular skill. Your own intellect allows you to quickly piece knowledge together to form a comprehensive picture, letting you boast a rather impressive learning speed at whatever you might apply yourself to. Over the months and years you might find doodles evolving into famous paintings, or a passing interest in baking leading to chef-quality dishes, even without any kind of formal training.



Adventurer

On Wings Of Freedom [100]
Untold years ago, an adventurer wished to conquer the tallest mountain. He had defeated every other mountain, every other land. But this mountain broke him, broke his spirit. He retired, and in his retirement in Mondstadt he created the designs for a device that would allow people to go further than he ever did; the wind gliders. Now people all over Teyvat can use these devices to glide through the skies. You have taken the gliding exams in Mondstadt and passed with flying colours, having taken to the practise like a duck to water. You can stay afloat far longer than most people, and have long mastered the trick to catching air currents.

Culinary World [100]
"There are many secrets to cooking; the most important of which is passion." Words that Xiangling of the Wanmin Restaurant lives by. You passion for food was no less than hers while growing up. Perhaps it still is. That passion carried you to the level where you could be considered a great chef. Nations may not ring with your name like with Xiangling, but your food would be very well received wherever you go. Perhaps due to the variety of foods you have tested over the years, you also appear to have built up a bit of a resistance to various toxins. Things like food poisoning don't seem to affect you in the slightest, where others would be running to the toilet.

Wolf Brother [200]
When people say that you act like you were raised by wolves, they don't realise just how right they are. Much like Razor, you have been taught in the ways of the wild by the wolf spirit Andrius. You have learnt to track prey, to create traps, and how to survive by yourself in the wilderness. This lifestyle has given you the ability to sense people's mood on the breeze and catch a scent from miles away. Perhaps most interestingly is your ability to understand the wolves that you take after. In many ways you could be considered a wolf in human form, if you are a human that is.

Hawk-Eyed [200]
A bow is by no means an easy weapon to wield. It can take weeks of practise before the user is able to reliably even hit their target, and that is if they are stationary. You, though, have the aim of a god. Put any kind of bow in your hand and you'll still be hitting bullseyes from a hundred meters away within a few shots. The speed at which you are able to fire is nothing to scoff at either. While long shots may still require a brief period for concentrated aiming, as your target draws closer so too will you be able to fire more rapidly, until you are firing multiple arrows each second.

Adventurer's Tale [400]
What is an adventurer without adventures to go on? The phrase "May you live in interesting times" can be a curse for some, but for others it is precisely what they desire. Your life could be said to have been touched by this curse. Excitement and adventure has a way of following in your footsteps, for something interesting often seems to be occurring around you. Whether it be mysterious meteors falling from the sky, forbidden gods stirring once more, or rebellions reaching their peak, it can't be denied that your life is one for the story books. Naturally you can choose whether you wish for this effect to take place.

Strong And Small [400]
Sometimes big things come in little packages. The big thing in this case would be your physical strength. You are impressively strong for your size. Your elemental power acts to empower your body without any conscious effort. This isn't just at the level of being slightly stronger than normal; you could easily and comfortably lift entire carts filled with luggage with little strain. You may need an incredibly sturdy weapon otherwise they are unlikely to last long with the strength you are swinging them around.

Titled Knight [600]
You are not simply an experienced and trained Knight. You are a true blue prodigy in the arts of close combat weaponry. Such is your skill with the blade that the masses have even given you a title for your prowess, much like the famed Spindrift or Dandelion knights. With this talent also comes a good amount of intuition related to fighting. It could be said with a certain degree of confidence that you are a match for the best knights in the kingdoms, in terms of pure skill at least. This talent could manifest for swords, pole arms, axes, or even claymores. Should you wish to expand your horizons to new weapons you will find your skills growing by leaps and bounds, though consequently you may not be an equal for those geniuses who pursue perfection in just a single one. A blade half polished is not going to match one honed to a razor edge.



Outlaw

Rock Climber [100]
When you look at the land of Teyvat, you will see vast tracts of ground filled with giant mountains of rock and sheer cliffs. When gods collide, the earth itself suffers the damage, and in the not so distant past many of the gods clashed for years. Exploring this world requires one to have deft hands and feet, so that they can scale these obstacles. And this is exactly what you have. Sometimes it feels like you are as comfortable climbing upwards as you are at walking forwards. To you, a wall is just another road.

Treasure Hunter [100]
Criminal organisation they may be, but the Treasure Hoarders are bound by a common goal: finding treasures. What kind of treasure hoarder would you be if you couldn't at least hunt down the locations of said treasures? Such is your desire that it has even manifested into a slight treasure sense, akin to that of a certain iron coin obsessed Seelie. When you are close to some kind of treasure such as a chest or precious crystal, you'll know. You won't be able to tell what exactly it is, nor its exact location, but you'll be able to tell that something valuable is nearby. Adventurers have an odd tendency to leave chests of goodies all over the place, so don't be surprised if that tingle happens strangely often while exploring the world.

No Chest Unopened [200]
A lock? That is a challenge. An open statement to the world that there is something valuable inside. A challenge that you are more than willing and able to rise to answer. Not all locks can be unlocked with a key, and that merely makes them all the more interesting. If there is one thing you are good at in this life, it would be opening things. No ancient mechanisms, complex puzzles, or sturdy locks are going to keep you from finding your treasure.

Silver Tongued [200]
The act of changing someone's mind is hard. Especially when it involves decisions that don't provide any obvious immediate benefits. Being persuasive is an impressive skill all on its own. A skill that you have, whether from practise or just because it was something you are innately skilled at. Need a merchant to move location? Convince a person to give up one of their possessions? Turn a scorned guardian against their charges? It's just a matter of choosing the right words.

Darknight Hero [400]
Not all knights work in the light. Some work from the shadows, outside of the rules and regulations from local governments. Whether it be from experience or just natural talent, you are very good at escaping the sights of the authorities while you go about your less than legal actions. Monsters mysteriously appearing dead in a flash, bandits found gagged without a word. Who would suspect you, a simple owner of a winery? Or whatever it is you do.

Carrying On The Torch [400]
Some people's ambitions fade with time, some disappear only when their owner dies. But some people's ambitions are so strong that they will last even after death, living on for eternity. In times of need, when your goals overlap, the powerful ambitions that people have entrusted to you can make themselves manifest, empowering you such that you might surmount your current foe. The more people who have entrusted their ambitions to you, the stronger you will become.

Quick Escape [600]
When you live in the dark side of the world, when you live dangerously, one thing you have to learn quickly is how to survive. And to survive you need to know how to escape, how to flee. The treasure hoarders, for instance, are fond of using smoke bombs to make their escape. You may consider that rather basic, but it has its place. However you manage to do it, you have a real knack for escaping from the clutches of death. Whether it be via hiding, fleeing, or plain trickery, your enemies will find themselves continuously vexed in their seeming inability to actually put you down for good. Live to fight another day, Jumper.



Abyss Order

Memory Of A Fox [100]
Do not trick the tricksters, for their memories are long. One might even say they never forget anything. At least, that is what Yae Miko likes to say. Even after centuries separated from Ei, once they were reunited she was still able to share with her everything that Ei had missed. Like her, you will never truly forget anything. Your memory can be said to be perfect, with all the pros and cons that that might entail. With the long life of immortals, sometimes memories are all they really have in the end.

Unrestricted [100]
Fighting in baggy trousers or clingy dresses should by all rights interfere with your fighting capabilities. It should get in your way and restrict your movements unless you are willing to rip the clothes you are wearing. Yet for some reason it does not do so. Your choice of clothing appears to have little overall effect on your range of movement, bar physically blocking you should it be something like metal plating. Clothing items of the cloth or silk variety, even leather in some cases, are no bother for you. You'll fight with finesse and you'll look good while doing so.

Steps In The Air [200]
Some of the beings within this world have the ability to float. Spirits of the elements, abyss mages, and even the Traveler's trusty companion Paimon are able to walk through the air as if it were solid ground. Like these beings, you too have the ability to float. By expending your energy in a minute but steady flow, you can levitate off the ground and move about as fast as if you were on land. Doing this does drain your stamina in the same way walking or running the same distance would, but it will make navigating up rocky mountains and plains much easier.

Mountain Of Muscle [200]
People come in all shapes and sizes. In a world of magic, beasts, and demi-humans this is especially true. You are of a larger persuasion than the common man. You could be up to half again the size of a regular human, and covered in muscles. These muscles could be of a type of your choice, whether this be something like a bodybuilder or something more lean. With that extra muscle mass naturally comes an increased amount of strength, though nothing superhuman.

A Focused Vision [400]
A Vision is used to channel magic, but this does not mean that that magic can't then be channelled into something else. You have a strong talent for infusing your tools with the magic that you wield. In the right hands, this can be used to terrifying effect. As the Yuheng of the Liyue Qixing likes to think; even a hairpin can be turned into a dagger of unmatched sharpness once charged with Electro, capable of cutting through wood and bone and rock. The type of magic you channel will obviously have slightly different effects. Geo is naturally going to have a notably different use than Pyro.

Damnation Eternal [400]
Some people’s greatest wish is for them to gain eternal life; Immortality. Others though, they know it as a curse. Forced to watch as all they know and love ages and dies, while they keep on living. You have been cursed with this eternal life by the powers of Celestia. You are entirely unaging and substantially harder to kill. But even this has a limit. Not even the gods can escape death, so how could they fully deny it to others? That said, a death of natural causes is one that is barred to you. Only by blade or magic could your death come.

Jewel Of Humankind [600]
The civilisation of Khaenri’ah was the pinnacle of humanity more than 500 years ago, before it was ravaged by the gods of Teyvat. Their war machines, the ruin guards, still wander the world to this day, having spread to every corner of the land over the years. Today only the Abyssal Order still truly understands the workings of these machines. The Abyssal Order and you. At its peak, this technology has the potential to even create a mechanised god, albeit using the parts of another god. You won’t be doing that any time soon though. For now you’ll have to content yourself with the likes of the Field Tillers and Ruin Hunters.



Racial Perks

Humanoid

Personal Touch [100]
Some people have a look that is just so ‘them’. A look that goes beyond mere clothes or hair style. Even their magic itself has shaped itself around them. Razor can summon the Wolf within him in the form of a beastly wolf phantom. Meanwhile Hu Tao, ever the director of the Funeral Parlor, can summon a fiery spirit to burn her foes. Like them, your own magic has been influenced just as much as they have influenced you. They will often take on a shape that just fits who you are. Not just the magic of Teyvat, but your other abilities can do this too.

High Blood Training [200]
The aristocracy demands perfection in everything. The smallest mistake will lead to harsh disciplining and further training. By the end of it, once they are fully grown up, they are expected to know how to properly talk to others, are to be graceful in their movement, and in combat must all but dance around their foes. Whether it be because of your own noble blood or from training from a friendly aristocrat, you have been put through this same training. As such, you know how to talk the talk and how to walk the walk. While your combat skills may not have improved much in effectiveness, there is no denying the added elegance it now has.

Raised Again [400]
You died. Or at least, your physical body died at some point. But this was not the end for you. A passing Adepti took pity at the sight and channelled their adeptal power into your form. Doing this reanimated your corpse bringing you back to life as a kind of zombie. By doing this, your body was granted far greater physical abilities, as well as an unchanging appearance. At a glance people would not know that you were undead. There is a bit of a downside though: you body can get rather stiff if you don’t exercise it properly, so make sure that you get in your daily stretches.

Intertwined By Fate [600]
Your’s is a strange Fate. It reaches up into the stars and weaves itself through the constellations of the night sky. As it does so, it touches upon the destinies of those others whose stars that they gaze upon. Those whose destinies have been crossed are fated to meet each other, guided by the starlit sky. On your travels you will find that you have a strong tendency to meet interesting people and stranger creatures, generally on at least neutral terms. How that develops afterwards is up to you. Further than just this, it is not just living beings who have their own fates. Powerful weapons and artifacts too have their connections to the sky, and you may find yourself hearing whispers of buried treasures or valuable equipment should your fates intersect.



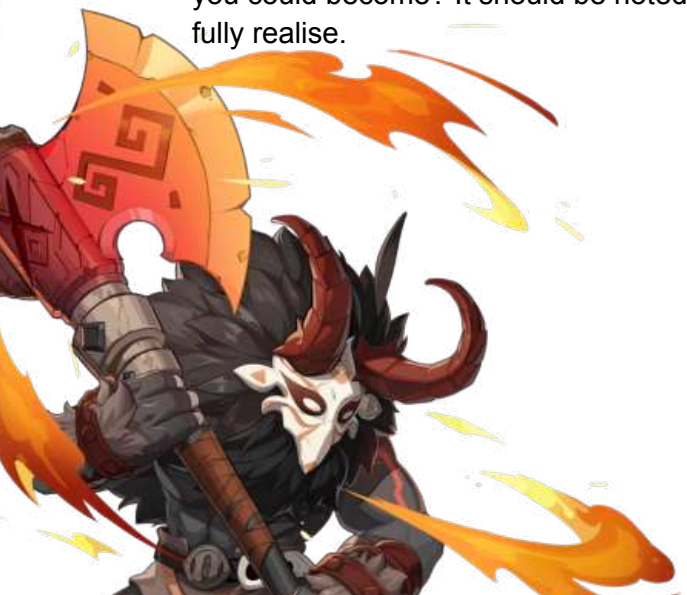
Hilichurl

Rough And Ready [100]
Unfortunately you're not always able to bring all of your tools with you. Lugging around an entire kitchen would be the height of extravagance, not to mention impractical. So you've learned to make do without. Through extensive experience you've gotten impressively skilled at working with the most basic of equipment. You won't mysteriously gain access to specialised equipment but you can work nearly as well with a camping stove or anvil as with a fully stocked kitchen or forge.

Actions Speak Louder [200]
It is inevitable that people will form impressions of you before they know you. Whether this be rumours spread from ear to ear, their first glimpse of you, or even you very lineage, people will judge from the word go. But despite this, for you at least, actions speak louder than words. What you do will quickly take precedence over what others have said, even if you happen to be shadowed by the bloodline of tyrants running through your veins.

Magical Coagulation [400]
You will find that areas of abundant elemental power will start to spontaneously create elemental lifeforms in this world. Most often this will take the form of some kind of elemental slime, though can take other forms such as small crystal butterflies or the towering Hypostasis cubes. When hunted down and harvested, these creatures will often leave behind crystallised fragments of the very magic that formed them. Hilichurls like to use the slimes for many purposes in their day to day lives, from crafting shields out of Dendro slimes to keeping food cold with Cryo slimes. As you go to other worlds, that little aspect of Teyvat will follow you. In areas of high energy density near you, if you so choose, the magic in the air may start to coalesce into magical lifeforms.

Environmental Strength [600]
The Hilichurls know your type as the Lawa, the top of the Hilichurl hierarchy. Their 'king' or ruler. After living for years in areas abundant with elemental energy, that same energy has permeated throughout their bones, muscles, and blood. This energy has mutated their bodies to make them bigger and stronger. Essentially becoming partially an elemental being, they are able to wield that magic through their body. Even teams of seasoned adventurers are hesitant to go near areas where a Lawachurl is known to roam. This is the potential you contain within yourself too, the ability to take in the power of the elements and become stronger for it. Should you be able to contain more than one element, who knows how strong you could become? It should be noted that this is not a fast process, and could take years to fully realise.



Mythical Beast/Elemental Lifeform

Eternity Passing [100]
Spirits live far longer than most mortal life. Long lives require a mind capable of dealing with that vast passage of time. Despite thousands of years passing, you yourself will find that you are still entirely youthful in mentality, if not always physically. You can mature and change, but you will not 'age' in quite the same way. The passing of the years erodes your mind about as quickly as a trickle of water would a mountain.

Just Another Person [200]
There are many mortals that walk the world, with gods and beasts sometimes walking among them. But few recognise these beings for what they truly are. So why should you be different, why would you stand out from the masses? Until you unleash your power and fury no-one would know that you are a powerful being. To an outsider, you are simply another person going about their life, even if you look somewhat quirky.

Illumination [400]
While humans use Visions to manipulate the mystical energies of the world, that is by no means the only way to manipulate magic. As the 'illuminated beasts' the adepti have a type of third eye that acts in much the same way as a Vision within their body. As these are not the gifts of the Archons, the power of this third eye is not so restricted in its usage. Often this means that the adeptal energy of the adepti each have their own unique effect, ranging from boosting the abilities of the body to generating shockwaves with each attack. Furthermore this energy is potent, such that ordinary mortals cannot withstand its power for long, both their body and soul feeling the strain. You have been illuminated too, opening your 'third eye' and gaining your own unique adeptal core.

Minds Like Water [600]
The minds of elemental beings are different from that of others. Some are solid like rock, long lasting but eroding over the years. Others are like the wind, always flitting about. And some are like water, flexible and free. This is the category yours falls in. Like the Oceanids, your mind is akin to water itself. You are able to split it into smaller autonomous fragments. These can form their own miniature bodies and go off to explore the world. When they are done, they can return to you and rejoin into a greater whole, passing on any knowledge they might have collected.



God

Sculpted Form [Free/God Only]
As a god, your physical form is one of your own design. It is a shell of elemental power sculpted to your desires. Rex Lapis, for instance, has appeared in many different forms over the years, settling on that of Zhongli in recent times. It wouldn't be strange if your appearance wasn't that of a human but of some large beast, such as a dragon or elemental being. You cannot change form on the turn of a dime, but with a bit of time and effort, you could mold a new form for yourself if you so choose.

Maintaining Faith [200]
Those Gods who interfere less with the lives of mortals can spend decades or even centuries without making an appearance. Yet despite this, there are those whose believers would not stray through all that time. Your place in their heart is not one that could be easily shaken. Even after millennia without any appearance from you, your faithful followers would still keep to their beliefs. Even in a world where people can talk to and interact with other gods, your people would still choose you. More impressive than your number of followers would be how few dissenters you have.

Manifestation Of Desires [400]
Contrary to what the general populace believes, it would appear that Visions are not something simply granted by the seven Archons. In fact, they have little to do with the process. Visions are formed by a person's desires and an unknown other aspect, possibly originating from Celestia itself. You will be taking the role of that unknown aspect. Should a person's ambitions and desires reach the sufficient level required you are able to call it forth and crystallise it into the form of a Vision, with all the good and bad that comes with it. The element that is granted will naturally depend slightly on the person in question.

Power Of God [600]
Like men, not all gods are created equal. Some are far more powerful than others. There are those gods who are little stronger than a Vision user, but on the opposite end of the spectrum there are those Gods who could contest against the Archons, able to split islands apart with a single slash or flip mountains on their heads with a raise of their hand. You are on the latter half of the scale. As far as gods go, you are one of the more powerful ones. This does not give you more skill or knowledge, but in terms of raw power no mortal is close to your match and neither are many gods.



Faction Perks

Mondstadt

Venti’s Calling [100]
A bard is not simply a musician or entertainer. A bard is a storyteller. They record in song what happens in years past, possibly adding embellishments to further draw in the crowds. It should thus come as no surprise that, as a bard yourself, you are talented at writing songs and telling tales. Your enthralling stories will draw quite the audience, and as your music drifts through the area, they will almost be able to see the story unfold in their mind’s eye.

Seeds of Rebellion [200]
Those that are oppressed, those that are caged and have lost their freedoms will always harbour resentment. That resentment will give birth to the flames of rebellion, and it is exactly those flames that you are a talent for fanning. Grease the wheels of change, for you are the starter of great movements. You may not be the eventual figurehead of these movements, but you are good at getting it started and encouraging people to join.

Childlike Klee [400]
While other kids were playing with toys growing up. You? You had your own toys, though they were of a rather more ‘explosive’ nature than one might expect. How exactly you discovered this particular talent so young is something of a mystery, and more than a little concerning, but you have long had a talent for making explosives, and not just little ones. You could have a grand old time, figuring out new gunpowder recipes for that even bigger boom. Just try to avoid reshaping the landscape too much. Mondstadt has already lost one mountaintop to a bomb maniac. That doesn’t even touch on the potential damage someone with less benign intentions could do.

Freedom's Tumult [600]
To create a lasting legacy can be a challenge. What is done can all too often be undone just as fast. The actions you inspire, the people you free, the revolutions you cause; they will last. They might even outlast *you*. Your deeds will have consequences that carry on for a millennia and a day. The winds that sweep through the land in your wake don't just blow by; they leave lasting changes in all that they touch. Those that you free will stay free for ages to come, and that tyranny which you cast down would struggle to ever rise up again.



Liyue

Angler [100]
Sometimes you just want to sit back and relax for a few hours, and what better way to do that than by fishing? Each country has its own unique variety, alongside the normal mundane set, so why not try catching them all? Even with how short a time you've had to practice, you've already proven to be a first class angler.

Rocky Memories [200]
Just as living creatures have memories of times past, so too do the very rocks themselves have a form of memory of the events they have borne witness to. By touching a stone, you are able to view these memories for yourself, much like you were there yourself. With time, even the memories of rocks can be eroded away though. Some types of rock are able to retain these memories better than others. They can last anywhere from days to decades depending on the mineral. Iron in particular is known to have a hazy memory at the best of times.

A Hope Of The Past [400]
You have managed to gain the favour of Istaroth, Shade of the Primordial One and god of time. They have seen fit to bestow you with a boon. Once per jump, you are able to send a single item back in time. It will retroactively appear in the past, potentially centuries ago. Those of that time will view it as always having been there and, in effect, for the present it always was. This power does have its limits, namely that you can't send anything too massive back. A particularly large tree would be about the most you could send. But with this power you have the potential to plant the seeds of hope in the most dire of times. A sword that slays demons, a tree that purifies evil, a tome containing powerful magics; choose how you wish to change the past with care.

Adeptal Arts [600]
The mystic arts of the Adepti are known the world over by mortals. The influence of these arts extends to numerous other nations, even the closed off Inazuma, who seek to copy them. These arts allow for the crafting of great artifacts capable of affecting space and time. Taught by Rex Lapis, most Adepti can call pocket dimensions into creation with naught but their imagination and a few trinkets. The fierce Yaksha drown in Karmic Debt as they use their power to make gods and demons tremble. The list goes on. What is true for all is that those that delve into these arts have the potential to accomplish truly great things. That same Adeptal power lies within you, allowing you to use these arts that are normally incompatible with mortals. You have the basic groundwork in many of these mystic arts, and are particularly proficient in a single one of them, to match the skill of any old Adepti in their own field.



Inazuma

Foxy Form [100]
While the vast majority of beings are locked in their form, there are still some who can change it. The creatures who reside in the country of Inazuma in particular have a propensity for transformation. Having studied in the ways of the Tanuki and the Kitsune, you have learned their particular talent for transforming. You are capable of transforming any inhuman forms you may have into that of a human, and similarly any human forms you may have will gain an animal form equivalent.

Glorious Tactician [200]
When faced with the prospect of fighting an army backed by the power of an omnipotent god most people would, quite sensibly, simply give up. The Priestess of Watatsumi island merely realised they would need to fight smart. Since a young age, you have shown a natural aptitude for tactics. Chess was always a delight, coming up with ways to defeat your opponent. Applying this talent to the art of war was like introducing a fish to water. Your position as tactician would be entirely secure. You alone would do well at prolonging near unwinnable wars.

World Of The Mind [400]
While the Geo Archon taught the adepti in the method of creating pocket dimension, the Electro Archon was taught by her foxy companion in the method of placing her consciousness into an object, creating a world inside her mind that acts a bit like a reflection of her consciousness. But just as she was taught in this art, so too were you. Within this world, you are capable of dictating who can enter. Similarly, as this is the world of your mind, you can establish certain ‘rules’ such as forbidding the use of magic by others. These rules can only be contested by others within the world if their own will exceeds yours. If you really wish, you can choose to forsake your mortal body altogether, placing your mind permanently inside that of an object to escape the weathering of time. This technique does not include the recreation of the body, so such a move would for all intents and purposes be permanent.

The False God [600]
The Island of Inazuma is presided over by the Raiden Shogun. She is their omnipresent god who rules over the land with a firm grip. What the people do not know is that the Raiden Shogun is a puppet made by and for the true Electro Archon. You have stumbled upon the notes of the ancient lost technology used to create her, perhaps left behind by Ei once she was done with them. With this technology at your fingertips you have the ability to create sentient puppets, ones whose might have the potential of rivalling the likes of the Gods themselves. Though doing so is no mean feat, Ei herself having discarded countless failed products before she arrived at the Raiden Shogun.



Sumeru

Forest Watcher [100]
The Forest Rangers of Sumeru are tasked with two main objectives: ensuring travellers are safe as they pass through the woods, and making sure that the complex ecosystem of the rainforest is preserved. Any halfway competent ranger will know the main different types of plants, animals, and herbs like the back of their hand. You have been through similar learning as these civil servants, and as such have an incredibly firm grasp of the different flora and fauna that dot the woods. There is even one subset of these that you could be called a true expert in, worthy of the title of Forest Watcher, such as flowers or birds.

Remnant Of The Desert [200]
The desert is a harsh place, and so the Eremites who live there must be equally hardy to match. A rare few are those who can wield a Vision, and thus the Eremites devised other ways to harness the power of the Elements for their survival. They found a way of sealing fragmented spirits within their tools in order to imbue them with the power of an element. In times of great peril this spirit can also be awakened to grant them strength, at a cost. You have spent time amongst these people and learnt the ways of sealing spirits into tools to grant them greater power. Perhaps paired with the special forging techniques of Inazuma one could create weapons of not only great strength but true spirit too.

Knowledge Is Power [400]
Everyone knows the phrase, yet it could not be more literal for the Aranara. Irminsul is the root of both Dendro and Knowledge, so it stands to reason that the two are interchangeable to a certain degree. As personal creations of the Dendro Archon, the Aranara exhibit the ability to manipulate the memories and dreams of others. Generally they use this to make adults forget about them. But they can take this a step further and directly use their own knowledge and memories as power. A knowledgeable Aranara is a powerful Aranara, though using this power expends those memories much like it would expend energy. Many an Aranara have given up all their memories in order to defeat greater foes. You have inherited this same ability to manipulate memories and dreams. Use with care, for the potential drawbacks are obvious.

A Flourishing Land [600]
After the events of the Archon War much of the land was torn up, and ravaged with disasters and plagues. The ordinary folk were at the mercy of these horrors, trying desperately to just survive having lost home and hearth. The people of Liyue were saved from this when the God of the Stove put his power into the land to stabilise it, leaving him greatly weakened. The Dendro Archon Rukkhadevata did the same to quell a calamity in her own lands caused by Forbidden Knowledge. To an extent you are able to do something similar. By channelling your power into the land itself, you can revitalise it and calm any plagues or calamities that may be affecting it. Greater calamities will require more of your power to quell.



Items:

You may choose any two items of each price tier to discount to half price.

Wind Glider [Free]
The Wind Gliders are an invention nearly as old as the city of freedom itself. They were created near the end of the life of an incredible adventurer. He was one who had dreamt of being able to conquer the tallest mountain, yet reality was cruel. But rather than lose hope, he dreamed even greater, and invented a device that would allow others to conquer the mountain in his place: The Wind Gliders. These large wings-like items allow one to glide through the sky with ease, catching wind currents and dodging falls, yet are not so large or rigid as to be in any way cumbersome. When not in the air, they rest comfortably on one's back, not unlike a cape. This also comes with a few spares, should they be worn out or damaged.

Blunt Instrument [100]
Well, not actually blunt. But this is a very basic set of weapons that you could acquire from any smithy. It consists of a large claymore, a normal sword, a basic polearm, and a light bow. None of these weapons are special within their own right, and mainly serve to act as something to use rather than your fists. But even still, the power of magic can turn even these basic tools into strong instruments of battle. Who knows, after years of use they might even begin to retain a measure of the power you pour through them.

Favoured Weapon [400]
A good weapon is a strong force multiplier. If you could cleave through trees with a normal steel sword, then imagine the havoc you could wreak with one that was capable of cleaving through stone when wielded by normal mortals, let alone one imbued with its own power. These kinds of weapons are the type that appears once every few decades or even lifetimes, but those lifetimes add up. You have acquired your very own legendary weapon, the kind used by heroes of eras past. Incomparably sharp, incredibly sturdy, and filled with elemental power, this weapon puts you in good stead for the journey ahead.

Living Weapon [600]
That which is not living will not grow. That which is not living may accumulate power, but it will ever be constrained. Made from the remains of a long dead dragon that once did battle with the gods, and infused with the leftover life force of its heart, this weapon could truly be considered to be alive. The form this weapon will take is up to you, be it a spear, sword, bow, or something else of the like. This weapon has formed a connection with its wielder, with you, and so it grows in strength alongside you. As you grow stronger, you will find its form growing sturdier, its edge more keen. This is a weapon you can keep beside you no matter how far you go.

Copied Clothes [100]
Each nation has its own specific look. Each person has their own spin on it. Vision users in particular appear to enjoy clothes that stand out rather more from the crowd, often in somewhat unique ways. You wouldn't want to be left out of this trend, now would you? This is a wardrobe filled with various different styles of clothes, up to and including copies of the clothes that the characters wear, should you be interested in a little cosplaying.

Fake Vision [100]
The Gods, and other mystical creatures of the land, do not need to use a Vision to use magic. However, this also means they do not have a Vision, which would be a conspicuous sight should they use their powers. As such, the Gods will occasionally make use of a fake vision. By all appearances it would look and feel identical. Yet it has no function other than to look real. For whatever reason, you have picked up your own. If you wish, in future jumps, this fake vision could change to suit the local equivalent, be it a wand, tome, or staff. It is a useful trinket for avoiding awkward questions.

Nirnama Detector [100]
By all rights, this is a rather odd device created by Lisa using a selection of dangerous materials from Sumeru. Shaped like a simple monocle, or perhaps a pair of spectacles if you would prefer, this detector allows one to see the imaginary friends of those within its view. You may be surprised by the types of friends you see, and it is likely to give you some level of insight into their personality. But overall, this is more of a fun trinket than anything else.

Inert Visions [100]
When a Vision user dies, their Vision does not simply vanish with them. It becomes inert, losing the glow it once had. For most it would become a simple trinket, good for little other than decoration. However should someone ‘worthy’ pick up one of these Visions, they have a chance of reawakening it for themselves. You have collected several dead Visions. Seven in fact, one for each element. Each jump you will receive another seven, which you can distribute around to see if someone worthy awakens them.

Mora [100]
Mora is more than just a coin used to trade. Every single piece of mora was created by the Geo Archon, Morax, and as such every single piece contains some of his power. This power allows it to act as a catalyst for physical transformation. When paying for a potion to be made or a weapon to be forged, you aren’t just paying for the service, you are supplying an ingredient. For 100CP you will gain a few thousand mora each month, enough for a family to live on comfortably. For 200 extra CP, however, you can add two zeros on to that number. Now you would be playing in the big leagues, alongside the likes of Childe and Ningguang. The kind of people who could throw around money without caring about expenditure.

Plaustrite Chunk [100]
A mysterious floating type of elemental rock that is much enjoyed by the denizens of Liyue and is a key part of their lantern rites. Some old ruin guards use them for flight, and when buried in the ground the ore may give rise to Bloatty Floatty plants. You have received a rather large boulder of the stuff, about the size of a cart in fact. By itself this would let you float a good amount of things, but with a slow and steady supply of more such rocks, perhaps you will be able to match the floating Jade Chamber in years to come.

Slime Bait [100]
Distilled by an innovative new process from the corolla of mist flowers, this extract is a particularly potent mix. But the attention it attracts most is not of human variety. Slimes feed off of elemental particles to survive, and with such a strong source of it concentrated into one place, it is little wonder that they are drawn to it like moths to a lamp. Just sprinkling a small amount of it on the ground would immediately lead to these magic sensitive creatures springing out of the woodwork to investigate. In future jumps this would work as an incredible bait for any likewise mana sensitive creatures. Don't use too much at once though, lest you find yourself swarmed in minutes.

Enhancement Ore [100]
Legend has it that this refined ingot contains the memories of battles past. It is not known how or why, but weapons are able to absorb this special ore and become stronger for it. It is even said that the weapons that benefit from these memories naturally become sentient. Whether that is true is yet to be seen, but one fact that has been proven time and again is that it does make the weapons better. You have received a dozen chunks of fine enhancement ore, as well as a steady supply of a dozen more each month.

Fishing Rod [100]
Even the best fisherman needs a good rod if they want to catch a healthy fish. This is such a rod. The rod itself was constructed out of rare materials to give it a sturdy length and allows a good bend. The fishing line has a fantastic tensile strength and good length. A bit of magic inherent to the rod means that catching fish is just a bit easier, for this rod was not designed to catch mere mundane fish, but the more rare and legendary kinds. It also comes with a variety of bait to use along with the fishing rod.

Akasha Terminals [100]
Originally created by the first Dendro Archon, relying on the power of the Dendro Gnosis, the Akasha system is a great nation-spanning archive of information. These terminals were later invented by the Akademiya of Sumeru to access that knowledge. Nowadays the Akademiya spends a great deal of its time transferring knowledge gleaned from Irminsul into the Akasha. Those wearing this device are able to instantly obtain any information contained within, provided they have the proper credentials. Simply placing this device on your ear and saying the supplied activation phrase allows one to use it. You will receive a dozen of these devices. In addition, you will receive the blueprints on how to make more should you wish. In future jumps you will also receive a strange green crystal to act as the 'satellite dish' for the system, which will give you a good connection when you are within a few miles of it.

There is an additional option to this however. If you happen to have purchased the sapling of the Irminsul tree, the root of knowledge and dendro power itself, you can use this as the 'core' of the system going forward in future jumps, almost like that of Greater Lord Rukkhadevata. Rather than borrowing the Akademiya's system, you will have your very own. This will allow you unprecedented control of its systems, as well as the people using it. This is a direct channel into their minds, and as such you are able to transfer knowledge to and from them, plant suggestions in their subconscious, and even possess their very bodies. In theory the former two of these are possible without this core, however this would be the difference between hacking into the system and having free access to its source code.

Travel Permit [100]
To get into and out of Inazuma is an arduous affair at the best of times. Inazuma is not known for its fondness of outsiders afterall. This travel permit is exactly the kind of thing that one would require if they wanted to enter Inazuma legally. In fact, this travel permit seems to work for entering into just about any country with 'closed' borders. Simply show it to the border guards and they'll let you right on through.

Knowledge Capsule [200]
This small green gem is a device similar in nature to that of the Akasha terminal. Similarly invented by the Akademiya, the knowledge capsule lives up to its name by acting as a storage container for knowledge. Unlike the Akasha though, anyone can use the information within, regardless of who they are. Simply place this on your personal Akasha device and the knowledge will download directly into your head. Or, if you wish, you could extract information from your Akasha to share with others using a specialised helmet that comes with these. You have received a few of these Capsules, including one of the illusive combat-class knowledge capsules, known to boost one's combat abilities. Sadly this boost is most effective on those lacking in skill, doing little for more impressive fighters. Overuse of these capsules is known to have adverse effects on the mind of the user, namely on their ability to think, so use them in moderation.

Volatile Potions [200]
While those humans without Visions cannot control the elemental energies, they can still make use of items that contain them, with all that entails. The simplest of reactions is often the most violent one. Treasure Hunters will often make use of 'potions' that will explode when the vial they are in shatters, spreading the energy within to the immediate vicinity. When one combines this with the manner in which different elements can conflict, you will find a surprisingly effective weapon.

Karst Crawler [200]
If you were to stumble upon this without knowing what it truly is, you could be forgiven for thinking you had found a particularly interesting looking rock formation. But what you would have actually found is a massive chunk of rock hard amber sitting atop the buried plant that created it. For the most part, this plant stays low or underground. The second something steps on this plant though, it instantly encases them in a giant block of amber that hardens in seconds. This has led to a particular mountain in Liyue with large outcroppings of amber seemingly at random, each containing an unfortunate but often alive occupant. You have gained the seeds for a dozen of these plants.

Treasure Compass [200]
Every Treasure Hoarder’s dream would be to have one of these. It is a magical compass, constructed from rare and expensive resources. Rather than using any kind of magnetic field, the needle of this compass taps into the local ley lines in order to lead the user towards the nearest treasures. With so many treasure abound in this world, that needle will be almost guaranteed to be pointing to something. It is said that some adventurers vehemently dislike these devices.

Delusion [200]
Where the Archon of Inazuma takes away Visions from their users, the Archon of Snezhnaya does almost the opposite. She has gifted the especially exemplary members of the Fatui with Delusions; artificial Visions that can be wielded by anyone. However, unlike Visions, Delusions can backfire to cause harm to their users. A small price to pay, some would argue, for an item that in some ways is even more powerful than a Vision. You have gained your own Delusion of an unspecified element. Perhaps you could try to replicate them. Some have noted that the faint scent of mist grass emanating from it implies that that is somehow used in its creation.

Fruits Of The Forest [200]
There are many different ingredients and materials in this world that you are unlikely to find in any other. With professions such as alchemy relying on these very things, it would be remiss if you didn't have access to those items later. As and when you wish, you may enter into this moderately sized space filled with lush plant life and creatures in a variety of environments. In many ways this space would appear similar to that of a pocket realm or Domain. Every few days any plants or animals that have been harvested will reappear, though rarer species such as regisvines and the like will take longer. In future worlds, you can add other species to the space by simply bringing them inside.

Mountain Of Rock [200]
A blacksmith is worthless if they don't have any ore to work with. Teyvat is home to many kinds of ores. Some ores are mundane, while some are far less so. You have gained access to a space containing a rather large mountain. Dotted around, on, and inside the mountain is a veritable cornucopia of ores waiting to be mined. From common iron and white iron ores, to crystal chunks and jadeite deposits, to even the rare starsilver and electro crystals, they all can be found in varying amounts. Any ore harvested will reappear in a week or so. When you enter new jumps in the future, new mountains will appear. Unique ores can be added to those mountains by simply bringing some raw samples inside the space.

Crystallization Of Power [200]
These are the crystallised teardrops of a great elemental being, one that in days past might very well have fought toe-to-toe with the gods. Contained within these tears are an incredible amount of pure elemental energy, of a type matching that of the spirit it came from. What exactly that type is, is up to you. This would be a rare and incredibly valuable prize for any able to handle the energy within, enough to power an instrument of the Archons.

Boundary Of Death [200]
It is rumoured that the directors of the Wangsheng Funeral Parlour have the ability to walk between the realms of life and death. Quite the tall tale, but not as fanciful as one might expect. In fact, they simply know how to arrive in a place between life and death, a place deep in the earth where departed souls with longings still for the living world gather before they move on. You know of the route to this place, which will appear in future jumps too.

Adeptal Speed [200]
Adeptal energy, like elemental energy, can be captured. It can be stored. Within this little vial is a small amount of a specific type of adeptal energy. This particular type of energy is used specifically for creating the structures found within the Adepti pocket realms. Where without it might take hours or even days for the structure to form out of the requisite material, this vial can be used to finish the task almost instantaneously. In future jumps, you will find it has a similar sort of effect when used on other structures being constructed via magical means. You have received half a dozen of these vials, each only usable for one structure. Should you run out, you will receive a new lot within a month.

Waverider [200]
This small unassuming boat is in fact a useful water based vehicle for any traveller. Who developed such a boat is still something of a mystery, but its value cannot be denied. Large enough to house four or five people, this boat can actually be summoned to the side of its owner whenever they enter into a large enough body of water to hold it. The back of the boat has two magical thrusters capable of propelling the boat forward at a good speed, while the front comes equipped with two different cannons for dealing with pirates and other sea faring threats. One cannon can shoot rapidly, while the other shoots a more powerful bomb less frequently.

Ubiquity Net [200]
Originating from the land of Inazuma, the Omni Ubiquity Net is a recent invention stemming from the techniques developed by Onmyoudou. It makes use of this power within the threads in order to store the ‘essence’ of small animals which can then later be released using the net itself as a medium. These are unfortunately only single use items, and cannot be used on anything much larger or more powerful than a dog. Still, useful to have for capturing any critters you may wish. You will receive ten of them, with more replacing them within a week should they be used up.

Pyrotechnics [200]
It is amazing the wonders you can create with just a few explosives. Just as you can use it to blow down walls and encampments, you can also create dazzling fireworks. You will be receiving a special box full of various pyrotechnic equipment. What you do with these parts is up to you. Along with them come a few basic instructions on how to create the most simple bombs or fireworks. You will receive a new shipment of parts each month. Make sure to store them safely.

Lumenstone Adjuvant [200]
Forged from Lumenspar crystals from deep within the Chasm in Liyue, this palm sized glowing blue crystal will bring light to even the darkest of pits. It shines brightly enough that you’ll be able to see clearly for several dozen feet in every direction. But this device is not limited to acting as a simple spotlight. Contained within it is the might of heaven itself, which it can release in a burst like the radiance of the sun. Any darkness and malignant corruption within the lights radiance will be washed away, though could resist if strong enough. The crystal can only release so many of these bursts before it must be recharged by the light of day.

Katheryne [200]
Adventurers that travel between nations will notice a comforting constant; standing serenely at the front desk of each Adventurers Guild is Katheryne. Most dismiss this as them just being sisters. Only a few know the truth, that the famous receptionist of the adventurers guild is a Snezhnayan bionic puppet. These puppets are fully sapient and nearly indistinguishable from a human. In many ways they are an inferior version of the Raiden Shogun, one lacking in raw power. Maybe you have done some shady back-alley deals with a fatui maintenance engineer in charge of one of these branches, but you managed to acquire your own bionic puppet. To avoid suspicion from their superiors, the engineer has allowed you to customize this puppet's appearance.

The Guild Branch [400]
The adventurer's guild has branches all across Teyvat. Each branch is rather modest in size and design, but works with startling efficiency. The investigators gather up all sorts of information from across the land, it gets collated at the guild by the organisers, and then quests are created from this information for Adventurers to complete for small rewards. You have found yourself in charge of your own branch, one that will follow you from jump to jump. If nothing else, it will function as quite a good source of information about local going-ons.

Business Ventures [400]
While not everyone can be an economic juggernaut like Ningguang, there are still plenty of small business owners in every corner of Teyvat. From the Dawn Winery in Mondstadt to the Feiyun Commerce in Liyue, they each fill their little niche, and rake in a modest profit as they do so. You too have your own business, in a nation of your choice. If you do choose, it can even come complete with a set of mysterious suppliers to help you restock when you run out of your goods. For a small portion of the profits, that is.

Serenitea Pot [400]
While the materials required to construct a pocket realm are rare and expensive in the current Teyvat, you don't have to worry about all that. You have already been given a perfectly serviceable one by the skilled Madam Ping. It may not be testing the very limits of this ability, but this pocket realm still contains a rather massive space within. Easily enough for a town or two to fit in. Both the inside and outside of this pocket realm are up to you to decide, though unlike the former, the latter is far less malleable once set. Importantly, this specific teapot comes with its own Teapot spirit to help with the running of things. Once in a while, a travelling teapot merchant will pop in to sell their wares, usually in the form of some kind of blueprints you can use for your realm.

Divine Artifact [400]
The gods of this world might not have relied on artifacts but that does not mean they did not have them. Whether it be from your own godly making or from finding it in one of the hidden resting places for a fallen god, you have acquired your own artifact. The Goddess of Salt had a chalice of never ending salt and a ruler that could summon forth a tide of salt from the ground. The God of Anemo had a lyre filled with great amounts of Anemo power. You have something of this ilk. By itself it wouldn't change the world, yet it is still the artifact of a god and as such has power beyond most mortal ken.

Chamber Atop The Clouds [400]
This work of art is something you might expect to see in the realm of an adepti, certainly not in the real world. Almost as if it wishes to meet Celestia among the clouds, this great structure hovers far above the ground. The original Jade Chamber was an iconic sight in Liyue, built over decades by the hard work of Ningguang. As such, one can imagine the staggering cost it took to build. Arrays below and around the base of this structure allows it to travel through the air at quite a respectable pace. This particular structure comes with a Guizhong Ballista, a weapon originally devised by the God of Dust but capable of great destruction when wielded with the right knowledge and power.

Teleportation Waypoints [400]
To the denizens of Teyvat, the teleportation waypoints are a series of mysterious ‘gimmicks’, their purpose unclear. But to those in the know, they are a valuable array. A strange network of devices scattered around the world, allowing one to teleport between activated waypoints. These appear to be linked in some way to using the leylines of the land, though the exact mechanics are not fully understood. A network will appear in future worlds, allowing instant travel for those that know how to use them. Naturally they have to be activated to be used first. Along with this, you will gain several portable waypoints, which allow for temporary use of the network wherever you place them.

Divine Statue [400]
Spread around Teyvat are the statues of the Seven Archons. These act as places that mortals can give worship to the gods, a symbol of their protection, and contain a portion of their elemental power. Enough that the Traveler was able to resonate with them in order to gain the power of that element. You have received a set of statues for yourself. This can be placed in locations of your choice, though maybe avoid an area overseen by another God lest you come to blows. People will be able to pray and offer tribute to this statue, and may receive some kind of blessing in turn, or at least your attention.

The Fleet [400]
A captain needs her ship. A captain of great renown has an entire pirate fleet. Well, it’s called a pirate fleet but everything about it is *more or less* legal. Certainly there won’t be anyone chasing the fleet just for their existence. Still, you are the commander of your own fleet of ships, twenty strong, each manned by a worthy crew of experienced sailors. The ships themselves are armed with an array of basic cannons, ballista, and sailing necessities. Just bear in mind that sailing to and from Inazuma wouldn’t be too viable at present.

Shard of Irminsul [400]
The Irminsul is a singularly unique special silver-white tree. The roots of this tree form and intertwine the very leylines that encompass the world. It is said that the original tree is the very root of knowledge and Dendro power itself. The God of Wisdom’s power and consciousness is intimately linked with it. Through the roots of these trees flows elemental power and the memories of the past. These roots can then form Ley Line Blossoms on the surface in response to a person’s powerful desires. If the roots are revitalised, the blossoms can then produce items from the solidified memories within themselves that in some way fulfil the want of the one who restored them. You have received an offshoot of this great tree, to place in the world, and future worlds, where you see fit. While small for now, it may grow to great heights in the future. Maybe one day it will be able to birth its own God of Wisdom.

Training Domain [400]
Created by Kamuna Onmyoudou long ago using the combined arts of the Adepti and Tengu, this was a manmade Domain designed specifically for training skilled samurai before it fell into disuse. The insides consist of a series of connected rooms whose placement can be rearranged at any point. Each room will spawn several mirror monsters, false monsters in the image of real ones, that the trainee will have to fight. Once the maze of rooms has been navigated, and boss monster defeated, the trainee will have completed the course. Somehow the entrance of this Domain has fallen into your hands. Luckily no-one would notice even if it were to go missing.

Sacred Sakura Sapling [400]
Born from the body of a close friend of the Electro Archon, the Sacred Sakura tree is a holy site for those of Inazuma. The trunk of the tree stretches high into the sky and assumes the shape of a fox, and the leaves that drop from the canopy have a certain electrical energy, but it is the roots that are the real prize. The roots of this tree purges evil and corruption from the land by absorbing it into themselves. Unfortunately they cannot purify this taint themselves, and so this must be done by others in a purification ritual. While you do not have the original tree, you do have an offshoot sapling that could soon grow to similar heights.

Mikage Furnace [400]
While not irreplaceable, the Mikage furnace is nonetheless an extremely valuable asset for Inazuma. This is a device that acts as a furnace, using the power of a fallen god as its fuel source. Its use of this power makes it capable of smelting together some truly impressive materials, including those taken from the remains of gods. This furnace was the source of Inazuma's world famous Jade Steel. You have acquired a replica of this house sized device for your own personal use.

Toy Factory [600]
Well isn’t this nice? A giant factory deep in the mountains full of life sized Mr. Cyclops. Or are they called Field Tillers? Or Ruin Guards? Whichever the case, you’ve found yourself the proud owner of a factory revolving around the study and production of these great machines and others of their like. These are some pretty useful warriors, with powerful limbs, missiles built into their back, and a powerful laser in their one eye. Only an innocent child could think of these as mere toys really. With enough of these machines, you could potentially overrun entire nations.

Lost Islands [600]
This is a hidden archipelago concealed by a wall of treacherous weather and deadly currents. But once you go past this barrier that stops most travelers, you will find a veritable paradise of sunny shores and fair weather. However below the surface of this area lurks a surprising secret. A great and complex mechanism has been built into the foundation of the islands, allowing the entire landmass to sink into the seas on command, leaving only the tips of the mountains above. In future worlds this can be placed out in the oceans of the world, or optionally you could gain a waypoint that will take you to the mist hidden isles.

Ceremony Of Corruption [600]
The Abyss have had a long time to plan their war with the Archons. They have developed no end of tricks and traps to further their ends. They even went so far as to devise a ritual that would allow them to corrupt the minds of great spirits and old gods. This is what they had used on Dvalin, and what they had planned to use on Boreas. You have come into possession of a scroll detailing how to carry this ceremony out, as well as any items you might need to do so. While you will need to start the rite first, which is no easy feat against a god, once begun it would be near impossible for them to break free, barring outside interference. Once complete, you will find these once great beings much more… agreeable, to any cause you may have. How long the ceremony takes is entirely dependent on how strong the willpower of the victim.

Flipped Cleansing Pool [600]
Located deep within the Chasm of Liyue, buried beneath miles of rock and dirt, lies the ancient ruins of long gone civilisation. At the centre of this ruin is a sparkling and serene pool of water. There are two strange yet fantastical things about this pool. The first and most obvious is that it is upside down. The entire thing is located on the ceiling yet the water does not drop in an act of defiance against gravity. The second fantastical fact about this pool is that it has a potent cleansing effect. Just being near this pool is enough to allay most corruptions or curses. Only a curse at the level as cast by the Gods would resist this effect. Curiously this particular pool is surrounded by several devices of Abyss design. When activated, they will amplify the cleansing effect a hundredfold. You can choose where you wish for this pool to be located in future jumps.

Raiden Shogun [600]
This is the Raiden Shogun. Well, not her specifically. Rather, you have come into possession of a product identical to her. A puppet created of ancient technology lost to war whose great power stands at the same level as the more powerful of gods. The appearance, personality, and indeed even elemental affinity of this mechanical god is one you can freely choose now, though these will become significantly harder to modify once established. To those unaware, this puppet will appear for all the world as if they are a living being. Only those already informed about their nature would know that they are different.

Companions:

Wish Upon A Star [50]
Guided by the fate of the stars above, you have been destined to meet and interact with one of the characters of this world. Time and again you will meet, time enough for you to build rapport. At the end, should they be willing, you can take this person with you as a companion.

Import [50-100]
For 50CP, you may import up to three companions, each gaining 600CP to spend on options of their choice. For a further 50CP, you may import up to the full eight companions, with them similarly getting 600CP to spend.

Small Spirit [50]
There are many big powerful creatures in this world, but there are also plenty of little ones too. One of these small spirits, elemental beings, or mystical beasts has decided that they wish to follow you. It could be something like the mini seelie, or perhaps a young Oceanid. Though small for now, perhaps one day it may grow into something truly special. After all, the Anemo Archon himself was once only a tiny Anemo Spirit.

The Twin [100]
When you entered this world, you did not do so alone. Along with you came your twin, someone similar in appearance and your equal in power. Like siblings who have only known to rely on each other, this twin is incredibly loyal to you, willing to walk to the ends of the earth to stand with you.

Emergency Food [100]
A small person has washed up onto the shore in front of your very feet. They are the size of a small child, can float, and have an interesting cloak of stars. Paimon. You've managed to find your very own Paimon. Perhaps this is even the original that ordinarily would have been found by the Traveler. They seem to be quite knowledgeable about this world, a regular font of knowledge. What they actually are is something of a mystery, with no-one seeming to know for sure.

A Familiar Power [100]
It has already been mentioned that raw elemental energy can give rise to elemental life. So it is no surprise that a Vision user might also make such a being unexpectedly when they first receive their Vision. Some part of your subconscious wished for a companion and so, when your Vision appeared, at that very moment a fragment of your power was made manifest in the form of a familiar. The exact form they take is up to you, but they are fully capable of independent thought, and are capable of using the power that created them. As a part of your power made manifest by your subconscious, they are entirely loyal to you, though this doesn't stop them from being exasperated at times by your behaviour.

Drawbacks:

Character Replacement [+000]
If you wish, instead of entering into this jump as usual, you can choose to replace one of the many already existing characters, gaining their appearance and memories. You could even choose to take the place of the Traveler or their sibling. However you will not gain any new abilities or powers that you have not bought from the Jump already. There is no lack of interesting characters in this world, so your choices are by no means small.

500 Year Journey [+100]
You will not be starting during the time that the Traveller approaches Mondstadt. Instead, you will be starting only a few weeks before the dreaded cataclysm at Khaenri'ah, nearly 500 years before the events of the game. This is a great calamity whose effects are still felt strongly centuries later. The great human-led nation will provoke The Heavenly Principles as terrible beasts and machines wreak chaos across the world, causing the Archons to be called to war. Per the original events, several archons would lose their lives during this time: the kindhearted Makoto and the equally caring Rukkhadevata. You can choose whether you leave after a decade, or stay until when the jump would normally end. This is a long time to wait, Jumper, but if you can weather the centuries you may get to watch the journey of the Traveler's twin.

Archon Wars [+200]
While the previous option starts you off 500 years ago, this one will be sending you back millennia. You will be entering this world at the very advent of the infamous Archon Wars. The Heavenly Principles have released the seven Seats in Celestia and seven Gnoses, and now all the Gods and Spirits of the world fight for a chance to claim one. This is a war that will last decades, and will change the landscape of Teyvat itself in so many ways. Only once it ends will the seven chosen obtain their spots as the Seven Archons of Teyvat, to rule over its laws and elements. Like before, you can choose to stay for a short decade, or remain in this world until the original end time.

Chuuni Behaviour [+100]
Your behaviour and speech pattern can only really be described as… ‘quirky’. Maybe you read one too many fantasy novels as a child, for you have taken to giving yourself a rather fancy title and speaking incredibly formal and flowery language. Other people may need a translator to understand what you are actually saying half the time.

Adult Supervision [+100]
You know that part at the beginning where you got to choose your age? Yeah, that isn’t true anymore. While that might be how old you physically are, that isn’t how old your body is. You are stuck with a child’s body for this jump. You would appear to be no older than ten years old. On top of that, expect the people around you to treat you like one too. Even if you seem mature, they’ll still insist that someone supervise you, make sure you go to bed on time, and so on.

In Terms Of Mora, We Have None [+100]
It is rather amazing just how bad the Geo Archon, inventor of Mora; the currency of the entire world, is with money. But then, when you can create it out of thin air, it is natural that you would struggle to appreciate its value to others. Similarly the Anemo Archon is known to rarely have any money to hand, often having to beg for any change they can get. While perhaps not as extreme as those two examples, you are little better at retaining mora. Whether it is lost, spent on ridiculously expensive goods you have little need for, or just charity, you will find that you rarely have more than a few hundred mora to hand at any one time.

The Tease Target [+100]
You need to stop making yourself such an easy target, Jumper. People just seem to love making you the recipient of any teasing or jokes that happen to be going around. For the most part it is harmless, though is liable to get annoying rather quickly, especially the recurring gags which just keep popping up again.

Tainted By Gold [+200]
The poisoned taint of Durin has infected your body. A corruption that reaches deep into your body and soul, born of a shadowy dragon that brought low powerful gods and spirits. Do not think yourself weak for falling victim to it, for even the mighty Dvalin was unable to fight off this poison devised by the crazy and dark mind of the Alchemist Gold. With this poison running through your veins, you will find yourself weakened, and in constant poison. This pain will dull your mind, and is likely to leave you with a short temper.

Power Sealed [+200]
Much like the traveler, soon after you entered this world your powers were sealed. Whether it be in jump or out of jump powers, you are currently little better than an ordinary mortal, without even access to any of the items you once owned. But it is not hopeless. For just as the Traveler was able to regain their powers slowly, so too are you. By reaching and resonating with the different Statues of the Seven Archons dotted around Teyvat, you will slowly begin to regain the powers you had bought in this document. This is not as easy a task as it sounds though, not to visit all seven. Once you have regained those, the true challenge would begin. You would have to visit Celestia itself to regain any out of jump powers you once had.

Hilichurl Invasion [+200]
Out in the wilds, tribes of Hilichurls wander. A constant menace to all nations, you appear particularly prone to unfortunate encounters with these beings, which more often than not leads to a fight. Even if you yourself are a Hilichurl, those you encounter tend to be from other tribes that are at odds with you, so don’t expect to find respite from that. Staying behind the walls of a city merely means that the Hilichurls become more aggressive, launching raids against the defenders with greater intensity.

The Contract [+200]
You have been entered into a contract. One backed by the power of the Geo Archon himself. This is a contract you cannot break, nor are you even particularly inclined to try. What this contract gains you is unclear, if anything. However what it does do is stay your hand concerning one of the major factions you would oppose in this world. By word of the contract, you are not to interfere in their affairs bar defending yourself should they personally make a move to harm you.

Ambitionless [+200]
Your drive, your very ambition? It has been stripped from you. One of the gods of this world has seen fit to crystallise your ambitions into a Vision and then seized it from you. You have lost that which drove you to action once more, leaving only a gnawing hollow hole in your heart that you don't even know what was once filled with. Only by finding this mysterious god and taking back your Vision will you once more regain your ambitions and the memories of them.

Bennett Bad Luck [+300]
While some people are blessed with luck, you are just the opposite. In fact, one might even think you cursed. Bad luck and ill fortune follows you like a plague. Not just you, those around you have a tendency to get caught up in your bad luck too. Just walking down the road is liable to have apples falling out of trees onto your head. And that is just the beginning. Rare geo turbulences, errant explosions, spoiled food and more are things you can expect with depressing regularity.

Abyss Looks Back [+300]
The Abyss have made an enemy of the world, and they will go through any who would oppose them. Led by a world traveler themselves, they have picked up on your existence and you have been marked. The Abyss order are seeking to take you down specifically to prevent you from scuppering their plans, and they are willing to devote no small number of forces to take you down. From small-time Hilichurls, to Abyss mages, to even the Abyss Heralds and more, this will be no easy fight. A force that seeks to take on the Seven Archons is not a weak organisation.

Karma Of Yaksha [+300]
The path of the Yaksha is one fated for a doomed end. In their eternal mission to combat the remnant hatred of fallen gods, the Yaksha were stained by Karmic debt with each monster slain. This karmic debt eats away at their sanity and soul, ever so slowly driving them insane. Of the famous Five Yaksha, four have fallen now to this debt. That same karmic debt now falls to you. Burdened with this pain, just being near you is hazardous to the health of mortals without Visions. Only with an unbreakable will can you last through the years without going mad.

Outlander [+300]
You are not of this world. That has a multitude of effects, but most relevant currently is that this leaves a notable mark on you. To the common man, it would simply manifest as an invisible miasma that makes those around you rather uncomfortable. To those of a divine nature, it marks you like a splodge of black ink on a white backdrop. And there are those among the divine who do not care for outlanders. Should they catch sight of you, you should not expect nice things to happen. Centuries of imprisonment and sealing of your powers would be in line with the kind of treatment you might expect, should you be caught by them.

The End:

Your time here is now at its end. It is time for you to decide what you wish to do from here on out.

Stay Here: You have grown fond of this world, or maybe this was always your planned end, for you have decided you wish to stay in this world. You will end your chain and remain in this world, keeping everything you have gained.

Go Home: You decided that enough was enough. You want to return to your original home. You have ended your chain and now head on back to the world that you started from, once more keeping everything you have gained.

Move On: The tale never ends, and neither do the adventures. Your fate still lies amongst the stars, for your chain is not yet over. It is time to move on to your next jump.

Notes:

This jump currently covers content up to version 3.2 of the game. In other words, up to the end of the Sumeru main story. Fontaine and onwards are not yet covered beyond the bare basics we already know.

Given this jump is for a game that still has a lot of content to be released, in the event that I disappear this jump is open for updating by other people as new content is put out.

Changelog:

1.3 - Added imaging to various pages
Changed Liyue capstone, original moved to Sumeru, added in new 400CP perk
Changed fluff text for various options with new lore
Added various new items for new lore
Added Sumeru Perkline
Added Karma and Earlier Start drawbacks

Jump by Lone Valkyrie. Hope you enjoy it!