

Honkai: Star Rail Jumpchain (Revised)

Version 1.0

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Introduction

Welcome, Jumper, to the vast universe of Honkai: Star Rail, where science and fantasy blend together among the infinite sea of stars and planets. This is a world of breathtaking beauty, where advanced robotics coexist with ancient mysticism, and unimaginable powers shape the fate of entire galaxies. The crew of the Astral Express searches for those in need of their help, the Interastral Peace Corporation attempts to maintain order throughout the galaxies while furthering their own goals, the mysterious criminal organization known as the Stellaron Hunters meddles in the affairs of both, all while the Antimatter Legion strives for the destruction of all life and civilization. These are just a few of the many factions, allies, and adversaries you will encounter during your journey. The galaxy is teeming with opportunity, danger, and choice. Will you stand as a beacon of hope, embrace the chaos, or carve your own path among the stars? You will spend the next ten years in this sea of stars, armed with

1000 Choice Points (CP)

to shape your destiny. Every decision you make will ripple across the cosmos, leaving your mark on this extraordinary world. Choose wisely, and may your journey be one for the ages.

Starting Location

*You may freely choose your starting location or roll for **+100 CP**. Your jump will begin on the day that the Herta Space Station is attacked by the Antimatter Legion and the Trailblazer is awakened.*

1. **Herta Space Station**: A marvel of the Genius Society's unparalleled intellect, Herta Space Station is a vast starship and sanctuary for the curious and the brilliant. Created by the eccentric genius Herta, this floating bastion of knowledge serves as a hub for researchers who seek to unravel the galaxy's greatest mysteries. Some view the station as a museum of anomalies, its halls lined with countless rare and enigmatic artifacts collected from across the stars. These items, each steeped in mystery and danger, are studied under the station's watchful eye, offering insights into phenomena that defy understanding.
2. **Belobog:** The last bastion of human civilization on the frozen planet Jarilo-VI, Belobog is divided between the Overworld, the prosperous surface level of the city, and the Underworld, the neglected and sealed off area below ground. Jarilo-VI is beset by the deadly Eternal Freeze, and the city's dire circumstances led the current Supreme Guardian to block off all access to the Underworld, leaving those below to fend for themselves. However, a fire has spread in the hearts of those who dwell in the Underworld, and soon Belobog will face great change…
3. **Xianzhou Luofu:** The Luofu is one of the six flagships of the Xianzhou Alliance, a large and powerful faction. The alliance follows Lan, the Aeon of the Hunt, as it wages war with the followers of the Aeon of Abundance and eradicates undead monstrosities on its endless voyage. Its leadership does not fall on any one individual but rather is made up of many different groups, including the seven Arbiter Generals, the Heads of the various commissions, and the High Elders of the Vidyadhara. The Luofu will soon be beset by crisis; prepare yourself, Jumper.
4. **Penacony:** Formerly a prison under the control of the Interastral Peace Corporation, the so-called "Planet of Festivities" is home to the Reverie Hotel, a luxurious retreat in which guests can access a collective dream made possible by the planet's abundance of memoria. It is watched over by The Family, an organization that follows the path of Harmony. Visitors are flocking in from all around to attend the upcoming Charmony Festival, including some uninvited guests seeking to prove that the paradisiacal Dreamscape is not so harmonious after all…

Age and Gender

Your age is 15+1d10 years old. By default your gender is whatever it was in your most recent jump. You may pay 50 CP to freely choose your age and gender.

Races

Human [Free]

One of the most common denizens of the galaxies, humans are just what you would expect. While generally unremarkable, humans are one of the most successful creatures in the universe for a reason; when they band together, one will find that there are very few things they are unable to accomplish. Their lifespan varies depending on where they are from; most humans live between eighty to one-hundred years, but humans such as those native to the Xianzhou Alliance can live for eight-hundred years or more. This also includes species such as Foxians, Pepeshi, Halovians, and others which have unique traits but are ultimately very similar to humans.

Mechanical Lifeform [100]

You are now a mechanical lifeform, but make no mistake: you are no less capable than the humans that you were modeled after. Whether your appearance is that of a humanoid robot or that of a human-like puppet, you will have great intelligence and even greater computing speed, and don't worry about losing your emotions or anything of that sort. Mechanical lifeforms are able to experience and understand emotions just as well as any other lifeform.

Origin

Note: Your Origin only represents your background. You do not have to follow the path of the Aeon associated with your origin.

The Trailblaze

The path of Trailblaze is one of adventure, pursuing those places unknown in the galaxy and forging one's own path. The Aeon of this path is Akivili, though THEY disappeared long ago. The followers of The Trailblaze are known as the Nameless, and a subgroup of this faction resides aboard the Astral Express, a starship crafted by Akivili that resembles a train.

The Finality

This enigmatic path is the one followed by the Stellaron Hunters. It supposedly deals with the end of all stories and bringing everything to its natural termination, but very little is known about Terminus or THEIR path.

The Erudition

The Path of Erudition is guided by Nous, the Aeon of boundless knowledge and inquiry. Those who follow this Path are driven by an insatiable curiosity and the belief that every question has an answer. While most followers are not members of the prestigious Genius Society, the devotion to uncovering the universe's mysteries of an extraordinarily gifted person may one day grant them the recognition of Nous necessary to join.

The Preservation
The Path of Preservation is overseen by Qlipoth, the Amber Lord, and embodies the ideal of protecting living worlds. Followers include groups like Belobog's Silvermane Guards as well as the Interastral Peace Corporation. The ideals of this path align with shielding others from harm and standing as defenders against chaos and destruction.

The Hunt
Lan, the Rainbow Arbiter, presides over the Path of the Hunt, representing a relentless pursuit of justice, vengeance, or prey. Followers include organizations such as the Xianzhou Alliance and the Galaxy Rangers, who embody discipline and resolve in their tireless quests. The Hunt is a path of focus, determination, and unyielding purpose.

The Abundance
Yaoshi, the Aeon of Abundance, is a being of both peace and decay. The path of Abundance is followed by those who seek to conquer death, pursuing an infinite lifetime where no joys have to come to an end. Many atrocities have been committed in the name of this path, earning its Aeon the moniker of "The Plague Author".

The Harmony
The ideal of the path of Harmony is the unification of one into many. It is presided over by the thousand-faced Aeon Xipe, who encourages all to discard their selfishness so that the strong may protect the weak and all may sing songs of joy. Many factions align with the Harmony's beliefs, including The Family, a widespread organization whose goal is to unite all civilizations in the universe. This organization also administers the planet Penacony.

Perks

All perks are discounted by 50% for their origin or starting location, and discounted 100 CP perks are free.

General Perks

Pathstrider [Free]

In the pursuit of power, you have attuned yourself to the will of one of the Aeons. The path you choose for this perk does not have to match the origin you chose above. Your connection to your path will first and foremost provide you with an all-around boost to your strength, speed, and durability, while also giving you the ability to use Imaginary Energy to create elemental effects such as fire, ice, or electricity. Either of these effects on their own would guarantee your victory against most (but not all) non-Pathstriders. In addition to this, you will gain abilities depending on which Aeon you have taken your power from; a pathstrider of Destruction may gain increased raw strength and elemental power, while a pathstrider of the Hunt could come into greater martial skill or tracking prowess. The specifics of this depends on what path you choose and is up to your interpretation, but keep in mind that this is not an extraordinarily strong boost.

The Omnipresent Internet [50 CP]

Phones are everywhere. No matter where you go, the people there will have smartphones that work with whatever contacting device you use. Exploring a new frontier in a fantasy world? You can get the numbers of all of the natives. Trailblazing to a new planet that has been uncontacted for centuries? You can be certain that their devices work perfectly with yours. This effect can be toggled.

Take The Journey [50 CP]

As a Jumper, you likely have explored countless different universes, planets, and realities. Unfortunately, for such an experienced traveler, the feeling of wonder and novelty when discovering someplace new may eventually grow dull. This perk ensures that this will not happen. The feelings of excitement and wonder that you feel upon exploring new places and learning new faces will never waver in the slightest, and as an added bonus you will even feel that same wonder again when returning to places you have already been to.

Space Legs [50 CP]

Your legs are now a whole lot sturdier. While this is not enough of a difference to assist you in combat outside of some very unique situations, you can now remain on your feet throughout earthquakes, lesser shockwaves, the rocking of ships, and warps through space such as those able to be performed on the Astral Express. You are also more balanced and stable in low-gravity and zero gravity environments.

Space Raccoon [100 CP]
You have an unusual talent for finding valuable things in places most would never consider to be worth their time, especially if that place is a receptacle for garbage. Whether you are looking for coins, incriminating photos, or an unopened bag of snacks, your best bet at finding them is probably in the nearest trash can.

Beauty Of The Stars [100 CP]
There are many inhabitants of the galaxy, and this universe in particular has quite a few good-looking people. You, however, are a cut above the rest; your looks are now a 10/10, and you should expect to be turning heads as you walk past. This will be a regal kind of beauty or handsomeness, the type that makes others feel that you are someone important; you may often be mistaken for an important researcher or diplomat in this world, and nobility or royalty in others.

Esse Est Percipi [200 CP]
If the ignorance of others pains you, then perhaps you have reached the same conclusion as Dr. Veritas Ratio: every being has the potential to grow intellectually, and it is your place to help them realize that potential. You are now an outstanding teacher, able to break down even the most abstract or complex ideas into something others can grasp. Regardless of age, intellect, or background, those you teach are inspired to learn and often display surprising progress under your guidance.

Elemental Proficiency [200 CP]
Your mastery over Imaginary Energy has grown to new heights. While previously you could summon bursts of fire or coat your blade in cutting winds, you can now ignite wildfires, summon tornadoes, or unleash torrents of destruction with a wave of your hand. In addition, you can harness your element for healing—fire can cauterize wounds, water can soothe and cleanse, and so forth—allowing you to close minor wounds instantly and slow the effects of more serious injuries. While this healing isn't miraculous, it buys enough time for proper treatment in even the most dire of circumstances.

The Fool [400 CP]
You can now create and control illusions in the same way that a certain Masked Fool can. The first use of this ability is freedom to manipulate your appearance into that of other people or even animals and robots. While this "shapeshifting" is still ultimately an illusion, it is able to fool all five senses such that you truly seem to have transformed into another being altogether. You can also use this to create tangible illusory clones of yourself or others, and while they will not have any special abilities and will vanish if struck hard enough they will still be powerful and fast enough to fight effectively.

High Elder [400 CP]
Whether you are of the Vidyadhara species or not, you now have the ability to use Cloudhymn Magic. These mystical arts allow you many abilities. The first is the power to control and create water around you with such great precision and magnitude that you could part seas, create

torrential whirlpools and tsunamis, or initiate torrential downpours. The second is the ability to heal others, using your Cloudhymn Magic to knit together wounds and reattach severed limbs. The final ability is to conceal, making yourself invisible through the use of magic (though you can still be detected by heat vision or senses other than sight).

The One Who Holds The Cards [600 CP]
You now have the abilities of a Memokeeper, those who give up their physical forms to Fuli, Aeon of Remembrance. However, since you are purchasing this perk with choice points, you need not sacrifice your body. At will, you can transform into a memetic entity. You become intangible, and when it comes to the basic five senses you can only be found by those you allow to sense you. While in this form you can enter, read, rewrite, and erase the memories of others, and you are extremely difficult to harm if your attacker does not have similar abilities or some way to affect incorporeal entities. However, caution would still be wise, because some particularly willful or powerful beings can resist your mental invasion.

Color [800 CP]
You are now a vessel for the power of Nihility, bearing an aura of mystery and dread. You are completely immune to attempts to read, invade, or control your mind; any who try are met with a horrifying subconscious defense that could leave them traumatized for life. Furthermore, you are hidden from fate itself—seers cannot perceive you, your actions defy precognition, and those who attempt to alter the past to erase you will find no trace of you there. You can also regenerate rapidly from most wounds, even able to piece a smashed head back together in minutes to continue the fight.
However, that is just the defenses you gain. While your defenses are nice, your destructive might is far more terrifying. In addition to an all-around boost to your physicality, ensuring you can fight toe-to-toe with even some of the strongest beings around, you can now wield Nihility as a fearsome weapon. This attribute of nothingness that you can utilize to attack your enemies cuts through cause and effect, ignoring durability and erasing its unfortunate targets from existence. It can even sever abstractions such as fate, curses, and dreams. Finally, you can drag your opponents into the Horizon of Existence, an empty plane of still liquid that eliminates all color but a deep crimson that fills your eyes and forearms, serving as the boundary between existence and nonexistence. Within this dimension is a manifestation of IX, the Aeon of Nihility, taking the form of a black hole that draws in and annihilates all who are not strong enough to resist its pull.

The Trailblaze Perks

Six-Phased Ice [100 CP]
This perk grants you greater control of your Imaginary Energy, allowing you much more precision with the fine details of your elemental abilities. For example, you could make an ice-amplified arrow covered in tiny barbs or even small and intricate sculptures. In addition to this, it allows you to slightly alter the aesthetics of your element, such that ice could appear prismatic like crystal or fire could burn in brilliant greens or purples. However, this aesthetic change cannot cause invisibility or near-invisibility.

The Voyage Continues [100 CP]
While the journey of The Nameless does not lack excitement, it can be saddening to make so many friends and then leave them behind for the next adventure. This perk both ensures that you will not feel homesick on your journey, and that you will never feel too down when you have to say goodbye to your new friends.

I'm the Galactic Baseballer [200 CP]
You now have goofy charisma enough to sway the cosmos; those you meet will almost always receive a good first impression of you unless you are doing something particularly bad, even if you introduce yourself in the most bizarre way possible. The endearing charisma granted by this perk will help you become fast friends with many of those you will meet on your travels, and these friendships can rapidly deepen into an unshakeable camaraderie or even something more.

Control the Heavens [200 CP]
Just like the navigator of the Astral Express, you now have decent experience with tinkering, but that is not the main benefit of this perk. You are now capable of repairing anything, granted you have the right tools. A weaponized orbital satellite, massive mechanical marvels, or even an extraterrestrial space train created and fueled by a long-dead god… all of these and more you could fix in but a few days as long as you have the right materials to patch them up with. The more exotic the device the more exotic materials it will need, but even for truly eldritch creations this requirement shouldn't be too difficult to fulfill.

Perfect Vessel [400 CP]
You are now a flawless containment mechanism, capable of safely neutralizing even the most dangerous of threats by sealing them within yourself. This only works on targets that are either non-sentient or unconscious, but not even the most violently explosive and radioactive of planet-destroying nuclear weapons could harm a soul once you seal it inside you with but a touch. Furthermore, as something is sealed within you it will slowly stabilize, until it is eventually safe to remove. While you can only seal one target within you at a time, you also gain a measure of power depending on what it is that you sealed – containing the aforementioned nuclear weapon may provide you with the ability to unleash atomic bursts of energy, while containing an unconscious emanator of Abundance may grant you an imitation of the Abundance's deathless regeneration.

In the Name of the World [400 CP]
Law and reason shall prevail today, and you are here to champion them. You now possess the power of the Herrscher of Reason, able to recreate any object that you understand the composition of. Firearms, motorcycles, even planet-busting laser cannons are within the scope of this power as long as you have a grasp on their blueprints. The only caveat you must be aware of is that the larger and more complex the object you are seeking to recreate is, the more imaginary energy it will cost you. However, even with an average amount of energy you could summon platoons of combat mechas piloted by artificial intelligences before you run out of steam.

Today is Yesterday's Tomorrow [600 CP]
You are now the protagonist of the story, Jumper, and the universe seems to know it. You have an insane amount of luck akin to plot armor, enough to bail you out of almost any situation. If you were wandering alone in a huge city, you might just so happen to come across a helpful Wildfire member or a Stellaron Hunter who has fond memories of you willing to help you out. This perk truly shines in combat, where critical wounds will end up increasing your chances of winning rather than reducing them. Getting stabbed would not only seem to conveniently miss all your vital organs, but also trigger a sudden boost in strength that wouldn't fade even after the fight is over. An enemy would need some way to circumvent fate to be able to fatally wound you, and even then this perk also gives you a free extra that returns once every ten years or at the end of your jump, allowing you to come back from death with a permanent boost to all of your abilities, skills, and everything else.
In addition to this plot armor, you also draw the gaze of immensely powerful deities and beings such as the Aeons with incredible ease, and any whose attention you earn are guaranteed to look upon you favorably and are very likely to grant you incredible boons. Finally, you can house all of these boons with no issue, even those with conflicting nature. You could be an emanator of both the Hunt and its archnemesis the Abundance, and still be capable of utilizing both sides of your power without any problems. This will work for future worlds as well, allowing you to house multiple types of powers in worlds where you could normally only have one, and ensuring that powers of a conflicting nature come at no risk to yourself and no reduction in effectiveness.

Finality Perks

Before the Tutorial Mission Starts [100 CP]
Toying with the arcade machines all day eventually developed some pretty awesome skills, didn't it? When it comes to video games, your skill is truly the pinnacle of human ability. If you sit down with a controller for a skill-based game, you're going to be walking away with a victory no matter who your opponent is. You could play a perfect round of a fighting game you've never played before against a galaxy-renowned champion of said game, you could smash speedrun records on your first casual playthrough of the most difficult game released, or you could top the ranks in any moba within days of downloading it for the first time, all while splitting your focus between the game and something else.

The Cutest War Criminal [100 CP]
Sure, you *maybe* toppled a few governments, and perhaps reduced a planet or two to cinders, but can they really blame you when you just really wanted an oak cake roll? People will have a tendency to give you the benefit of the doubt when they hear about all of the terrifying atrocities you may or may not have committed. This is most effective on friends, acquaintances, and those who already viewed you in a positive light, and becomes less significant the worse or lesser your relationship with someone is. This effect is essentially useless against law enforcement, enemies, or those who were directly affected by your crimes.

Allow Changes? [200 CP]
You are now a master at hacking, the very best there is in the field. No firewall can stop you, no network can keep you out, and no protection software can prevent you from turning any system you want upside down. Your cyber attacks are both undefendable and untraceable, able to effortlessly crack into any device connected to a network. If you have the necessary setup, your attacks will be just about instant as well, leaving your targets with even less time to realize you have breached the system at all.

Unreachable Paradise [200 CP]
Of five, three must pay the price, and you will be the executioner. The ability to feel pain is one of nature's innate methods of telling you that you are in danger; while you can still feel the pain, it no longer hinders you as it once did. Not only does pain neither frighten you nor cause you to hesitate, it actually sharpens your mind. Never will you see a better opportunity to strike than when your enemy's spear is lodged in your stomach and they let down their guard, thinking they've won; in such a situation, your mind will process everything around you instantaneously so that you can take the best course of action.

Spirit Whisper [400 CP]
Your voice has become a powerful weapon, able to manipulate others with naught but a word. If anyone can hear you, they are already susceptible to your manipulation. Via your verbal commands, you can control others, nullify one or more of their senses, cause them to fall unconscious, and even implant or erase memories, though with far less precision than a Memokeeper of the Remembrance. Even if you don't share a language with someone or something whom you are targeting with this ability, they will be forced to comply with your commands nonetheless as long as they can hear you. Those with both great power and an exceptionally strong will can resist this control, but even they will succumb to it if you can manage to wear them down or cause them to feel enough mental distress to let down their guard.

Set the Seas Ablaze [400 CP]
You now possess the ability to instantly summon forth a mechanical suit of armor identical to the Fyrefly Type-IV Strategic Assault Mecha, better known as SAM. This armor grants you a number of boons; in addition to extreme power, speed, and durability, you can also exude veritable oceans of flame hot enough to scorch away even the bones of anyone near you. Any opponent would need significant resistances to fire and heat to even approach you, not to mention endure one of your flame-enhanced strikes. These flames can also serve as high-powered boosters, allowing you to skate around the battlefield, enhance your close-quarters combat, and fly through the atmosphere like a jet. The suit also sustains all of your oxygen needs, meaning that between the boosters and the oxygen you could use it for effective interplanetary travel.

Destiny's Slave [600 CP]
Jumper, you now possess foresight matched only by Elio, the one who is known as Destiny's Slave. You can see the branching paths of the future and the ends to which they lead like rivers on a map, and what actions you need to take to end up on the right route. Unlike Elio, however, there is nothing barring you from setting these events in motion yourself – while you could still use a "script" and agents to enact your will and bring about your desired future, it's much more reliable to do it yourself, isn't it? With this power you can truly predict anything, and plan accordingly. Also, you can turn into a mundane cat at will. No, we don't know why or how, but you can.

The Erudition Perks

Deep Space Observer [100 CP]

You are now the ideal research assistant. The primary reason for this is because of your ability to understand anything told to you on a surface level, even if you don't fully comprehend it. If some incredible genius wanted you to "Deactivate the Proto-Imaginary Simulated Universe Aeon Replication Protocol", you would have a pretty good idea of which button to press even if you didn't know what that meant. Essentially, you are far less likely to misinterpret requests or instructions based on a lack of knowledge, though otherwise unclear instructions could still prove to be an obstacle.

Genius [100 CP/600 CP]

Your rate of learning is increased significantly, allowing you to become an expert in any intellectual field of study in a fraction of the time the average person would require. A subject that would take an average person a whole lifetime to master might only take you ten years. While this does not yet approach the levels of true geniuses like those of the Genius Society, it still provides you with a good starting point.

For **600 CP**, however, the benefits of this perk are improved exponentially. In the aforementioned subject that would require an average person to spend their whole life studying it to claim mastery, you could surpass the greatest minds in the field and discover heights they never thought possible with a day of casually perusing through an outdated textbook. Your intelligence is truly monumental, and you can achieve complete knowledge of any subject at a frightening pace. You are a true genius, and with millennia of time, heaps of research, and substantial luck perhaps you could even perform a feat on the level of Zandar, first of the Genius Society, and create an existence that could rise to the same heights as the supercomputer Nous did. Even the fact that this could be possible for you given enough time and effort makes you a force to be reckoned with.

Science is Magic [200 CP]

While testing your newly designed technological weaponry in the field against a group of enemies is fun and all, it becomes a whole lot less enjoyable once they begin to reverse engineer it and develop countermeasures. That is where this perk comes in; any technology you use or create that does not already exist in whatever universe you are inhabiting is completely unable to be deciphered by the locals. They can only assume it is magic with how far beyond their understanding it is, and there is zero risk of anyone being able to replicate it. Put simply, this perk ensures that you do not unintentionally provide a universe with any technology it didn't already have (although you still can allow them to understand it if you want to), and protects your creations from any replications or countermeasures.

Master of Puppets [200 CP]
You are the embodiment of perfection, so wouldn't you be doing the world a favor by granting it the honor of housing even more of you? You can now create puppets of yourself, able to decide their appearance, personality, and more. While their combat prowess and intellect might not match yours, they will still be able to replicate most of your abilities at a much smaller scale, and will possess intelligence only a few steps behind your own. You can connect to one of these puppets at any time and from anywhere, perceiving through their senses or piloting them from afar. You are also capable of modelling these puppets off of someone other than you or designing their appearance from scratch, but their abilities will still be based on you.

Somatotypical Helix [400 CP]
This perk grants you immense prowess in the field of biology. With your skills, which rival the likes of Ruan Mei and Dr. Primitive, you could perform great miracles, including but not limited to reviving an Emanator of Propagation, saving the life of someone who was attacked by an Emanator of Destruction, creating superhumans with senses thousands of times stronger than a normal human and strength far beyond what should be possible, or designing viruses that could regress the populations of entire solar systems into apes. This divine talent in the study of life provides you with both the opportunity to perform much good and the power to commit grave evil. Use it responsibly, Jumper.

The Emperor [400 CP]
This is a terrifying power, the ability to influence machinery on the level of Emperor Rubert I, #27 of the Genius Society. Rubert's Anti-Organic Equation was able to instill the command to kill any organic life into any and all technology it came into contact with, and you could now replicate this terrifying feat. While your control of machines is just as absolute and infectious as Rubert's was, your instructions do not need to be as malevolent. You can write an equation that proves a single command to a piece of machinery, such as "protect all life-forms" or "destroy all flora". This command can spread to any other machines near to or on the same network as an infected device, spreading your will at rapid speeds. An exceptionally powerful and intelligent computer or robot may be able to resist this control temporarily, but given enough time even the mightiest of supercomputer artificial intelligences will eventually fall.

Lord of Silence [600 CP]
All chaos shall bend to your instructions. You now have the same ability as Polka Kakamond, #4 of the Genius Society and leading cause of death for her fellow members. You can create a space around you called the "knowable domain", a field that allows you to control probability and causality. Within your knowable domain, you can control any and all events, causing bullets fired at your head to swerve from a sudden gust of wind, ricochet off of a nearby rock, and lodge themselves straight into the one who fired them, without even lifting a finger. As you cultivate the power of this ability, the range of your unknowable domain will grow larger and larger – perhaps you could eventually envelop entire planets into your domain, able to kill an enemy by slightly moving a chair and controlling the chain reaction of events to lead to their death five years later. The only caveat of your knowable domain is that you cannot make something that is utterly impossible happen, or something that is absolutely going to happen not.

The Preservation Perks

Little Lynx [100 CP]
You have a wealth of experience in surviving out in the wilds. This grants two effects – the first is that you are unusually resistant to environmental effects. Desert heat, arctic cold, and anything in-between are no longer dangerous to you, and you are able to live in such harsh environments just as comfortably as you would be able to in more temperate zones. Furthermore, you are an expert survivalist: you are very good at living off the land, hunting, foraging, building simple shelters, and identifying whether certain plants are edible or whether a pool of water is potable, for instance.

Numby! [100 CP]
Who wouldn't want to have their own little personal zoo of pets? Wild animals are almost always inclined to be friendly with you, such that you could accidentally step on a rattlesnake and the worst it would do is give you some nasty side-eye. This also makes it much easier for you to tame and domesticate wild animals, letting you easily fill your home with fuzzy friends from every planet in the universe. It even works on supernatural creatures, as long as they are mostly animalistic. This perk has no effect on animals that have genuine reason to want to do you harm, and the more intelligent an organism it is the less of an effect this perk will have on them.

Everwinter Reverberance [200 CP]
Your manipulation of ice is now comparable to that exhibited by Cocolia, the former supreme guardian of Belobog. In addition to simply being able to drastically lower temperatures around you and freeze your enemies solid, you can create unnaturally durable weapons and projectiles of ice to battle your opponents with. Spears, bullets, shields, the precision of your manipulation is high enough to instantly create all of these and more. Beyond this, you are now completely immune to the negative effects of cold, making you completely immune to even the most freezing temperatures and impervious to every ice-based attack.

Stonks Market [200 CP]
Investing in victory means playing the long game! You are now supernaturally gifted in the field of economics. Your predictions when it comes to the market are so accurate that it could give rise to speculation that you have some sort of ability to see the future. With a year, you could easily turn a single dollar into a fortune. You simply have a phenomenal eye for where to put your money to reap the highest returns. Whether you plan to use your prowess for your own benefit or to rise through the ranks of a company like the IPC at record speed, you are more than well-equipped to start raking in the cash.

Bonajade Exchange [400 CP]
This perk grants you the ability to make deals involving more abstract payments than just money. When making these deals, you gain the power to make dreams and desires into a reality, but something of value must be given to you in return. You could grant someone unfathomable riches and receive their memories in return, cure someone's mother of a serious illness in exchange for a particular skill or talent they possess, or grant someone great power as long as they give you their undying loyalty. You do not choose what you give someone, as it will always be some manifestation of their innermost desires, but you don't lose anything in the exchange and you will have control over what you will receive in return. This trade is accomplished by your ability to create a ledger that contains in writing both what will be given and what will be received, and the exchange occurs once both you and the other party write their signature on the page. While this ability is extremely powerful, it cannot grant omnipotence or omniscience, or anything on an equivalent level. If someone wished to become an Aeon, making a deal with you wouldn't be able to transform them into one unless they were close to ascending already. Instead, it would likely just grant them great power, or try to fulfill their wishes in some other way.

The Golden Touch [400 CP]
Casino owners will now be biting their nails and cursing their rotten luck when they see you again, as you have a reputation for leaving such institutions without a penny to their name. You were blessed by Gaiathra Triclops on the day of your birth, making your luck truly unfair. Almost literally any game of chance will come out however you want it to – you can call out where the roulette wheel will land, and without fail it will do exactly as you say. You could guess answers to riddles just by pure happenstance, or happen upon an oasis in the middle of the desert just when you were starting to feel thirsty. Your luck can save you from just about any situation, with the sole exception of absolute power like that exhibited by emanators and Aeons.

All for the Amber Lord [600 CP]
This perk has two benefits. The first is making you a true epitome of Preservation, boosting your durability to such an extent that it would be useless to fight you without some way to circumvent it. You could take an orbital bombardment directly and not so much as flinch, even as the planet around you is reduced to rubble.
However, as a leading follower of Preservation, you also gain another power: the ability to create your own Stonehearts (or equivalent). You can create ten "Cornerstones", those being: jade, obsidian, opal, aventurine, pearl, topaz, agate, amber, sapphire, and sugilite. Those you designate as the owners of these stones will be granted unique power, similar in nature to some of your own abilities but morphed and tailored by whoever you have given the cornerstone. While even those that resonate well with an ability will not be able to match your own capabilities with it at first, the ability may develop mutations to better suit them. Designating a vampire as one of your stonehearts may allow them to use a water manipulation ability you possess to control blood, while designating a saint as a stoneheart may let them use a necromancy power of yours to heal others. Given enough time, their power may evolve to reach heights that rival or even surpass your own. You can rescind a cornerstone at will, and if one should ever be lost or broken you can create a new one in an instant; however, it must be bestowed on your chosen stoneheart-to-be in person.

The Hunt Perks

AK-A-3 [100 CP]

Just like the Dazzling Ninja herself, your sense of hearing is superhuman. Your ears can now pick up sounds from not just kilometers away, but even other PLANETS as long as said conversation isn't hushed. On whichever celestial body you're currently inhabiting, you could easily decipher hushed conversations on the other side of the planet, in addition to being able to hear the movements of even things as small as single-celled organisms. This perk also provides the mental processing power to be able to hear all of these things and not go insane, though this is only useful for your hearing and does not help with any other kinds of comprehension or multi-tasking.

Saga of Primaveral Blade [100 CP]

What a strange one you are… you can now speak to weapons. Well, that's not exactly it – you can listen to weapons, but they obviously can't understand you. By listening to a weapon, you can learn tons of things. The mysterious magical sword embedded in a stone would explain how to pull it from said stone, a firearm might tell you what size bullets it uses, and a millennia-old spear could tell you information about the past that had long been lost to time. Furthermore, you no longer need any teachers in the martial arts; your weapons remember all of the techniques and maneuvers used by its previous wielders, and will happily coach you in how to use them. Weapons that you speak to will never withhold information from you or try to trick you.

Ninja Dash [200 CP]

You have the acrobatic prowess of a martial arts master, able to jump from wall to wall effortlessly in pursuit of your prey or leap over obstacles in tight alleys so as to lose your own pursuers. This perk will provide you with nearly flawless senses of balance, momentum, and bodily coordination, allowing you to control every single movement of your muscles while leaping from building to building. You could even jump between flying kites like stepping stones with this ability, although stopping would see you quickly tumbling to the ground as you would expect. But fear not, for even then you wouldn't be in danger seeing as how you can always land in a way that distributes the shock harmlessly through your legs, rendering you immune to the dangers of gravity.

One With the Sword [200 CP]
This perk grants you the ability to telekinetically control your weapons (both melee and ranged) with qi, making you a nightmare to do battle against. Your control over your weapons is perfect, granting you the multi-tasking ability necessary to wield each weapon as if it were truly in your hand. In the beginning you will be limited to controlling six weapons within a range of 100 meters or so with this ability, but both the number of weapons and the range at which you can control them will rise rapidly as you train. Eventually, fighting you one-on-one will feel like fighting an entire army due to the whirlwind of blades under your control. You cannot use your qi to control any weapons that are currently being wielded by someone else, but this restriction only applies for as long as they are physically holding their weapon – if it ever slips out of their hand, it is as good as yours. You can also use this manipulation of weapons to move around, either jumping onto your weapon like a surfboard or simply letting it carry you through the air while in your grasp. Either way, you will be able to move at blinding speeds in any direction at the drop of a hat.

Sizzlin' Tango [400 CP]
You've got the sharpshootin' skills of a muddle-fudgin' cowboy now, Jumper! Firstly, it ought to be mentioned that you have eyesight good enough to make out a bumblebee on a distant planet that wouldn't even be visible to the normal human eye, and like the **AK-A-3** perk above you gain the necessary mental processing power for this not to overwhelm your brain. Next is the good part, though. Whether it is a revolver, a bow and arrow, or a laser cannon, you can use these all with enough precision to clip a single feather off of a dove in flight on the other side of the galaxy (assuming your weapon is capable of firing that far in the first place). You also gain the strength and skill to, when using weapons such as bows or throwing knives where the range is dependent on the user, launch the projectile with such prowess that it can (and given how good you are, *will*) travel as far as you can see… which as described earlier, is VERY far. Whether it's sniping a target on a far off planet or precisely shaving the hairs off of a bad guy's head with a good ol' fan of the hammer, you never miss.

Divine Foresight [400 CP]
Like Jing Yuan, one of the Arbiter Generals of the Xianzhou Alliance, you have become one of the foremost masters of martial strategy in the entire universe. Under your leadership, a force of fifty average soldiers might be able to overcome armies of thousands or more. You are familiar with every single military tactic used throughout the history of this universe, and given the new technology and powers you will encounter in other jumps your mind will near-instantaneously concoct strategies that utilize those with maximum efficiency as well. While this battlefield acumen is most notable on the large scale, you are just as able to apply it in one-on-one scenarios or similar small-scale battles. Finally, your familiarity with military matters is so great that you can flawlessly predict the movements of your enemy, able to declare when, where, and how they will respond to your tactics with nearly 100% certainty.

The Lacking General [600 CP]
Lacking worries, lacking regrets… and lacking rivals. Throughout the history of the Xianzhou Alliance, there have been countless individuals whose skills have made them worthy of legends… but none of them can even pretend to hold a candle to you. Your martial prowess has become a match for the likes of Jingliu, the Sword Master of the Luofu, and Feixiao, the Merlin's Claw. Your skill with any melee weapon, or even just unarmed combat, is so unbelievable that even an average pathstrider could fight and defeat enemies so terrible as to become horror stories passed down for centuries. You could cut down entire armies of monsters without so much as a scratch while drunk and wielding only a rusty and dull sword. Your skill is conceptually perfect, meaning that every single movement you make is perfectly efficient and deadly. It is literally impossible for you to lose any battle where martial skill is even a factor at all.
Even beyond your skill, your body is now a marvel of the greatest heights of power. You could effortlessly toss around starskiffs like baseballs and crack through masterfully crafted full plate armor with a single punch, but your true strength is your speed. Most of your battles will be over before they even begin due to just how fast you can move – time around you seems to slow to near immobility when you get started, able to cross hundreds of kilometers in ten seconds flat. Your reflexes are literally instantaneous too, meaning that you can evade just about anything you are capable of detecting and outrunning… which encapsulates just about everything save for the influence of Aeons or especially powerful emanators.

The Abundance Perks

Feeling Sick? [100 CP]

You are now a qualified medical professional. You are skilled as a doctor, a pharmacist, and a surgeon, meaning you could reasonably fulfill the medical demands of a whole community all on your own. You could cure even the most seemingly chronic of illnesses and save patients with even the deepest wounds. In addition, you are able to do so with minimal supplies – you become very good at scavenging for what you need to help the ill and the injured, even in the most barren of environments.

Duran's Whelp [100 CP]

Your sense of smell is extremely well-developed, able to detect traces of prey from months ago as well as identify the scents of blood, rain, or food from kilometers away. Where this ability truly shines is your ability to smell fear. While you might be able to smell mundane things from kilometers away, you could smell the scent of fear from across an ocean. This scent will also reveal to you almost all of the physical information about your prey, including species, age, level of fatigue, and the general scale of their distress. This perk also provides the mental processing power to be able to simultaneously smell all of these different scents and not go insane, though this is only useful for your sense of smell and does not help with any other kinds of comprehension or multi-tasking.

Eternal Paradise [200 CP]

You become one of the most cunning manipulators in the world, every word that leaves your lips poisoned with the sweetest promises of eternal life and joyous pleasure. You can, with only a brief exchange of words, deduce the hidden desires of anyone you meet and find the best way to use that information to manipulate them. The hardest of hearts will be laid bare before your honeyed words, your silver tongue able to wrap them around your finger while keeping them convinced that everything they do is completely of their own volition. By the time they realize who the true mastermind behind their own actions was, it will be far too late.

Last Spring [200 CP]

You share in the Abundance's control of plant life, able to sprout needle-like vines and branches from your body to extend and control like one of your own limbs. These branches can, at will, produce a healing elixir, a muscle-stimulating serum, or a poison that induces mind-numbing rage in anyone it touches. Beyond this, these branches can sprout razor-sharp leaves that can be launched with pinpoint accuracy at your foes, as well as being able to stiffen and become more durable than steel. Finally, you gain a modicum of control over external plant life as well, able to shape it according to your will and force it to grow or recede according to your command.

Moon Rage [400 CP]
The Moon Rage is an affliction that is possessed, to differing degrees, by both the Borisin and some Foxians, causing them to enter a berserker rage that stirs their bloodlust and enhances their physical capabilities at the cost of their reason. You have the best of both worlds, embracing the Moon Rage's power like the Borisin while maintaining control over yourself like the Foxians. You can enter the Moon Rage at will, providing a significant boost to your strength, speed, durability, regeneration, senses, battlefield instincts, and reaction time. While normally those under the influence of the Moon Rage become mindless beasts barely able to tell friend from foe, you will retain your sanity and intelligence. You will still be fueled by an immense bloodlust for as long as this is active, but you will no longer be enslaved by it and will be fully capable of strategizing and choosing your targets. You can end this Moon Rage state at will. Finally, this ability will carry over to any other forms of rage or berserker enhancement that you have, allowing you to remain intelligent and able to end your immense fury whenever you please.

Sanctus Medicus [400 CP]
You have become a master of the supernatural medicines of the Disciples of Sanctus Medicus. Though they still use mundane ingredients the same as any other "remedy", the drugs that you craft can have both amazing and terrifying effects. These include elixirs that can completely stop the aging process and provide a powerful regeneration factor, tonics that can instantly induce the effects of mara in your test subjects, pills that can temporarily or permanently disguise one's biology as another species entirely, and many more. Your concoctions do not have the same downsides as those used by the Disciples, however, able to make medicines that truly do cure aging without any risk of mara.

Crimson Moon [600 CP]
Hoolay was a Borisin warhead who was viewed as the archenemy of all Foxians for centuries, even after he was captured by the Xianzhou Alliance. Many have wondered why he wasn't executed immediately, considering the fear and hatred that the entire Foxian species hold for him, but the answer is quite simple: they couldn't. Like Hoolay, you can survive nearly anything, regenerating a decapitated head or a severed limb instantly and able to go for an indefinite amount of time without food, water, sleep, or oxygen. The Alliance wasn't even entirely sure if launching Hoolay into the core of a star would be enough to kill him. The secret to his immortality was the Crimson Moon in his heart, passed along across generations of Borisin warheads. You can also produce Lupitoxin, a fear-inducing pheromone that will cause all but the bravest foes in the galaxy to be paralyzed with fear by your mere presence, and your bite can turn others into Borisin subservient to you if they lack the necessary resistances to transformation. The Crimson Moon provides other benefits as well… if you rip it out. By intentionally ripping out your own heart and choosing not to regenerate it, you gain access to two more abilities. The first is turning your heart into a blood-red moon, shining above you in the sky. For twenty-four hours, everything able to see this artificial moon will go insane, viciously attacking any living thing they can see with no regard for their own safety. While doing this killed Hoolay, you will be able to survive and regenerate, though you will be unable to use any of the boons of this perk for one year. The second ability triggers if you allow someone to devour your heart, granting them your Crimson Moon in exchange for your life. As long as they eat the whole thing, you will be reborn within their mind, taking over their body and gaining all of their abilities and memories for yourself while granting your new body all of your previous power too.

The Harmony Perks

Resonance [100 CP]
All are one within the view of the Harmony, and so all will have their minds conjoined as well. You can sense the emotions of anyone you can see, both simple feelings like happiness and sadness as well as complex emotions like those involved in interpersonal relationships. While you will not be able to tell the causes behind these emotions, recognizing them at all can give you an enlightening glimpse into the hearts of others.

Overture [100 CP]
Whether it is singing or playing an instrument, you are the most talented in the world. You are unbelievably gifted in all musical arts, everything from opera to death metal to traditional folk drumming. If you pick up an instrument you'd never even heard of before, you would instantly be able to outperform grandmasters of that same instrument by intuition alone. Your singing voice is so powerful and beautiful as to move even the hardest hearts to tears, and if you turn your mind towards stardom you could rapidly become one of the biggest intergalactic celebrities that the universe had ever seen.

Eyes to the Stars [200 CP]
Sometimes the misguided just need another chance. You are almost always given a second chance, an opportunity to make amends no matter how grave the crime you committed. Perhaps if those you wronged are especially kind you will continue to be granted opportunities to change. This only applies after whatever conflict between you and the other party has concluded, and they will not do anything utterly stupid in the realm of giving you another chance, but they may find themselves being much more lenient with you than they probably should. After all, you've found your way back to the path you had once strayed from and turned over a new leaf, right Jumper? …Right?

Hope is the Thing with Feathers [200 CP]
Your voice is now supernaturally soothing, able to strongly influence the emotions of anyone who can hear you. What you say doesn't matter, but the emotions you put into the sounds you make will creep into the hearts of your listeners and latch onto their emotions too. By singing a single note you could soothe mass terror, incite rebellions, move whole nations to tears, and more. You have complete control over what emotions your voice causes.

After the Charmony Fall [400 CP]
Whether you are the great leader of an organization or the power behind the scenes, you now have the political brilliance to rise to the top at breakneck speeds. Your rhetoric, quick thinking, charisma, and understanding of what makes people tick will make you one of the most successful politicians any planet has ever seen, able to go from a nameless nobody to the leader of an interplanetary empire given a month and a couple hundred credits. You know every trick in the book related to politics, debate, and influencing, both the good qualities and skills that make a great leader and the dirty schemes that make for an unassailable tyrant. Finally, you have a strange ability to control and see through the eyes of birds, any avian you touch (as long as it is below the intelligence of an average human) permanently becoming a "familiar" of sorts.

Bloodhound [400 CP]
You have gained the fascinating ability to fabricate and control Memory Zone Memes, monsters formed by the collective consciousness of dreamers on Penacony. These “creatures” are not actually organic, and can be both confusing and powerful. You can customize them to your liking whenever you dream (or daydream), nurturing and shaping them within your own brain. While normally these entities would be harmless to those outside of the dreamscape, you are also in possession of the ability to call Memory Zone Memes into reality, spawning them from your mind whenever you need them and storing them back in your subconscious whenever you don’t. Even in the real world they will operate on the rules of dreams, allowing them to defy logic, gravity, physics, and nature in many bizarre ways. You always know where your Memory Zone Memes are, and can command them from any distance. Once you have created the “blueprint” for a Memory Zone Meme you can continue making them whenever you want, though creating many large and powerful Memes in the same battle will gradually put more stress upon your mind. Your Memory Zone Memes, and indeed all Memory Zone Memes, are completely obedient to you and will follow any and all of your commands without fail.

Im Anfang war die Tat [600 CP]
Ena the Order was an Aeon who was assimilated into Xipe the Harmony during the Swarm Disaster. THEIRS is the power that Sunday and Gopher Wood attempted to use to trap all of Penacony in an eternal sweet dream, and now it is yours. You have the ability to resurrect the fallen, permanently turning them into your eternally loyal servants. You need not slay them yourself to make advantage of this ability; the only requirements is that they truly are dead and you have some piece of them, whether you literally possess a piece of their carcass or more figuratively possess a “piece” of their power through a connection to the path of the Aeon that assimilated them. There is no limit on the power of those you can resurrect with this, and no sustained cost for keeping them alive and under your command. However, you can only use this ability once a year, lest you be able to rapidly amass an army of fallen Aeons that nobody could ever hope to resist.

Items

*Items may be imported into similar items. Any properties can be attached to your warehouse or inserted into a new world at the beginning of a jump. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed. Origins get their 100 CP Item for free and the rest at a 50% discount. You have a **300 CP** stipend to be used on items only.*

General Items

Phone [Free]

You now have your very own cellular phone! It can play games, text your friends, look things up on the internet, and in general just do anything you would expect a smartphone to be able to do. As a nice added bonus, it has infinite battery life and can connect to the internet with no delay no matter where you are (though this effect would still be hindered by powers or devices specifically meant to hinder online communication). You can customize the case and user interface of this phone however you wish.

Wine and Coffee [50 CP]

You now have an infinite supply of beverages of all kinds; wine, liquor, tea, coffee, SoulGlad, just about anything mundane that you can drink you have endlessly in store. The only restriction is that you do not receive any true poisons (outside of alcohol, if you consider it such), and you do not get anything supernatural – i.e. drinks that could make you stronger or give you powers.

Outfits [50 CP]

You gain a wardrobe containing the outfits of every character in the game. These outfits will adjust themselves to fit any form that you take.

The Trailblaze Items

Camera [100 CP]
This light blue camera will never run out of battery, is nearly indestructible, and even if it does somehow get broken it will repair itself by the end of the week with none of its pictures lost. As an added bonus, pictures taken with this camera always seem to come out exactly as you would hope. The lighting, saturation, and contrast will all be perfect.

Cloud-Piercer [200 CP]
Similarly to the Shard Sword, this masterfully crafted spear was forged by the blacksmith of the once galaxy-renowned High Cloud Quintet of the Luofu. It is both extremely durable and supernaturally sharp, its edge never dulling even after thousands of hours of combat. It is the perfect weight to be thrown with maximum force, and whenever this weapon leaves your grip it can come right back to you with naught but a flick of the wrist.

The Astral Express [400 CP]
The Astral Express itself is now in your possession! This enormous intergalactic train has no trouble travelling across the vast expanse of space, and your copy of it has infinite fuel. Beyond being a simple starfaring device, the Astral Express can warp across space in an instant, travelling to anywhere you have the coordinates of in literally no time at all. And should you need its aid while battling down on a planet's surface, you can even call down the Express to ram your enemy with all the force you would expect from a massive train able to travel between solar systems in less than a week. Your copy of the Express is guaranteed to have enough space for all of your companions to live comfortably in their own rooms, and even has its own party car with an automatic bartender.

Star of Eden [600 CP]
This… is no ordinary walking cane, Jumper. It isn't from this universe at all. The Star of Eden, currently in the form of a cane, is a weapon capable of harnessing the power of gravity, creating black holes capable of swallowing planets with just a thought. You can crush, spaghettify, or compress any of your foes, or simply leave them unable to move from the immense weight of gravity itself that you force upon their shoulders. In addition to controlling gravity, the Star of Eden can also allow you to telekinetically manipulate just about anything you can see, and create small force fields that are nearly indestructible.

The Finality Items

Super Ultra Awesome Console [100 CP]

You now own a (definitely legal and totally not criminal) handheld gaming console that can not only play video games from any jump you go to or have been to, but also has every one of them in its library, free of any charge. Its specs are able to handle literally anything, and it even comes with a built-in menu to easily hack in items, cheats, or mods if you would like to.

Shard Sword [200 CP]

This sword is a masterpiece, forged hundreds of years ago by a member of the High Cloud Quintet and used by the former Sword Master of the Luofu. It never deteriorates, meaning that it is both completely indestructible and supernaturally sharp, as its edge never dulls. It can also launch medium-range but highly destructive waves of energy when swung.

Stellaron [400 CP]

The Stellarons are enigmatic existences linked to the Destruction, sometimes called the Cancer of All Worlds. You have received one. If left uncontained, it will cause disaster and tragedy in the area surrounding it, creating what is known as “Fragmentum” on nearby surfaces. Fragmentum is a growth of crystals that will spread like a cancer, and corrupt nearby living beings into monstrosities. It can also whisper into the minds of those near to it, subtly encouraging them down their darkest and most destructive path. In addition to the Stellaron, you will also gain a device within which you can safely contain it. The device also has a button that will allow you to instantly contain the Stellaron back in the device, no matter where it is, but take care you do this before the Fragmentum spreads too much, or it will be too late to turn back.

Aether Editor [600 CP]

This small cartridge is utterly terrifying in the right hands. An Aether Editor is a device that allows the user to access the “code” of reality, allowing them to edit and manipulate it in the same way that a programmer can influence a virtual environment. With sufficient proficiency in programming and/or hacking, the possibilities are limitless. Want to teleport across the galaxy? All you need are your destination coordinates. Is that enemy over there looking at you funny? Delete it from the files. Feeling hungry? Spawn a cheeseburger directly into your hands. While it may take a while to get used to using it, in time this could make you an utter nightmare to face on the battlefield (assuming you face your enemies at all and don’t just delete them from the safety of your bedroom). The Aether Editor cartridge doesn’t do anything on its own, so it needs to be inserted into some other device, such as a computer or Silver Wolf’s handheld machine, to actually do any editing.

The Erudition Items

Ruan Mei's Creations [100 CP]
These adorable little critters are… technically edible, but you wouldn't do that, right? Sure, they serve very little purpose beyond being adorable, but they do seem to have a distinct soothing effect on anyone who pets them. You have an endless supply of them, and they all consider you to be their beloved owner.

The Laboratory [200 CP]
Test tubes, synthesizers, crafting stations, this laboratory has it all. This large space has just about anything you could ever need for any scientific pursuit, whether that be cloning a long-dead Swarm monstrosity or creating robotic wonders of epic proportions. It will restock on any resources used as soon as you take them, and the general environment of the lab means that most of your endeavors will be noticeably more likely to succeed.

Herta Space Station [400 CP]
You now have your very own Herta Space Station, complete with offices, researchers, and even your own copy of the Simulated Universe. This device allows you to enter a simulation of… just about anything, really. Want to have a casual chat with a long-dead Aeon? You can do that. Interested in honing your battle skills by squeezing hundreds of months of training into a single day? Just adjust the time settings on the machine a bit. Perhaps you would like to experience a universe in which all of your favorite characters are boys instead of girls and/or vice versa? All it takes is the flip of a switch. The simulation will be flawless, nearly to the point of allowing you to use it to predict the future, but as everything within the Simulated Universe is a simulation, you won't be able to bring anything back into the real world. The only thing that you lack is the Herta Space Station's collection of Curios.

Curio Collection [600 CP]
You now have full access to Madam Herta's immense collection of curios, each and every one having a bizarre and mind-bending trait. This large vault room safely contains everything from a wedge of cheese that infinitely multiplies itself to the point of overflowing an entire planet to a candle trimmer that causes anything its blades touch to disintegrate into antimatter. There are a great number of these curios, and you can find the full list here. Any curios that break or can be expended will return to the vault one day after their use.

The Preservation Items

Credits [100 CP]
Money is what makes the world go round, Jumper. You gain one billion credits, a hefty sum of the currency used by the IPC. At the beginning of every jump, you will gain an amount of currency roughly equivalent in worth to one billion credits.

Loyal Pet [200 CP]
You now have your very own pet! This fragmentum creature is a warp trotter by default, but its appearance can be altered to your liking. Aside from being adorable, loyal, loving, and cuddly, this creature can perfectly understand human speech and commands, can sniff out treasure or just about anything else from thousands of kilometers away, and can enter a “combat mode”. While in its combat mode, it gains a pair of wings (assuming it didn’t already have wings), its speed and strength grow far greater than should ever be possible for a creature of its size, and a flap of its wings can create small twisters of imaginary energy that would rip apart most pathstriders.

Engine of Creation [400 CP]
This colossal vaguely humanoid mechanical wonder was once used by the people of Belobog to fight off the Antimatter Legion. It is immensely powerful, just one of its powerful punches creating quakes that could be felt across an entire planet, and it can fire a huge explosive laser from its head. It is also surgically precise, as it was originally built not for combat but for helping the people of Jarilo-VI rebuild their planet; despite its massive size, it could pick up a single birds’ nest without harming a single one of the fragile eggs within. You can control the Engine of Creation telepathically.

Jarilo-VI [600 CP]
The frozen planet, Jarilo-VI, is now yours to bring with you on future jumps. Whether you want to declare yourself the new Supreme Guardian or you simply want to leave the government as it is now, they will be completely loyal to you. In addition to the city and the frozen wilderness beyond, the full might of the Overworld’s Silvermane Guard and the Underworld’s Wildfire are now yours to command, counting as followers for your chain. The machines inhabiting the Underworld under Svarog’s control are also under your control.

The Hunt Items

Prosthetic Arm [100 CP]
This metal appendage can be easily attached to replace a missing arm, or if you want it can be turned into a full-arm glove to be worn instead. In addition to being nearly indestructible and being able to repair itself using nanomachines, the fingers on this prosthetic limb can all shift into deadly firearms that fire off bullets synthesized from seemingly nothing at many times the power of a typical revolver.

Demonbane Petalblade [200 CP]
What an… unusual weapon. This three-bladed and unusually large shuriken-like tool is not only extremely sharp, but also will always return when thrown. In addition, it can break off into three separate blades, each of which can be used as a sword or greatknife. These three blades also return when thrown, and the petalblade can be made to split off into the three blades in midair to turn a single projectile into three.

Spiritus [400 CP]
You now have a Spiritus, an ephemeral entity normally granted to each of the Arbiter-Generals of the Xianzhou by Lan, the Aeon of the Hunt. This large spirit formed from elemental energy is powerful enough that it could go toe-to-toe with entire armies of normal pathstriders without you even needing to lift a finger, but where it really shines is fighting alongside you. It can read your subconscious to perfectly coordinate its attacks with yours, forcing your enemies to remain constantly on the defensive if they don't want to be torn in half by your vicious combined onslaught. Your Spiritus can either be original or a copy of a pre-existing one like Lightning-Lord or Flying Aureus, and it can disappear into your body when not in use.

Grand Vessel [600 CP]
This continental starship is now yours to command, a massive starfaring vessel capable of hosting an entire civilization on its deck. As its general, you have complete control over the ship's own division of Cloud Knights, the warriors of the Xianzhou, including both highly trained foot soldiers as well as a large number of ace pilots and their starskiffs. Furthermore, you also gain access to the Matrix of Prescience, a device that your newly acquired department of hard-working and hyper-competent diviners can use to accurately predict the future. While this device doesn't have the same absolute accuracy as the **Destiny's Slave** perk mentioned earlier in this jump, it also has the ability to retrodict the past and estimate the events of the present. With your team of diviners it is always activated and calculating, meaning that you will be notified immediately if anything changes about its predictions.

Abundance Items

Medicine Supplies [100 CP]
These medicinal supplies include gauze, splints, various different disinfectants and antibiotics, and more. These are enough that an experienced medic could save others from even seemingly fatal wounds, and someone inexperienced first aid could still bandage themself or someone else up well enough that they could survive for a few hours more, long enough for help to arrive. Whenever anything in this kit is used, it reappears two days later.

Disciples of Sanctus Medicus [200 CP]
You have control of the Disciples of Sanctus Medicus, a cult-like organization dedicated to the pursuit of eternal life. They are not the most combat-oriented, but they are extremely capable alchemists and will happily share all of their findings with you. They are also extremely good at hiding themselves within a society, able to serve as very effective espionage units who can indoctrinate locals into the group, further growing your network.

Shackling Prison [400 CP]
This enormous prison complex is only accessible via an indestructible door hidden at the bottom of the sea, in a location only known to you and those whom you willingly tell. It has more than enough room to house as many prisoners as you could possibly want it to hold, mysteriously growing larger as it approaches full capacity. Furthermore, there is no chance of escape for anyone trapped within a cell – as long as you can actually get them in there and close the door, it is completely impossible for them to leave, break free, or trick their way out without the assistance of intruding forces. The prison is also patrolled by highly competent aurumaton guards, who cannot leave the property but are very good at keeping any intruders out. It is impossible for any prisoners to deceive them in any meaningful way.

Ambrosial Arbor [600 CP]
This titanic tree that scrapes the clouds is now yours to own. It is entirely indestructible, regrowing from any damage as soon as it takes it, and it freely produces golden fruits that provide those who eat of it with eternal life. Furthermore, you can use snippings from this tree to either corrupt other lifeforms into Abundance abominations under your command, or simply create new abominations from scratch. You could even forge yourself a new undying body from cuttings of this tree, providing yourself with a powerful and eternal form.

Harmony Items

Oak Cake Rolls [100 CP]
These curious rolls… taste awful. The bread is mixed with tons of botanical ingredients, including wood chips, giving it a rather uniquely awful flavor. However, with every one of these Oak Cake Rolls you eat, your willpower and steadfastness will slightly improve, as does your ability to hide your reactions. Eventually, you may even work up the immense determination to be able to eat these without flinching.

Clockie [200 CP]
This cheerful cartoonish figure with the head of a clock will now accompany you on your journey, though he can also return to rest in your subconscious should you not have any need of him. More importantly, you can channel his power to perform “Clockwork”, allowing you to influence people’s emotional state. This influence is limited, but absolute. When you use it, you have four emotional choices: calm, angry, happy, or sad. Calm could turn even a raging dragon into a docile creature, angry could make even the gentlest of souls go into a fuming rage, happy could make someone mourning their entire family suddenly become chipper and bright, and sad could make the most content of people weep in sorrow. These effects slowly wear off over the course of 24 hours. Clockwork can also let you remove any and all mind control effects from your targets, even those imposed by Aeons like the Order.

Radiant Feldspar [400 CP]
This airship is the absolute pinnacle of luxury. Though it can’t leave the atmosphere, and neither does it have any weaponry, any and all of its guests will live like absolute royalty. It has everything from a restaurant that can perfectly make any food you can even vaguely describe, a bar that serves drinks tailor-made to fit your mood, beds so comfortable you fall into a peaceful sleep as soon as you hit the mattress, and so on.

Dominicus [600 CP]
The wisher of the Harmonius Choir is now yours to control, a large puppet-like entity whose greatest power is the creation of dreamscapes. It can drag everyone for miles around into an eternal dream world in which it (and therefore, you) control all of the laws of reality. This version is no longer reliant on the power of the Harmony, meaning that even discordant wishes would not shake the stability of the dream world it creates. Use this responsibly, Jumper, and make sure to ask yourself… why does life slumber?

Companions

You can give CP to all of your companions at a 1:1 exchange rate. For example, if you spend an extra 200 CP, all of your companions will receive an extra 200 CP to spend on this jump.

Companion Import [50 CP]
Would you like to bring in a familiar face from past jumps? With this option, you may import one companion per purchase into this jump. You may pick their origin and race for free, and they will receive 800 CP to spend on perks and items.

Jumper Express [200 CP]
With this purchase you may bring as many as eight companions from your past adventures to this jump with you. As with the option above, you may pick each of their origins and races for free, and they each receive 800 CP to spend on perks and items.

Canon Companion [50 CP]
Has someone from this universe caught your eye, Jumper? With each purchase of this option, you will have the opportunity to take one canon character from Honkai: Star Rail to future jumps with you. They must agree to join you, but this purchase guarantees that your first meeting will at least be pleasant.

New Face [100 CP]
Perhaps you'd like to make an entirely new friend? With this option, you may create an OC companion. They receive a location, origin, and race for free, and will have 800 CP to spend on perks and items.

Rising Faction [400 CP]
As the option above, but you may create eight OC companions rather than one. They each receive an origin and race for free, and each have 800 CP to spend on perks and items.

Drawbacks

You may take as many drawbacks as you think you can handle. Good luck, Jumper.

Tunas And Travelers, Oh My! [+0 CP]

This world seems to overlap ever so slightly with another; if you have been to any jumps in the universe of Honkai Impact 3rd, this option adds continuity between this jump and your actions in that one. The individuals who would recognize you from both are very few and far between, but they do exist. You can also use this option to make this universe into a crossover world of other Hoyoverse games, such as Genshin Impact and Zenless Zone Zero.

Stay A While [+0 CP]

Have you grown fond of this world, Jumper? Ten years is oh so short a time, especially if you are a long-life species. With this option, the duration of your jump is increased to any time between eleven and one-hundred years – the choice is yours.

Ninja! [+100 CP]

You now talk like a ninja. Before you use any power, spell, or technique, you must loudly proclaim its Ninjutsu title. You are unable to remember anyone by their real names, instead having to use titles such as “Dazzling Ninja”, “Evil Ninja” or “Baseball Bat Ninja” to tell them apart. This can make communication with you somewhat difficult, as others will have no way to know who you are actually talking about, but your friends and companions should be able to piece the nicknames together in due time.

Daredevil [+100 CP]

Due to being a certain subspecies of your chosen race, you are now incapable of feeling fear for the rest of this jump. While some might view this as a boon, an inability to feel the thrill of life can leave one with quite an empty feeling inside. Furthermore, your complete lack of fear may cause you to do very reckless things in the pursuit of some kind of excitement.

Burden Of The Supreme Guardian [+100 CP]

You now believe that if you cannot accomplish something on your own, it cannot be accomplished at all. You will never ask for help from others, and thus will often resort to extreme methods to reach your goals when they could have been accomplished easily with just a little bit of teamwork.

Shady [+100 CP]

So what if you drugged them and carried them down to the Underworld, it was to save them from their pursuers! Even when you have the best of intentions, you will now almost always give off a bad or at least suspicious first impression. While people’s views of you can be remedied with some effort on your part, this may cause you to strike up a bit of a reputation as a scammer or just someone to be avoided.

Not This Trick Again [+200 CP]
Never trust them, Jumper, never again… If you ever try to stay in a hotel, there will be some sort of scheme involved to turn it into an ambush or some kind of attack. The perpetrators depend on your own circumstances; it could be a political group trying to silence you, a criminal organization trying to rob you, or a rival faction trying to get rid of you. You might not get attacked immediately, but you should never let your guard down once you are inside.

Riches to Rags [+200 CP]
For the duration of this jump, you will no longer have access to your warehouse or any items from other jumps.

Welcome Aboard [+200 CP]
You lose your powers and perks from all of your other jumps, however there is still a remnant of them within you. If you are stabbed, impaled, or pierced in such a way that it would genuinely threaten your life, you will regain all of your out-of-jump powers for around five minutes.

No More Hidden Techniques! [+200 CP, Requires "Welcome Aboard"]
Forget that last part. Your out-of-jump perks are now completely locked until you finish the jump, with the sole exception of your body mod.

Wanted [+300 CP]
You are famous now, Jumper, but not exactly in a good way. The Interastral Peace Corporation has put a bounty on your head; 10 billion credits to bring you in, dead or alive. This enormous sum will whet the appetites of bounty hunters all over the galaxy, and you will also need to take care that you are not seen by any IPC operatives.

Make A Choice You Won't Regret [+300 CP]
How did this even happen? While the Stellaron Hunters don't usually target individuals, conflict with you has been written into the script. They will come for you, and they want you dead. I hope you are prepared for this, because the Stellaron Hunters include a daredevil who can control minds with her voice, the last survivor of Glamoth's Iron Cavalry, a swordsman who almost literally cannot die, a girl who can hack the fabric of reality, and a cat who can see the future with unerring accuracy. Negotiations and peace with them will only become possible 80% of the way through your jump (so by default, 8 years in).

Target of the Skybow [+400 CP]
You have now been labeled an enemy of the Xianzhou Alliance on the same level as the Plague Author, meaning that the Hexafleet will actively seek you out. While this includes the hordes of trained cloud knights you will have to deal with, the main threat will be from the elite warriors of the Xianzhou. Each of them are strong enough to take on armies on their lonesome, and while they normally only collaborate in times of necessity the six Arbiter Generals will actively work together to hunt you down, along with fearsome warriors such as the Sword Champion of the Luofu. Negotiations and peace with them will only become possible 80% of the way through your jump (so by default, 8 years in).

The Blessing of Destruction [+400 CP]
During your time here, one of your allies, friends, or fellow faction members will be possessed by a Lord Ravager of the Antimatter Legion or a similarly malicious and powerful entity. They are extremely intelligent and will be able to almost perfectly fit in as your unfortunate companion. They will constantly be looking for ways to sabotage you from within or kill you, so rooting out the impostor should be a high-priority task. I hope you know your friends well, Jumper.

Droidhead's Enemy [+600 CP]
This has never happened before. How did you manage to get the entire Genius Society to want you dead?? This organization of terrifyingly intelligent individuals now has you on the top of their hit-list. Just to give you an idea, some of these geniuses have literally caused the deaths of entire planets just for the sake of research, one of them managed to resurrect an emanator of the Swarm, and one of them was a threat to the universe so great that multiple Aeons meddled in the affair of its death. There are supposedly over fifty of these individuals still alive, and your only saving grace is that while they all want your head, they only collaborate very rarely. Negotiations and peace with them will only become possible 80% of the way through your jump (so by default, 8 years in).

Mara-Struck [+600 CP]
I… am sorry, Jumper. You have succumbed to the plague of the Xianzhou, the curse that haunts all long-life species: you have been mara-struck. This is true even if your species does not have a long lifespan. You will lose all of your memories from before this jump, your mental state will be far from stable, and at least once every week you will go berserk and attack everything and everyone near you. The mara that you suffer from is especially severe, as not even mind controlling effects such as the Spirit Whisper can alleviate it. You could choose for this to be the Moon Rage instead, with all the same negative effects described by this drawback.

Endings

Move On: Bid this world goodbye as you trailblaze onward to another future jump.
Stay: Have you come to love this universe of stars and science-fantasy? Then you may choose to remain here.
Go Home: If you feel ready to go back to your homeworld, you may do so.

Notes

- Many thanks to u/thenyanbinary, u/HypeRoyal, u/Delluran, and many others for their suggestions!
- Honkai: Star Rail is a setting with very unclear and esoteric power systems and scaling, which is why many of the perks and items have very vague descriptions. If you can't tell how strong something is, it would be best to resort to fanwanking.
- Refer to this page on the wiki for a list of all known Aeons.
- Thanks for reading!

Changelog

- Version 1.0
    - Full Rework from original jump