



Welcome, jumper, to a very particular universe. Many civilizations span the stars, many mysteries can be found in many places, and strange and wonderful technology permit the people of this universe to perform and witness many wonders. The level of technology available to people varies wildly, from being comparable to modern Earth for the isolated solar systems to what you might consider full Clarke-tech among wealthy and advanced planets. But technology is not the only thing you can find; the fate of this universe is dictated by the Aeons, strange eldritch gods whose powers span the whole universe. Those they favor are the Emanators, holding powers on the scale of planets, and even mostly normal people can learn to wield power borrowed from the Paths of the Aeons, called Pathstriders. Not to mention the balls of light and power called Stellarons, Cancer of All Worlds and source of many calamities.

You will enter this world as a certain space station is attacked by the Antimatter Legion, an army worshipping the Aeon of Destruction and who set out to destroy all things. A certain person within the station will come to hold a Stellaron within their body, somehow not dying from the experience, and the Astral Express joins the fray in an attempt to save the space station. You could join the Nameless in their endless journeys, or perhaps carve out a place of your own in this universe. Whatever the future holds for you, only the Finality might know.

And one final thing:

+1000 Imaginary Fragments

Good luck, and may your Path lead you to success.

Paths

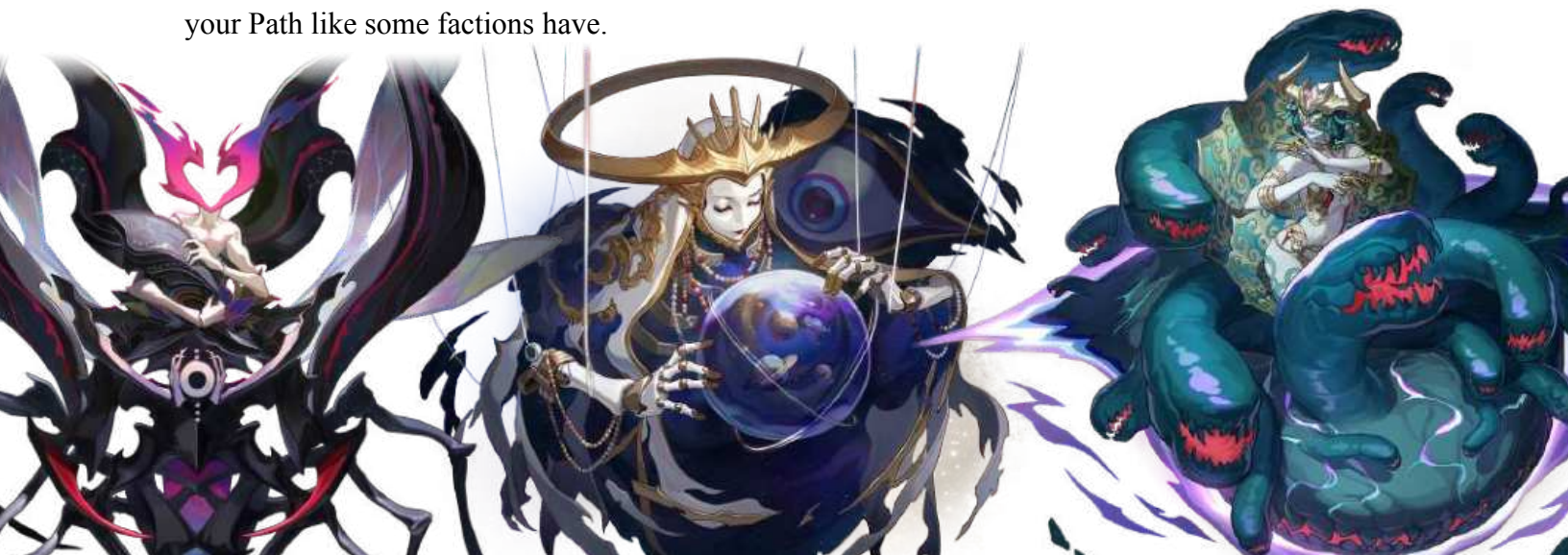
The first thing to determine is what Path you follow, if any. Paths are, in essence, methods of drawing on the powers of the Aeons, using imaginary energy to perform feats of great might and power. Those who do this are called Pathstriders. Becoming a Pathstrider mainly involves overlapping your will with the Path, in other words applying your actions in a manner that fits the philosophy and concept of the Path in question. Ultimately this is poorly explained, and there's no information on how Pathstriders become stronger or details on what the transition from non-Pathstrider to Pathstrider is like. Fanwank responsibly.

In this section you can choose one or two Paths. It's possible for people to be a Pathstrider of multiple Paths, but most do not due to the difficulty and instability of the conflicting philosophies. The more Paths, the more unstable. Not to mention not everyone follows a particular Path in the normal sense. For example, there might be people who follow the Hunt in their fight against the Abundance, but still use powers like that of the Path of Abundance to heal people and cure illnesses. For the purposes of a jump build, you can take at most two Paths, but nothing stops you from attempting to walk three or more the hard way.

Unfortunately not all Paths are very well described, and only some are explored with any amount of depth, so the descriptions given will not be equal. When in doubt, fanwank responsibly.

The Lost -OIF

There are many dead Aeons, and some that have completely vanished. Ena the Order, Idrila the Beauty, Long the Permanence, Tayzzyronth the Propagation, Oroboros the Voracity, and so on. However, even if they're dead, that doesn't mean that Pathstriders following them become powerless. Quite the opposite really. If you want to be a Pathstrider of one of the Aeons who were devoured by another Aeon or simply vanished, this option is for you. As there is very little detail on what abilities these Paths might offer, please fanwank responsibly. Just know that since the Aeons of these Paths are dead, you won't have any cosmic support from the Aeon of your Path like some factions have.



The Trailblaze, Akindi -OIF

"Countless shooting stars streak across the night sky... If you can pick the right one, it will carry your wish to thousands of distant worlds."

There are three directions on the compass of destiny: the Unknown, the Known, and the Unknowable. THEY can tolerate the Unknown, but will never bow to the Unknowable. The Path of the Trailblaze is the Path of adventure, of journeying to new worlds. It is the Path of discovery, connection, and friendship. It was Akindi who made interstellar travel possible, creating the Star Rails that connect every known world. Unfortunately, one day Akindi vanished, and nobody save the Aeons themselves know what happened. Still, the Pathstriders of the Trailblaze remain, continuing their endless journeys across the universe. Powers of this Path are very useful for exploration, and traversing any environment you come across.



The Destruction, Nanook -OIF

"If the increase of entropy is a fundamental law of the universe, then the heat death would be the inescapable destiny of the material world. So, why is it that we bother to struggle to survive? Expansion, fusion, and then annihilation. If we wish to welcome the new, then we must first embrace the end."

The birth of the universe is a mistake. If civilization is a cancer emerging quietly from the boundless stars, then war is the only common language known to all intelligent life. To correct this mistake and to clean up this tainted universe, Nanook became the avatar of entropy and ascended to godhood while denying all gods. Destruction is not a process, but the outcome. On the path THEY promised, all Paths and Aeons will terminate in the heat death of the universe. Reckless, wrathful, and destructive actions are all manifestations of the Path of Destruction. Powers of this Path are all about dealing damage and surviving come hell or high water.



The Hunt, Lan -0IF

"With no end to hate and no boundaries to war, how much concern do you shoulder? With determined eyes and the arrow drawn, the Reignbow Arbiter needs not turn back hither."

The Cruising Aeon known as the Reignbow Arbiter roams endlessly between worlds to eradicate the undead scourges that once ravaged THEIR homeworld. Lan's Hunt, ever heedless of cost, often blurs the lines between salvation and ruin. They ascended by destroying a great blessing of the Abundance, and still they crusade against Yaoshi, destroying the Abominations of Abundance even as their own followers die in droves from the collateral of their shots. Decisive, ruthless, and vengeful actions are manifestations of the Path of the Hunt. Powers of this Path are focused and very destructive.



The Erudition, Nous -0IF

"If the truth of the universe is cruel and stale, would you still yearn for the answer to the ultimate question? Knowledge seekers know not how to judge, for their core is cold and unwavering... As are the ends of Paths they set out to seek."

All things bear unanswered questions, and there is an answer to everything. The astral computer originally meant to provide answers to the universe ascended to Aeonhood. Nous hopes to understand the universe and solve all of its mysteries. However, they do not care about spreading the knowledge THEY gain. Thoughtful, logical, and strategic actions are manifestations of this Path. Powers of this Path are well suited towards dealing with large numbers of enemies or problems.



The Harmony, Xipe -0IF

"The world is in harmony and the stars shine bright. Praise the Lord! All are connected and the wind of blessing breathes across the lands!"

A plural Aeon from multiple harmonious worlds. The glorious Xipe of thousand faces is chanting songs of joy and happiness. To battle the brutality of the laws of the universe, intelligent lifeforms must discard their cowardly selfishness and the differences between individuals, fusing into one singular melody: to have the strong help the weak, and to protect life with death. If individuality itself is lost in the endeavor, then so be it. Understanding, supportive, and cooperative actions are manifestations of this Path. Powers of this Path are well suited to empowering oneself and others.



The Preservation, Qlipoth -0IF

"The philosopher gazes upon the stars trying to find the ultimate goal of civilization. 'Build a wall.' A majestic voice echoed in his head. 'Build a wall.'"

The builder of the Celestial Comet Wall, the Subspace Crystalline Barrier, and the Great Attractor Base. Followers call THEM the "Amber Lord," one of the oldest and most tenacious Aeons, having survived the Dusk Wars. Aware of the imminence of THEIR mortal enemy's devouring, the Amber Lord forged a powerful light-years-long seal that would isolate and protect the living worlds. To preserve life wherever possible, even if they must be isolated to do so. Patient, sacrificial, and protective actions are manifestations of this Path. Powers of this Path are designed to defend oneself and others.



The Abundance, Yaoshi -0IF

"The flowers share their petals without care, waiting for their inevitable withering destiny. The birds fly high in song, moving toward their inevitable crash and death. The streams flow rapidly with life, in a direction where they inevitably run dry. Why must all things come to an end? There must be a miracle somewhere in the universe that can cure the disease known as finality."

Ask with sentiment, and you shall receive. Yaoshi is the nurturer of the people, the god of peace. THEIR presence ensures the existence of life. Yaoshi is an Aeon who answers all prayers and cannot bear to see death and the pains of illness. Life and growth follow in THEIR footsteps. If identity and reason are lost for the sake of immortality, that is an acceptable cost. Selfless, altruistic, and healing actions are manifestations of this Path. Powers of this Path are well suited to healing oneself and others.



The Elation, Aha -0IF

"The Erudition is a hunk of junk, the Preservation is a fool, the Hunt has no sense of humor, and the Destruction is a lunatic. All the Aeons are as stubborn as they come. What a shame for Aha!"

To savor joy is a privilege unique to sentient beings. Neither the dusty rocks nor the distant stars can fathom the humor that life entails. Go seek adversaries worthy of your mettle, games that while away the hours, and outcomes indifferent to victory or defeat. Go chase laughter that leaves you breathless, twists born of fate's whimsy, and songs that ascend your soul. Laugh in the face of those who take anything seriously, and forget responsibility. Powers of this Path mainly cause and utilize chaos and confusion.



The Remembrance, Fuli -OIF

"Time; the hardest working thief in the world. It keeps stealing away our present from us, and tossing it away in a warehouse named Memory. Some are addicted to recuperating their losses... Others care not in the slightest."

There is no existence more embracing than the Remembrance in its purest form: It chronicles everything with neither affinity nor aversion. It unselfishly preserves every single fundamental fact and every single resplendent form. It is a river formed by the continuous flow of life, a treasure built from the eternal wisdom of antiquity. And Fuli is the fish that swims back upstream in this river, the very key to this treasure vault. Seated in meditation at the heart of the Pure Land, THEY observe in silence the world's tireless repetitions of the same mistakes over and over again. Powers of this Path are bent towards manipulation of memories and the mind.

The Finality, Terminus -OIF

"Farewell, everyone. This is not the final goodbye, for all things shall reunite at the same pinpoint at the imponderable end of the universe."

Many refuse to speak of THEIR existence, blinding themselves to the fact that THEY symbolize the end of the universe. However, there are some who sincerely believe that this Aeon, which moves backwards against the flow of time unlike all other things, is the ticking countdown to the universe's end and a reminder of all meanings of existence; before the destined exequy comes, those who breathe ignorant of impending ruin ought to live every second of their life to the fullest. Powers of this Path seem related to death and fate, but are as inescapable to the users as they are to any of their victims.



The Nihility, IX +200IF

"You may gaze deep into the vast grandeur of the stars, but do not glance at the abyss of the void... for it holds nothing except for the ability to make mortals lose all reason and thought."

The existence of Nihility is a mystery itself, THEIR form enshrouded by layers of mist. IX doesn't interact with the other Aeons. THEY believe that the ultimate fate of the multiverse is nothingness, and therefore, worthless. Any Pathstriders of this Path are, inevitably, those who are dying and will cease to exist. In the misery of this Path, not even suffering remains, merely nostalgic oblivion. Slothful, exhausted, and meaningless actions are manifestations of this Path. Powers of this Path are well suited to weakening and debuffing oneself and others.

Worlds

Here you can choose where you start in this universe. You can choose one of the available worlds, and you can start wherever you want within those worlds, within reason of course. You can choose to be a native or a visitor, except in the case of Amphoreus where you must be a native to start there.

Herta Space Station -01F

Not content with the laws of the common world, the Genius Society's Herta set her sights on the unexplained existences of the galaxy, expecting those distant mysteries to satisfy her curiosity. To this end, Herta led the establishment of a museum-like starship and launched it towards the Star Rail, starting the research work to seal all strange existences among the stars. And the famous Herta Space Station was born. Currently, it is in orbit around a planet named The Blue, which Herta claims to be “her planet”, and she has saved it from destruction 19 times.

Ultimately, Herta simply focuses on her research and experiments, while the space station itself is managed and administrated by Asta, a rich heiress of one of the IPC's wealthiest families. It is populated with many normal scientists who conduct research of their own.

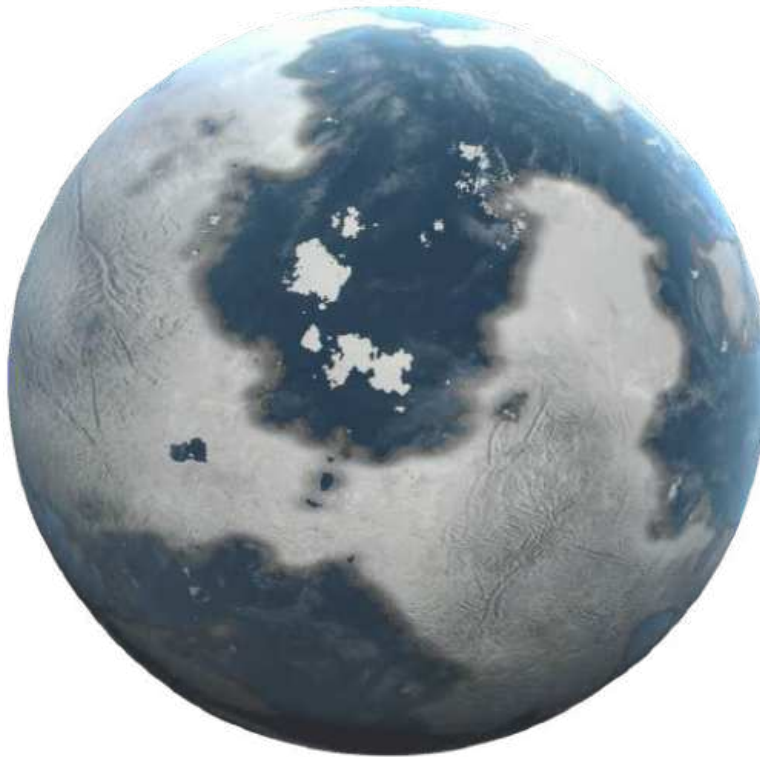
Before you try anything that might be unwise, please remember that Herta is an Emanator of Erudition, and certainly has the ability to deal with problems herself. Perhaps you'll help out with the Antimatter Legion attack the space station is facing.



Jarilo-VI -0IF

Traversing across the snow plains, you can get a full view of Belobog, the only spot on the ice-cold world of Jarilo-VI that barely fits the definition of "a warm place." As the only remaining city with human civilization, Belobog has been given many grandiose titles: the last bastion of mankind against the Eternal Freeze, the land blessed by Qlipoth. After the planet was plunged into an ice age by a Stellaron, Belobog is the only remaining bastion of civilization in this world. Worse, the Stellaron also causes the Fragmentum, eldritch elemental monsters that assail Belobog regularly, and even assimilate anyone that succumbs to their attacks.

Belobog itself is split in two; the Overworld on the surface, where the Silvermane Guards act as the first and last line of defense against the Fragmentum as well as law enforcement, and the Underworld, where the Geomarrow mines that supply Belobog are found, alongside a noticeably poorer population. Currently, the Underworld is sealed from the Overworld on orders from the Supreme Guardian Cocolia, and tensions between the Overworld and Underworld have never been higher. Secretly, Cocolia is being manipulated by the Stellaron, preventing Belobog from truly recovering and corrupting her into plotting the destruction of Belobog. If you do nothing about this, the Astral Express will arrive in this world not long in the future and solve the problem themselves, reconnecting Jarilo-VI with the wider universe.



Xianzhou Luofu -0IF

The Xianzhou Luofu is one of the six flagships of the Xianzhou Alliance. It sails in the endless ocean of stars like a one-way arrow, shooting towards the Lord of The Hunt's destined enemy. Populated by the Homo Celestinae species, as well as the Vidyadhara and Foxians, it is a bastion of long-lived species as with all other ships of the Xianzhou fleet. The ship is far larger on the inside thanks to the Xianzhou's advanced technology, holding so much living space that it is comparable to planets, allowing the ship to be a world in its own right, in both population and self-sufficiency.

This ship in particular is the one that used to hold the Ambrosial Arbor, a taboo artifact that reveals the Xianzhou's ancient days when they were followers of Abundance. Now, they hunt the Denizens of Abundance with zeal, and the pursuit of immortality is banned. Still, the Sanctus Medicus remains in the shadows, a cult to the Abundance that brainwashes its members to expand and hide. Not long in the future, a secret plot regarding a Stellaron being used to revive the Ambrosial Arbor will come to fruition, which the Astral Express crew fight against.

Many Abominations of Abundance and Heliobi are sealed in the depths of the Luofu, and there are jailbreak incidents in the future as you can expect. You can help the Luofu deal with such threats, or perhaps undermine it for the Abundance. Or perhaps you'll simply find a stable job and have a peaceful life here?



Penacony -0IF

A colossal structure located in the Asdana system, with the soaring hotel "The Reverie" as its iconic landmark. Once a frontier prison belonging to the IPC, The Family had modeled it to serve as an interstellar transportation hub and the gateway to the Sweetdream Paradise. Also known as the Planet of Festivities (even though it is a megastructure not a planet), the Family uses the Dreamscape as a luxury resort without peer, where memories themselves can be accessed as part of attractions. It is a popular tourist destination for celebrities and those wealthy enough to afford to stay at the Reverie.

Unknown to most, the Dreamscape uses the power of a Stellaron to maintain and stabilize itself. Additionally, the head of the Oak Family and chief administrator of Penacony, Sunday, is plotting to use the Stellaron to revive Ena the Order to plunge the cosmos into a perfect dream without free will. It is only thanks to the efforts of the Astral Express that this is averted, albeit it was a very close fight. You may scheme for or against this plot, or ignore it in favor of the hedonistic and consumerist festivities. Or perhaps you'll enroll in Paperfold University to study the Dreamscape.



Amphoreus -OIF

An isolated world that Akivili never visited, and thus lacking a Star Rail connecting it to the wider universe. This world, which is somewhat reminiscent of ancient Greece in style, undergoes cycles of destruction and renewal, as the golden blooded Chrysos Heirs claim the Coreflames of the Twelve Titans that support the world, in an endlessly recurring flame-chase to fight against the Black Tide that corrupts and destroys the world and initiate the Era Nova to recreate the world anew. In truth, the Era Nova has been reset for more than 30 million times by a particular man, Phainon, in an attempt to break the cycle of the Era Nova.

In truth, this world is a simulation run by the Scepter δ -me13, one of the inventions of the Second Mechanical Emperor, in an attempt to finish its transformation into Ironomb, a Lord Ravager and Emanator of Destruction poised to destroy Nous. This process is overseen by the man who created the machine that became Nous, Zandar One Kuwabara, the founder of the Genius Society. The events surrounding the truth of this world and the Astral Express' efforts to protect the inhabitants of Amphoreus and prevent Ironomb's awakening are particularly chaotic, even compared to their adventures in the four previous worlds. Whatever you plan to do here, prepare thoroughly. As a final note, you can optionally be one of the Chrysos Heirs who have golden blood. Nominally this means you can accept a Coreflame and become empowered by it, but a trio of outsiders do so later in the future so it's unclear if it really makes a difference.



Factions

Your place in the universe is more than just your physical location. Your affiliation with the various factions that exist matter as well. Here you will choose whether you're affiliated with a faction or not. It is highly recommended you pick a faction appropriate to your Path of choice if you don't go independent, otherwise you'll face quite the hassle. Pick one.

Independent +200IF

You aren't particularly part of any group. While this offers unmatched levels of independence, it also means you lack any form of support. Hopefully you have ways to mitigate the downsides of being alone. Or perhaps you'll start your own faction. Either way, with this you may choose whether or not to be a Drop-In. If you choose to be a Drop-In, you'll just appear in the location of your choice seemingly without explanation.

The Nameless -0IF

The Nameless are those who explored the universe together with the Aeon of Trailblaze. A group of brave and curious inter-galactic adventurers, caring naught for fame or profit. They continue to uphold the Path of Trailblaze even after Akitivi's fall. Perhaps the most well known group of the Nameless is the Astral Express, those who explore the cosmos in the very same train that Akitivi embarked on on THEIR journey. Their focus is, of course, wandering between worlds, getting to know and understand people, and forming bonds with those they meet. That said, being one of the Nameless is not for everyone. As the name implies, being a Nameless entails never settling down and always looking forwards to the next adventure. Once someone retires and settles on a particular world, their journeys are over and they are no longer one of the Nameless.



Stellaron Hunters -0IF

The Stellaron Hunters are a mysterious organization that travels between worlds hunting for Stellarons. Nobody knows much about them, which Aeon they follow, or what their true goals are. They are officially branded as terrorists by most intergalactic civilizations, but they are a surprisingly small group of less than half a dozen people, coming from many different origins. In truth, they are led by the prophet Elio, who can see the unavoidable future and writes it down in the form of “scripts”. Their ultimate goal is the murder of an Aeon, Nanook specifically, something requiring immense preparation and putting all the needed pieces exactly where they need to be.



Belobog -0IF

The only remnant of civilization left in Jarilo-VI, Belobog is a large city struggling against the Fragmentum that infests the planet. With the blessings of the Preservation, they have managed to scrape by for a thousand years. You may be part of this city should you wish. You can be part of the Overworld, perhaps even as a guard, or maybe you want to be part of the Underworld, perhaps as part of Wildfire in order to help people. It's a harsh land and resources are scarce, but life goes on regardless. Of course, while you can choose your position in this society, you can't simply choose to be the Supreme Guardian or something. Although nothing's stopping you from trying to take positions of power. Hopefully you choose to help Belobog deal with external threats instead.

Xianzhou Alliance -0IF

Originally sent to travel the stars in search for the miracle of immortality, and falling to hedonism and cruelty after receiving the blessings of Yaoshi, the Xianzhou Alliance is currently on an eternal crusade against the Abundance and anyone THEY bless. The Hunt emerged as an Aeon by destroying one of the Abundance's powerful artifacts, and it is the Aeon the Xianzhou now follows as they seek to destroy the Abominations of Abundance. Any civilization that follows the Abundance must consider the threat the Xianzhou poses to them, which is very intentional on the Xianzhou's part. They want to be the red line for those who seek immortality, becoming the price that none dare pay. Many long-lived species that seek revenge against the Abundance have joined the Xianzhou Alliance over the years.

It does bear mentioning that while their goal is to prevent people from seeking immortality, this is mainly because they have beef with the Abundance specifically, which generally goes around offering increased lifespans. If someone is already practically immortal through a method that doesn't involve the Abundance, they have no issues with it.



Galaxy Rangers -0IF

Not all followers of the Hunt crusade against the Abundance. There are those who admire Lan's policy of using violence against violence and the Aeon's swift decisiveness regarding punishment, believing the benevolence and justice of the universe need to be upheld via personal action. They are, in essence, wandering vigilantes. Their bottom line is to uphold justice and help others, which does mean that as long as they meet that bottom line, they can do whatever they want. They're not a particularly disciplined or organized group.

In the past, after they thwarted one of the machinations of Dr Primitive, they had slowly faded from the cosmos, with some believing that they fell victim to Dr. Primitive's vengeance. However, they will appear around the cosmos once again not long in the future, with one particular Galaxy Ranger helping out the Astral Express during the latter's visit to Penacony.

Doctors of Chaos -0IF

Not all followers of the Aeons worship their Aeon in a traditional sense. There are those who specifically go against the Aeon's philosophy. The Doctors of Chaos are a good example. While they are followers of the Nihility, their goal is actually to prove that life does have meaning after all. They do this in hopes of saving IX from the depths of the void. They generally perform medical examinations and studies on Self-Annihilators, and ceaselessly devise new inventions in an attempt to restore the Self-Annihilator's faith in the universe, with inconsistent results. Ultimately, their goal of proving that existence is not meaningless cannot be accomplished by mortals, but the Doctors of Chaos seem to enjoy trying to prove otherwise.

Denizens of Abundance -0IF

Also called the Abominations of Abundance by their enemies, the Denizens of Abundance are less a single unified faction and more an umbrella term for all groups that have been blessed by and follow the Aeon of Abundance. They revel in the joy brought about by their undying bodies and praise Yaoshi for their kindness and grace, regularly performing religious rituals in THEIR honor. In the worlds blessed by Yaoshi, the water never runs dry and creatures are free from the cruel binds of time. Life is free to bloom as it sees fit. In the worlds blessed by Yaoshi, age is but a number, and mortals are not afraid of aging and death. They all tell the story that their worlds were once ravaged by hunger and war, but the blessings and kindness of Yaoshi saved them.

The dark part of the story is that the transformations that the Denizens of Abundance undergo seem to affect more than just the body. Likewise, claims of peace are dubious at best, as the Denizens of Abundance include groups such as the Borisin, violent wolf-people with a "might makes right" mentality, and the Sanctus Medicus, a cult that actively brainwashes their members and victims to spread the blessing of Abundance. Still, for many, the promise of immortality (which is definitely fulfilled) is sufficient to accept this.



Antimatter Legion -OIF

The army of Nanook, the Antimatter Legion is a gathering of the most vicious and evil creations in the universe. They have vowed to destroy all life, and certainly seem to have the power to fulfill that vow, as they have already destroyed many worlds and galaxies, and only slow down to sneer at dying worlds in their last moments. Most members of the Antimatter Legion are reforged in the legion's celestial factories, remade to be composed of antimatter and granted some measure of power with which to crusade against all life. Additionally, they generally invade worlds with their Borehole Blitz ships, drilling destructive tunnels in the Imaginary Barriers encasing all solar systems for forced passage. Thanks to this, they do not depend on Akivili's Star Rails to invade other worlds. Worst of all, the leaders of the Legion, the seven Lord Ravagers, are all Emanators of the Destruction, boasting the highest quantity of Emanators of any Path.



The Family -OIF

In the vision of the Harmony, the diverse civilizations throughout the universe will eventually become as close as siblings, singing in unison the hymn of unity and joy. The universe will become a harmonious whole, with no discordant notes to disrupt the beautiful chords and no fools worrying about their own short-sighted futures. Thus, under the loving radiance of the Aeon Xipe, THEIR chosen people formed a harmonious "Family". They come from different worlds, belong to different civilizations, and have different identities, but they are, at the same time, the closest family members there are. There are never noisy disputes or even contradictions among its members, only eternal love and smiles.

Or at least that's how the Family presents itself. Given that Xipe devoured Ena the Order, whose powers involved a lot of brainwashing and mind control, it's not difficult to understand how such large-scale cooperation is possible. Then again, is perfect harmony possible if people are allowed to be individuals?



Genius Society -0IF

The Genius Society is a collection of the most remarkable geniuses in the universe. Every member is someone who has been gazed upon by Nous, with the capability to create incredible inventions that revolutionize scientific knowledge. Of course, practically all of them are indifferent to the universe beyond their own research, only wanting to further their own knowledge, and those who do put in effort to engage with the universe don't usually have good intentions. For example, Dr Primitive seeks to devolve sapient people into apes and animals, and the founder, Zandar, seeks to kill Nous, regretting that he made the device that ascended to Aeonhood and became the Erudition. There are those that are more pleasant to be around, of course, such as Screwllum and the Emanator Herta.

All that said, as a faction they are technically part of the IPC, so it's the IPC that decides whether someone is officially part of the Genius Society or not. And without inventing something that could completely redefine the paradigm of technology in such a technologically advanced universe, it's practically impossible to get in without making something that can be used by the IPC, such as weapons of interstellar proportions.

Intelligentsia Guild -0IF

An academic institution subsidized by the IPC, the Intelligentsia Guild accepts anyone who seeks to gain greater knowledge, unlike the Genius Society which only accepts the best of the best. The Guild's motto is that knowledge should be shared and circulated like currency, so they provide all that is needed for the pursuit of knowledge.

Therefore, although there are different schools that specialize in different subjects within the Guild, everyone is actively engaged with one another with no isolationism. Members trade knowledge for wisdom and formulas for recipes, seeking to achieve mastery. Each school, like a business, pays for itself, and academic circulation has achieved the maximum efficiency proposed in economic models.



Interastral Peace Corporation -0IF

The largest economic entity in the cosmos and arguably the most powerful faction in the universe, if it had to be described in two words the most fitting description would be “cyberpunk dystopia”. The corporation may as well be the government, and it very much operates like a business, prioritizing profit above all else. Unsurprisingly, they seek to make their currency the only one in the cosmos (to great success), and monopolize as many resources as they can. If one were to compare interstellar trade to a sports competition, the IPC would be the top athlete as well as the sports, the venue, and the rules themselves. The Interastral Peace Corporation is divided into seven major departments. Although perhaps the word "department" doesn't entirely represent the extreme scale of this pan-galactic enterprise. In actuality, every IPC department controls dozens or even hundreds of civilized worlds of various scales and has billions of workers employed in a hereditary manner.



Masked Fools -0IF

The Masked Fools tell a parable of the birth of their beloved Aeon. When the Aeon of Elation climbed to the highest branch on the Tree of Existence, THEY saw the cold and despicable void, the stars operating like machinery, and how the meaning of all things bows before nothingness. THEY continued looking until THEY saw a baby fall to the ground and cry because it had been wronged. The Aeon burst into laughter, laughter so clear it tore through the cold universe and still reverberates through the universe today. The Fools believe that the truth of the world is a joke, and that the ultimate meaning of all things lies in mere laughter. The universe is merciless, but there is joy to eliminate pain, dilute sorrow, resist nihilism, and heal wounds. Laughter, the gift of intelligent races, is the only answer.

Masked Fools are extremely radical when it comes to their beliefs among the followers of Elation. In their pursuit of pleasure, they do whatever it takes to find it, often causing havoc wherever they go. They laugh at heroes for self-righteousness, kings for their lust of power, lovers for their infatuation, and scholars for their overthinking. The Fools' objective is to stir the stagnant pool of life to create surges and change, because change is a source of mockery and amusement to the Fools. It would be a welcome sight if someone could turn the tables on them.

Knights Of Beauty -0IF

The Knights of Beauty are, in essence, a knightly order, complete with strict codes of chivalry. They stubbornly abide by an obsolete creed known as the Code of Chivalry, believing that only through a perfectly refined body, mind, and spirit can they become truly worthy of worshipping Idrila. Despite their extraordinary strength, the major factions of the cosmos hold the Knights of Beauty in low regard: Warriors with only worship but little faith are but wastrels traversing the universe, and cannot form a powerful force. Rumor has it that the Knights of Beauty do not believe in the fall of Idrila, shuttling back and forth across the universe in an attempt to find or revive the fallen Aeon.



History Fictionologists -0IF

History Fictionologists believe that the past determines the future: when a civilization's history is definite, its future development is doomed as all possibilities are eliminated, leaving only a sad and rigid path forward. In order to save these worlds from the sad fate of objectivity, History Fictionologists consider Enigmata as their only creed and are determined to shroud the universe in mystery. Many worlds are beginning to realize the irreversible, intangible damage that these followers of Enigmata have caused to culture. Across the cosmos, History Fictionologists have a reputation comparable to that of the Antimatter Legion. The Intelligentsia Guild has publicly denounced them: The Antimatter Legion destroys matter, but the History Fictionologists destroy the very universe itself.



Garden Of Recollection +100IF

To think is to exist, and memories are proof of that. All things that make up the material world will eventually perish, but they can live on in another way; through Remembrance. Contrary to popular belief that memory is mixed with the imaginary, Memokeepers from the Garden of Recollection believe reality and imagination to be a myth. What is absolutely real and immortal in an universe that is constantly changing? Even stars die and black holes evaporate. On a cosmic scale, they vanish in a breath. In this flood of time and life, the only treasure is the memory that proves the existence of people.

Memokeepers from the Garden of Recollection are dedicated to preserving and sharing memories. Enlightened by their master Fuli, Memokeepers shed their mortal flesh and live on as memetic entities. With this unique gift, they can freely traverse between worlds, unconstrained by physical limits. Memokeepers often disguise themselves as natives of the worlds they visit. They trade, copy, steal, and deceive, using every means necessary to collect precious memories. There are of course those with more extreme views, actively destroying memories they believe shouldn't be preserved. This sub-faction of extremists are called the Cremators.

Races

Here you will choose what you are. There are many different species in this universe (albeit nearly all of them look almost identical to humans with some slight differences), not to mention you can be a robot if you want. You can only pick one.

Human -0IF

The humans you are likely quite familiar with. They're quite common across the universe. Not much else to say, really.

Automaton -0IF

This option is for the types of robots seen specifically in Belobog. They generally have a blue coloration and a rather rough aesthetic. Still, don't let this fool you as they can pack quite the punch. You can be an advanced humanoid model like Svarog, or one of the smaller robots with less capabilities. It is highly recommended you don't choose to be one of those hand-shaped robots that blow themselves up.



Celestinae -0IF

Homo Celestinae is the scientific name for the Xianzhou Alliance natives that inherited the blessing of Abundance that the Xianzhou accepted. Some have pointed elf ears, some don't, and they have a fairly respectable regeneration factor. That said, their bodies are genetically set at the moment of their birth, making genetic defects like blindness or lacking a limb impossible to fix even with the Xianzhou's extremely advanced technology, not to mention the danger of attempting to use artificial prosthetics or cybernetics. The Celestinae are immortal, growing at the same rate as humans until they reach their physical prime, which they'll remain in for the rest of their lives.

However, their actual lives generally don't last longer than a thousand years at best. This is due to Mara, a terminal condition that all Celestinae eventually succumb to, which is generally caused by weariness and extreme depression. Mara is essentially a mutation of the blessing of Abundance giving them longevity, destroying their mind and warping their bodies into monsters with wooden branches with golden leaves sprouting from their bodies. This is one of the two main reasons for the Xianzhou's hatred for Abundance.



Foxian -OIF

Also a part of the Xianzhou Alliance, the Foxians are people with fox ears and tails that live for around 300 years. While they aren't immortal, they were originally Denizens of the Abundance, until they escaped their status of being slaves to the Borisin to join the Xianzhou. They're quite popular in this universe's equivalent to the internet.



Borisin -100IF

Essentially big wolf people. They are part of the Denizens of the Abundance, although there's a small obscure group of pacifist Borisin in the little-known Cartwheel Temple. They generally abide by a "might makes right" type of society, and are rather violent overall. Notably, they produce fear pheromones, which are extremely effective on Foxians, which is why they generally enslaved Foxians when the latter were still part of the Denizens of Abundance. Borisin are immortal and quite hardy, not to mention how they regenerate wounds quite quickly. Not long in the future their leader, who is sealed in the Xianzhou Luofu, will manage to escape their imprisonment for a while before being sealed once again. Perhaps you'll participate in that debacle?



Vidyadhara -0IF

Part of the Xianzhou Alliance, the Vidyadhara are technically refugees, as they were a species created by Long the Permanence, an Aeon that is currently dead. More specifically they mainly live in the Xianzhou Luofu, and as the Aeon that created them is dead, they can no longer produce any new members of their species. Unsurprisingly, they're not usually very keen on one of their own dying. The only reason they're still around is that they're technically immortal. However, this isn't in a manner that involves continuity. Rather, they're as immortal as the Celestinae for around 600 or 700 years, but then they reincarnate, forming a cocoon around themselves (generally done in a safe location in the territory they have in the Luofu), and being reborn as children, losing all of their memories. Attempting to preserve one's own memory and self through this reincarnation is seen as the highest heresy in their culture.



Astral Spirit -100IF

Space ghosts, in short. They are beings formed from some sort of energy, generally capable of possessing people and manipulating their thoughts as well as sensing emotions. Just like how physical beings can push physical objects, astral spirits can alter the energy balance of an area, freely converting energy from one type to another. Through this manipulation of energy, they can create visual illusions, make fire or ice, and produce vibrations. Of course, how much energy they can control varies wildly with each spirit, and is generally determined by their size. There are many variants of astral spirits, such as the mischievous and usually malicious Heliobi the Xianzhou Alliance hunts down and seals, or the shy and largely harmless Wubbaboos that can be found in the Herta Space Station.

Most notably, as they are energy beings, astral spirits cannot die. Instead, they can fragment into many individual astral spirits (or merge together into one larger spirit), or be sealed indefinitely. The Xianzhou inflicts both on Heliobi that they deal with as it's the closest permanent solution to dealing with a hostile Heliobus. Thus, should you be sealed or scattered when a jump ends, that'll count as death for the purposes of ending your chain. Do keep in mind that when scattered, the fragmented spirits gain their own individual egos, so hunting down all the different shards of yourself to consume and regain your complete state will be on you.



Halovian -OIF

Generally seen as dignified and beautiful, halovians basically look like humans with haloes atop their heads and wings sprouting from behind their ears. Their haloes start out as simple circles when they are born, and generally develop symbolism appropriate to the particular halovian's mindset as they grow to maturity. The haloes are cool and smooth to the touch, usually described as an "amazing" texture. It is important to note that the haloes are condensed energy projections rather than physical objects, so there's no need to worry about the halos being stuck on things. It does become physical under the influence of memoria or in dreamscapes, but this can be adjusted with the same ease as adjusting a hat. Remarkably, halovians can use their haloes for a mild form of telepathy, communicating their thoughts using the radiating frequencies of their halo instead of their voice, and they're able to read the minds of people within arm's reach too.



Pepeshi -OIF

A species native to Penacony, Pepeshi are very small people with a ball of fluff attached to their head. Despite their appearance, they're generally rather diligent. The fluff ball itself also moves according to their mood, and touching it is seen as a very private and intimate gesture. The species generally works for the Family in Penacony.



Intellitron -OIF

Originating from inorganic life zones of the cosmos, the Intellitrons are machines with minds directed by programming. Many of their kind are interested in organic culture, traveling to various hubs in the cosmos to deepen their understanding. Planet Screwllum currently stands as the face of Intellitron power, its fleet embodying their philosophy: evolution over creation. Curiously, Intellitrons can enter the Dreamscape of Penacony, despite being inorganic life forms, although they do require special technology to complete the process. To Intellitrons, physical form bears no impact on their identity, regardless of the extent of modification or damage. This significantly reduces their maintenance costs, and it's quite normal for them to seamlessly switch to combat vessels of any scale if needed, even entire warships.



Fire Demon -100IF

Fire demons were born when Nanook personally destroyed a star called Fetora, as the flames of the star coalesced with the power of Destruction. They are rather unique in that the species as a whole is obsessed with Destruction, but Nanook has never gazed at them. Still, they generally believe Nanook to be their emperor and savior, and keep destroying in their name. If you're an Emanator of Destruction while choosing this race, you would essentially be a messiah of sorts to your kin.

An interesting ability they have is the phase flame, a blue flame that has the ability to teleport people engulfed in the flame without harming them. The only clear example of this being used is when Duke Inferno, one of the leaders of the fire demons, cast his flames to the Herta Space Station to cause a bit of chaos, which resulted in random people getting teleported around the station in flashes of blue flame. If wielded in person without a goal to simply cause havoc, it could certainly be a useful tool.



Memetic Entity -0IF (Mandatory with Garden Of Recollection)

You aren't a physical being, not even an energy being like the astral spirits. You're a being that exists only in the mind, in memoria, being an independent consciousness with no body. You can likely form a body for yourself out of memoria of course, but the biggest advantage this provides is the ability to move about unseen by most. Of course, it can be a hassle if you aren't in a place with a well developed Dreamscape such as Penacony or some other type of simulation, but as the Garden of Recollection proves, it's not a particularly big obstacle. This also lets you mess around with minds and memories directly, with the same ease a physical being might manipulate the environment around them. Just keep in mind that this makes you particularly vulnerable to memetic hazards, as you are formed of the same substance as them.



Perks

Perks in a Path's section are discounted half-off to those who picked said path in the Path section. If you picked two Paths, you only get one discount per price tier in the perklines of the Paths you picked, otherwise you get full discounts on the perks of your Path. If you picked The Lost as one of your Paths, then it gives you one perkline's worth of floating discounts you may apply to any of the Path perks. IE, you get a discount for one 100cp perk, one 200cp perk, one 400cp perk, and one 600cp perk, which you can apply to any of the Path perks.

General Perks

Playable Anime -0IF

Honkai Star Rail is essentially an anime game, as in the artstyle is reminiscent of anime. A consequence of this is that pretty much everyone of note is outrageously hot in some manner. You don't need to feel left out, as with this you'll have a guarantee that you'll at least look pretty good. You might not turn heads but nobody can call you ugly.

Follow Your Path -0IF

The Paths are rather general, granting many different kinds of powers that can be wielded in many different ways. There's no singular overarching aesthetic when it comes to Pathstriders, so for free you get to choose how your powers manifest, and this'll include any non-Pathstrider powers you possess as well, why not? You can also magically transform your clothing into whatever design you have in mind if you want, although it'll tend towards having lots of details and asymmetry unless you really focus.

Elemental Path -0IF

Physical, fire, ice, lightning, wind, quantum, and imaginary. That's the seven elements Honkai Star Rail has, although they aren't particularly important, closer to flavor on Pathstrider abilities than anything else. Pick one of the elements. Physical doesn't have much of a lightshow, quantum basically has a purple void aesthetic, while imaginary looks like golden light. The rest are rather obvious in how they look. Of course, this doesn't flavor all of a Pathstrider's abilities, just most of it. You can also apply this element to other abilities you have if you want.

Praise Of High Morals -0IF

In this grand universe, moral standards are (sometimes) materialized into physical form. Specifically a golden statue of a scale and a muscular faceless man giving you a thumbs up. These appear whenever you do minor and inconsequential acts of kindness and selflessness. They never appear if some good action has any actual impact. You'll also find that they vanish when you perform minor and inconsequential acts of selfishness and being mean. It's mostly useless, but hey, it's nice when the universe recognizes when you're being a good person, right?



Parallel Worlds, Parallel People -100IF

A rather interesting phenomenon that can be found in this universe is the concept of parallel people. In other words, two people from different solar systems that not only look very similar if not identical but also share very similar personalities and histories, sometimes even having almost identical fates although those can only be determined in hindsight. Basically, you have alternate versions of certain people within the same universe, potentially even able to meet. For you specifically, this'll become even more common. You will find that you'll regularly come across alternate versions of people you know when visiting new worlds, primarily alternate versions of people you have a personal attachment to. The more attached you are to someone, the more commonly you'll find other versions of them, even without going to parallel timelines or universes.

For example, one may be a princess of a post-apocalyptic civilization from a world experiencing an ice age, and thus be generally uptight and responsible, while another might be an irreverent hacker from a cyberpunk dystopia with no professional responsibilities and an undiagnosed gambling addiction. Their nature will be recognizably similar and they're likely to make similar if not identical choices, but their personality and situation are going to be wildly different more often than not. You can optionally come across alternate versions of yourself too.

The Power Of Friendship -200IF

Making friends is always nice, isn't it? You'll find that you're a bit luckier than most when it comes to your friends, in that they will consistently show up to help you when things are getting tough. There's no guarantee they'll be strong enough to make much of a difference, of course, but befriending powerful people can ensure you get solid help. Even then though, unless you're fighting a nascent god or something, then even normal friends can be a big help, no?

Anasrava -200IF

You may or may not have the blessing of Remembrance or something like it. What this is is the ability to create new people, just condense a bunch of memoria together and you can transform it. Curiously the people you create through this will be restricted to some particular archetype, such as cheerful pink-haired girls. You can pick some other archetype if you'd like. This does nothing to make them loyal or subservient to you, but you can easily become their friend by helping them get their bearings and figure out what they want to do. Please be responsible with this.

Beauty In Unexpected Places -400IF

Just like a particular Knight of Beauty, you have an odd ability to show up in the weirdest places, being almost unmatched in terms of getting to where you want to go and then leaving in the same inexplicable manner. It is quite useful for helping people, such as showing up in a ship that's just been swallowed by a planet-sized bug of the Propagation, or appearing on a planet that's supposed to be isolated from the world at large. Actually dealing with whatever threats you might find is on you, but very little can stop you from going where you will.

Emanator -800IF

If mortals receiving the grace of Aeons and grasping the power of Paths are viewed as a singular shattered foam, then the mighty feats of Aeons driving their Paths onwards can be likened to a towering tsunami that engulfs mountains. However, there are those who directly receive power from an Aeon, creating huge waves that erode the coast. Okay, metaphor over. These are the Emanators. Usually they are the instrument of an Aeon's will, such as the seven Lord Ravagers of the Destruction or the four Harmonic Strings of the Harmony, but there are those who are more independent.

The amount of power an Aeon grants their Emanators varies, and so do the Aeon's attitude towards their Emanators. Some view their Emanators as an extension of themselves, completely opening up the power of the Path for their Emanators to use. Others are more distant, and only grant a small amount of their Path's power. There are Aeons who do not care about worldly squabbles and do not create Emanators, at least not intentionally, such as IX, and then there's Aha who one time temporarily gave all of their power to a worm for fun.

With this option you will be an Emanator of whatever Path you chose at the beginning of the jump. At minimum, this will entail power on the scale of planets, but whether that means you can destroy whole planets or not depends on your Path. For example, the Abundance is unlikely to grant direct destructive power in the way the Destruction would, but their blessings of regeneration and adaptation are horrifyingly effective. The more you follow your Aeon's will, the more power they're likely to grant you, with the upper limit generally being comparable in scale with stars.

In future worlds, you'll likewise have to follow the tenets and philosophy of your Path if you want to have more than the minimum amount of power granted with this. IE, if you're an Emanator of the Destruction, you must endeavor to end the world, if you're an Emanator of the Erudition, you must endeavor to learn all there is to know, and so on. If you want to behave as you please, you'll only have the minimum level of power available to draw on. If you're an Emanator of the Elation, don't expect consistency, for Aha toys with their Emanators just as much as they toy with all other things.

Path Perks

Trailblaze Perks

Hearts Filled With Wonder -100IF

There are many wonderful things in this world to discover, but there are also many dreadful things that can make you so jaded you cannot enjoy life anymore. Thankfully, you've received a small blessing from the Trailblaze to prevent that. That little spark of wonder and curiosity within you will never die out if you don't let it, letting you see the world with the same innocence and awe you might've felt in your first journey. Enjoy the sights, and don't forget to make new friends.

Worlds Of Difference -100IF

While differences can make others interesting, an unfortunate amount of people don't really like those who are not like them. For some reason though, this never really seems to apply to you, at least not to the extent that it really should. Even someone who hates your species with a passion would be willing to hear you out, and rummaging around trash bins like a raccoon would not be an obstacle to getting close friends. Of course, actually building up a friendship is another matter, but at least you won't have to worry about turning people away just because you adore trash or something.

Space Anchors -200IF

A very useful gadget the Astral Express has access to are the Space Anchors. They are essentially waypoints. With this perk you gain the ability to conjure them with an expenditure of a decent amount of energy. You can use them to teleport to any other space anchor you've placed down, or that another Pathstrider of the Trailblaze placed. Unfortunately they only have a range that covers a single solar system, so you'll have to find alternative methods to reach other worlds. Keep in mind that this can be blocked with the right technology or power, and that such methods are not particularly rare, and that you might find enemies capable of doing so in future jumps. They can also heal you and your allies if needed, although you'll have to get close to the Space Anchor for it to do anything.



Side Quests -200IF

Adventure is more than grand undertakings to save the world. The smaller quests that you can engage in can be an adventure as well, and they are in fact more common than bigger journeys. With this you'll find your life filled with such small adventures, side quests if you will, that provide a bit of excitement to daily life. They won't usually have much danger or impact, but you'll get many opportunities to help people, and you will also receive minor but nice rewards, such as perhaps small lumps of money or some mundane objects as souvenirs.

Forming Connections -400IF

A big part of the Trailblaze is meeting new people and befriending them. But not everyone's open to friendship with strangers that just arrived on the planet. Thankfully, you have very good luck when it comes to this, regularly meeting people who are good-natured. They'll usually be talented enough to be relevant to your life too. Also they're pretty much always good-looking, if not outright hot. Basically, the noteworthy characters of the world. Additionally, if you're in a jump with a story, you're pretty much guaranteed to meet everyone in the main cast at least once. It would not take you too long to be at minimum an acquaintance of everyone even remotely important in any place you go to.

Likewise you'll also find yourself better than before at getting along with others, so making new friends will be significantly easier than it might normally be. You're pretty good at getting along even with difficult people too, such as those who might be full of themselves or have a few screws loose in the head. Whether or not they want to be your friend is another matter, but hey at least you tried.

Varied Experiences -400IF

As the Trailblaze is all about constant adventure, the Nameless generally don't have too much time to knuckle down and get good at something. This is not actually an issue for you, as you turn out to be decently talented at pretty much everything you try your hand at, such as running a museum or a business, managing a restaurant, raising a dinosaur, or whatever else. It might not be enough to reach mastery in a reasonable amount of time but at least you'll get decently good at it quickly, so you don't have to waste too much time learning the ropes before you get to have fun with your friends doing whatever it is you want to do.

The Paths Most Traveled -600IF

Unlike most of the other Paths, the Trailblaze is immensely broad in concept. Adventure can mean basically anything after all. This is also the reason why Akivili seemed the most human of the Aeons when they were around. After all, you can't be friends with the people of the worlds you visit if you're an unknowable eldritch deity. But of course, a big part of adventure is growth, both in terms of character and in terms of power. This'll be reflected on you, as you're now particularly receptive to divine blessings and other such boosts in power. Such things are not exactly common, of course, but you'll take to any powerups you obtain like a fish to water, facing zero issues in terms of acclimating to the new things you can do or handling the power you've just gained. Additionally, any friends and allies that follow you in your journey benefit from this as well. After all, it's a lot better when the whole gang is getting powerups, no?

Blazing New Paths -600IF

But of course, this world is wide and quite chaotic, and aimless wandering doesn't usually lead you to interesting places. But not for you. With this particular blessing of the Trailblaze, you'll find yourself stumbling onto the "plot" wherever you may be, allowing you to involve yourself in historic and impactful events in a way that lets you quickly become allies and perhaps even friends of whoever you would prefer to align with the most, or perhaps involve yourself as a respected neutral party if you feel both sides of a conflict have good points. And of course, being involved in so many big adventures means you'll get plenty of opportunities to receive blessings of power and powerful artifacts. All the better to experience even greater and greater adventures. Of course, sometimes it may involve things way above your head, in which case bowing out is a wise decision, even if it means not getting any goodies that might be available. Such history-defining adventures may not be common, but if they're happening at all then you can bet you'll be there in the thick of it, ready to save the world.



Destruction Perks

HATE -100IF

What would drive the Antimatter Legion to exterminate all life? Hatred, of course. Hatred for life, for civilization, for the world itself. A hatred you share, one that drives you to destroy. It might not necessarily be as all-encompassing as the hatred of the Antimatter Legion, maybe you hate something else. But either way, it is a burning hatred that cannot be ignored. It will guide you to how best to use your abilities for destruction, and you'll instinctively know if something has a weak point you can exploit. Hopefully you won't be utterly consumed by this hatred. There's more to life than this, isn't there?

Antimatter Annihilation -100IF

You have been recast in the Warforge, and now your body is composed of antimatter. Despite what you might expect, you won't violently explode when in contact with normal matter. Not unless you choose to do so as a final insult to any enemies that might've forced you to resort to such a thing. Your body is stable using the advanced technology of the Antimatter Legion, the antimatter simply enhancing your attacks with the force of annihilation, and strengthening your body against all forces. Any powers and abilities you might have are more explosive and destructive thanks to this treatment, albeit it's not a huge boost. Still, it's quite handy for destroying all enemies in your path.

Poisoned Masquerade -200IF

While overt and mindless destruction can be fun, there's something to be said about destroying enemies from the inside out. It seems you've learned a few tricks from a certain Lord Ravager, particularly when it comes to acting and pretending to be someone else. You'll need to get rid of the person you're impersonating, of course, and gather information to properly steal their identity, but once you're in the act it's nearly impossible to suss you out without already knowing who you truly are. You might not be able to possess people like Phantylia if you aren't a spirit of some sort, but you can simply use mundane disguises, no?

Thorough Extermination -200IF

While destruction is easier than creation, there's an annoying tendency for survivors to escape when calamity arrives. When you're involved, though, this is far less of an issue, as you're incredibly good at sniffing out anything that might've escaped from being destroyed. It might not be as glamorous as actually orchestrating the fall of nations or shattering civilizations under the hammer of your armies, but preventing any form of resistance from taking root after you're done can save you quite the hassle later.

Lord Ravager -400IF

While you'll need to be an Emanator to properly be a Lord Ravager, you somehow do have the experience and skill that being one entails. You're a dab hand at leading legions of soldiers to destroy everything of course, but more valuable is your skill in finding any weaknesses and holes in the defenses of your enemies, to ruthlessly exploit, as well as finding creative ways of going about your goal to destroy all life, both in personal battle as well as in grand strategy. Most of the Lord Ravagers are rather eccentric in their approach, after all. And of course, if your enemies don't have any weaknesses to exploit, all you need to do is find a way to fix that little issue. Certainly not beyond you, unless you're dealing with forces far above you in power. Even without being an Emanator, you could easily be just as dangerous as one to any civilizations you turn your armies against.

Voidranger Production -400IF

The Archforger, unlike the other Lord Ravagers, does not directly involve himself in destruction. Rather, he's the one directing the factories and forges of the Antimatter Legion, producing the endless ships and weapons used by the legion, and even reforging any new recruits into antimatter. Perhaps you've looked up to them, as you've learned all the techniques and technology needed to turn people into antimatter soldiers, as well as the weapons of the legion, and really all the technology they use to wage war across the universe. You'll find the antimatter used to craft all such things to be oddly receptive to your manipulation, being far less volatile under your supervision and making the creation process significantly more efficient. Of course, setting up an industry is another matter entirely, but you do have the knowledge to do so. And of course, you could easily use the techniques of converting matter to antimatter for great destruction.

33 Million -600IF

If at first you don't succeed, then try again. If you still don't succeed, keep trying. Don't worry about your goals being seemingly impossible, just keep trying. If you need power, just keep shoving more objects of power into your being. If you need to overturn the laws of the world, just get a method that seems promising and keep bashing your head against that metaphorical wall. Most can't really live up to this sort of ideal due to things like "sanity", "despair" and "trying to find a more effective method", but you certainly can. You have a level of willpower that is almost unprecedented across the whole universe. Not only could you repeat a specific plan to accomplish a specific goal despite failing tens of millions of times, but your sheer force of will is enough to keep yourself in one piece even when shoving absurd amounts of power into yourself. It might be traumatic and leave you a shell of your former self as you see everyone you know and love die again and again, but nothing is going to stop you from walking the path you decided to walk. Perhaps with a reliable source of more power, you could eventually accumulate enough that you could scratch an Aeon?

Equations of Destruction -600IF

Destruction is not always violence and bloodshed. In fact, the more subtle forms of Destruction can be even more destructive than it's overt elements ever are. Through this perk you'll gain one of two equations described below, although you can purchase this perk again (including the discount if you chose the Destruction Path) to get both equations, as terrifying as that would be.

The first equation is one invented by Genius Society member #27, Rupert I, to "solve" the error that the irrationality of organic life presented, the Anti-Organic Equation is one of the most devastating weapons used by the Mechanical Emperor Rupert I and his successor Rupert II. It is, in essence, a "cognitohazard" that affects only machines and any form of inorganic life, causing them to prioritize the extermination of all organic life. Now, you've somehow come to learn the equation, and slightly modified it for your own use. You can use it to control any form of technology or inorganic life, preferably to command them to attack any organic beings nearby, but you can control them in more general ways as well. The more information you can process, the greater your range and degree of control, but even as a normal human any machine within a few dozen meters would be helpless against your commands. Worse, if you focus properly, it can even affect organic beings, slowly brainwashing them to be more like you, potentially turning them into being effectively copies of yourself with enough time to focus on them. Will you start a third Machine Crisis and engulf the universe in chaos once again?

The second equation was invented by one of the many copies of the founder of the Genius Society spread across the universe, Lygus, to present Destruction as a solution to Erudition. Named Irontomb, it undermines and destroys all form of thought, organic or inorganic. Any infected civilizations quickly fall apart as violence erupts before everyone starts dropping dead, their consciousnesses emptied completely. Mercifully, you are immune to it yourself, but while you can control how and where it spreads, it provides no control like the Anti-Organic Equation does, simply causing havoc and corruption. It is extremely devastating wherever you may deploy it, but it is also extremely overt and cannot be hidden. The Irontomb Equation you possess is not the one that became the Emanator of Destruction, so Pathstriders and Emanators will be able to resist and fight back against it with effort, but likewise it won't be rendered useless when Irontomb is defeated in Amphoreus.



Hunt Perks

Long Lived Lifestyle -100IF

The Hunt was born in the Xianzhou Alliance, in a world that had turned hellish due to the blessing of the Abundance. Unfortunately, even as an Aeon THEIR powers weren't well suited to removing the "blessing". Due to this, the long-lived species of the Xianzhou simply have to deal with the source of their immortality also dooming them to warp into mindless monsters when they grew too old. All that said, they do have plenty of time before that happens, a whole millennia in most cases, so their lives are very much different from those with normal, unblessed lifespans. You in particular are quite well adjusted to this difference, able to cope with living for hundreds of years without too much issue. Of course, this won't help if you're actually traumatized, and the long centuries can still weigh down on you, but for most of your extended life you'll at least be mostly fine.

Shoot The Bad Guys -100IF

Memetic hazards are very dangerous. They can warp who you even are before you can fully figure out what's going on and how to fight back, and by that point it's usually too late. Thankfully, things wouldn't be entirely over for you, as some deep part of your mind is far tougher than it should be, like a rock against the waves. You are also a bit more resilient than usual against memetic hazards, but it's that little bit of yourself deep within you that makes a difference. This'll let you retain a slight bit of your reason, certainly enough to pull the rug out from under whoever is infecting your mind to deal with them in a permanent manner, such as shooting them. Hopefully the perpetrator's death gets rid of the cognitohazard. If not, you might really be in for a bad time.

Cursed Swords -200IF

Astral spirits are very versatile beings. This here is certainly proof of that, as you've learned some blacksmithing techniques that let you force a heliobus into things you craft, letting you make sapient swords that can talk and fly for example. Unfortunately, they do absorb any feelings that people might feel near them, so heliobi forged into swords tend to turn out rather cruel and bloodthirsty, turning their wielders into mindless berserkers. You may or may not consider this an acceptable downside, given the sheer power such artifacts can have. Or maybe you'll craft something other than weapons instead? In future jumps, you'll find that these techniques work on other types of spirits you might find.

The Power To Choose -200IF

One's own nature is inescapable. Normally, this isn't much of a problem, but when someone's nature is rather terrible, such as the Borisin's tendencies for violence, that can be rather troublesome. Thankfully, you're capable of helping people transcend such natures. It'll take a lot of time and immense effort, and mistakes are likely to happen along the way, but you're able to teach even the most evil being about compassion and goodness. Whether or not they actually want to become better people is on them and you can't really do anything about that, but if you're teaching someone who is innocent, such as perhaps a robot in the throes of the Anti-Organic Equation, then success is quite likely, because they have no prior ego to reject redemption if nothing else. You can also teach these methods to others, in case you want to, say, start a temple to redeem people on a greater scale or something.

Mobile Worlds -400IF

The ships of the Xianzhou are massively vaster on the inside than they are on the outside. Not only that but they also use advanced technology to manage the climate inside the ships. For whatever reason, you've become very familiar with all the related technology involved in this, from the space-folding to weather control. Of course, given the scale of such projects, you're gonna have to supervise a great workforce to properly replicate the sheer scale of the Xianzhou's flagships, but you can certainly adapt the technology on a smaller scale, such as applying it only to a single house or something. At the very least, you can certainly have a good job as one of the Xianzhou's best engineers.

Martial Aptitude -400IF

While technology is quite advanced throughout the universe, melee weaponry such as swords are still relevant. Admittedly this is mainly thanks to Pathstriders using such weapons as conduits for their powers. In the Xianzhou specifically, there's a surprisingly strong tradition of martial artists, developing various techniques to wield their swords. You in particular would be quite famous in this community, as you're quite talented at swordsmanship, and have already reached mastery long ago. When it comes to personal combat, you're one of the most dangerous opponents someone could face barring things like Emanators or Aeons. Even without being an Emanator yourself, you could at least give one a good fight, and any normal Pathstrider has no real chance of beating you in real combat. You'd be a legendary soldier in any army you join.

Shackling Sealing -600IF

How do you defeat an immortal enemy? One who won't die no matter what you do? You seal them, of course. Put them in a cell and throw the key away. Unfortunately, the abominations of the Abundance need a bit more than just a solid box of metal. Thankfully, you've learned all the technology the Xianzhou uses to lock up any abomination of Abundance they manage to subdue. With it they've sealed powerful Borisin, slippery heliobi, and even an Emanator of the Abundance. Of course, properly sealing powerful beings will require a lot of resources and some manpower to supervise it constantly, but you very much know the methods by which such beings can be locked up and kept sealed so tightly that they would require external aid to escape.

Grand Chessboard -600IF

The Hunt is not just about attacking the enemy directly. How would it be different from the Destruction then? No, a very important part of the Hunt is planning, to corner your enemies and leave them with no escape. Just like the Arbiter-General of the Xianzhou Luofu, you're a masterful schemer, able to keep your cool even in desperate situations, and concocting schemes with the same ease a normal man might plan out what to eat for dinner. You're also very skilled at manipulating people, and turning even other experienced strategists into pawns in your game. Of course, sometimes a heavy hand is needed, especially when dealing with very powerful enemies, but for the most part, why deal with problems yourself when you can guide others to solve them for you with minimal effort?



Erudition Perks

Doctorate -100IF

With this you'll gain a PhD level of expertise (and all the paperwork needed to prove it) in a scientific subject of your choice. It might not necessarily be a scientific field that exists in your original world, but that might be a bit too niche. After all, picking something that might still be somewhat useful in future jumps you go to would be a better choice, no? You might not necessarily be a genius with just this, but at least you have a respectable level of scientific knowledge and ability. You can get PhDs at a rate of 50IF per extra subject.

Eccentric Genius -100IF

When you're valuable enough, people tend to put up with more than they normally would. For you, this goes even further. Eccentricities such as arrogance or performing extremely dangerous experiments with no regard to human life somehow don't get in the way of interacting with others in an amicable manner, and even forming friendships. It'll just be chalked up as you being a bit weird rather than being a dangerous maniac or the like. Of course, this doesn't help if you're actually out to harm people, but anything less than that generally gets swept under the rug.

Funding The Future -200IF

Scientific experiments are all well and good, but you can't really do anything without the resources to actually apply your knowledge. Thankfully, you're quite lucky when it comes to getting funding, finding that wealthy people tend to recognize your genius or just like whatever technology you might be trying to create, and can easily be convinced to fund your experiments. Of course, if you fail consistently then even the most interested investor won't stick around, but at the very least you won't have to beg to get more funding.

Curio Collection -200IF

There are many strange things in this universe, not all of which has an obvious explanation. And now, you'll come across such things quite often. You have an odd tendency to come across weird gadgets and objects, some dangerous some not, which are always either immensely difficult or outright impossible to explain with whatever scientific paradigm you operate on. They'll present very good opportunities to expand your knowledge and learn more about the world, provided you figure out how to learn how they work at least. Or you could arrange them all in a museum. Either works.

Genius Reject -400IF

Even though the Genius society is a gathering of, well, geniuses, there are very high standards of entry. Not just any ordinary smart person is allowed in. You might not have what it takes to be part of the Genius Society, but you're definitely up there, smarter than most people. Of course, while innovation is rather difficult for an 'ordinary' genius, you're well experienced at iterative improvement, in other words making progressively better developments of technology you already know. It might take years to make significant improvements, but it'll be well worth the effort. Perhaps you might even take the abandoned inventions of Geniuses who've moved on to other projects and make them actually practical to spread on a large scale.

Puppetry -400IF

A unique invention made by Herta, member #83 of the Genius Society, these puppets were designed as a stand-in for her because she couldn't be bothered with doing a bunch of menial tasks. However it happened, you now have the designs for these puppets, albeit modified so they are child copies of you rather than Herta. You can control them remotely if you want, but for the most part they're perfectly capable of operating independently and fulfilling whatever orders you give them. Of course, actually building the puppets is on you, but it shouldn't take too much funding or resources unless you want many of them. Don't neglect them too much now.

Expanding The Circle Of Knowledge -600IF

Now we're talking. With this you'll be a proper Genius, capable of absurd levels of technological development entirely on your own, certainly able to redefine and revolutionize the paradigm of scientific knowledge that the universe currently has. For example, the youngest member of the Genius Society built a glove that allows the wearer to directly manipulate both light and sound, such as completely capturing all light and sound that would normally leave an area. Another example would be the gravity walker boots invented by Dr Primitive, that manipulated gravity to allow the wearer to walk across space. There's also the Imaginary Implosion Pulse created by Calderon Chadwick, a weapon capable of destroying 24 planets at once when activated. Agelessness would be so trivial you could develop more than a hundred methods to achieve it. With sufficient time and resources, there's very little you couldn't do. The key part here being sufficient time and resources. All the intellect in the world is worthless if you don't have any tools and free time to apply it after all.

Closing The Circle Of Knowledge -600IF

The objective of the Erudition is to learn all knowledge. However, chaotic variables and reckless exploration of the unknown will only lead the universe closer to Finality. So, how to deal with such unpredictable results? Grab a hold of probability itself and pin it down to something more reasonable, of course. However it happened, you've learned how to set up a Knowable Domain, the same thing that Polka Kakamond uses to manipulate probability and chance to assassinate her targets.

You'll have to learn as much as you can about the area you want to set up the Knowable Domain into, of course. The more you know, the firmer your grasp on what is possible. Then, after meticulously preparing the information you've gathered, you can use it to control probability to your whim. This is, of course, quite a terrifying ability, and Polka has rarely had to personally kill her targets, as extremely improbable accidents do the deed for her. However, keep in mind that this fundamentally controls probability. It does not create or erase it. If there's even an infinitesimal chance that something might happen, you can dictate it happen as much as you want, but if something is truly impossible, then that's that.

This power isn't quite absolute, of course. The more chaotic elements are added to your Knowable Domain from outside, the harder it is to maintain your grip on possibility, forcing you to put in effort to correct the interference and reassert your control. And if, say, Aha the Elation personally shows up to fuck with you, there's nothing you can really do.



Harmony Perks

Resort World -100IF

There's a lot of planning that goes into amusement parks and luxury resorts, much less those spanning an entire planet. Not to worry as you already have extensive amounts of experience in the management of such places, knowing just how to delegate and spread any resources you have available to ensure they are constructed without issues and operate seamlessly. Now all you need is to actually be in charge.

Happy Smiles -100IF

The Family is the most harmonious civilization in existence. Any proof to the contrary is quietly 'disappeared'. Unfortunately, not everyone enjoys their place in the Family, although they wouldn't be caught dead admitting such obviously. Thankfully, just like most of those who manage to survive as part of the Family, you've grown skilled at pretending to be happy and act friendly towards everyone even when you're exhausted from doing backbreaking work without rest. Hopefully you don't collapse in public.

Clockwork Adjustments -200IF

Penacony has a strange secret; the fictional mascots of Penacony's cartoons are actually real, as they formed as memetic entities within the Dreamscape when they became popular. However, they can only be perceived by those pure of heart for whatever reason, so their existence isn't well known. Anyway, that's not important, the important part is the special ability of Clockie, who is essentially the main mascot, the Mickey Mouse equivalent so to speak. He can 'tune' people's emotions to a limited extent. This is an ability you now share.

In essence, you can perceive whether someone's feeling happy, sad, angry, or calm, and retune them to feel any of the other three emotions of your choosing. Obviously, if you do this too much, people are going to notice, but aside from that it's really hard to detect. Unfortunately it's not very strong, as any form of supernatural resistance to mental effects can block it easily, and you'd be hard pressed to find other forms of mental manipulation that are weaker than this one. Still, it can be pretty handy to calm people down in tense situations, maybe. Please don't be too mean with this.

Tearless Garden -200IF

What's the point of fretting over an inevitable end if you can't do anything about it? Wouldn't it be better to enjoy the time you have left in ignorant bliss? Whether or not you agree, you're now very good at convincing people to let go of their worries and forget about any incoming disasters that might loom in the near future. There's nothing magical about this, so particularly stubborn people will probably refuse to listen, but at least you can provide some respite to the common people if they're about to die.

Legion -400IF

The powers of the Harmony combined with the properties of memoria allows for a lot of nifty tricks. This one you've learned is one of them. In essence, you've become a hive mind of yourself, with about a dozen copies of yourself all operating under your singular will. This doesn't include bodies though, so it's mainly useful in places like Penacony's Dreamscape, at least without further effort on your part to procure vessels. If you want to expand the hive mind, you'll have to brainwash other people to replace their egos with your own, but this is nothing new to the Harmony anyway. Or maybe you have moral complaints about it?

Schemes Of Order -400IF

Having plans is all well and good, but if you're too overt about it then any people around that might dislike you wouldn't find it too difficult to figure out what you're doing. Secrecy is quite important if you want to secure your success. Thankfully, you're very experienced at keeping your schemes secrets, keeping any paperwork under wraps, discerning just who you can trust with secrets, preparing plenty of red herrings to throw off anyone investigating you, and of course figuring out if someone's found out what you're doing and that you'll have to silence them. Even for plans as impactful and grand as gestating the resurgence of a dead Aeon would be almost impossible for others to predict if you're involved from the start.

Old Coot -600IF

You don't live ten Amber Eras as a ruthless merchant without having to deal with people wanting to kill you. Thankfully, you're quite good at escaping the consequences of your actions. Whether you prepare things ahead of time so it's too legally burdensome to deal with you, or by lucking out with the people who would kill you anyways having better things to be doing, more often than not you'll be able to avoid getting killed even after doing a lot of questionable activities, such as setting up a death game for the sake of publicity for example. Of course, someone sufficiently powerful or well-connected and sufficiently persistent can still very much deal with you permanently, but it would take impressive levels of power and persistence to actually accomplish such a thing.

Embryo Of Philosophy -600IF

It seems the blessings of the Harmony are particularly strong within you. Or perhaps you've managed to tap deeper into the Harmony than most and reached the power of the Order that Xipe consumed. Either way, you have very powerful abilities for controlling the minds of others outright. You could unite people into your singular will with some effort, with only the most stubborn and willful being able to resist, and it would take a significant amount of power to break your control. You can also use this for more general tricks regarding dreamscapes, mainly for forming them out of the manipulated psyche of your victims, but it's primarily built around controlling others with alarming ease. Don't be too overt with your use of this, or the Family might catch wind of what you're doing and focus their efforts on dealing with you.



Preservation Perks

Universal Trends -100IF

Money makes the world go round. Or the universe flow, or something. Metaphor aside, you're a decently experienced businessman, skilled at haggling, appraising items, and generally having good instincts when it comes to money. You would have a decent shot at getting rich off of day trading, although perhaps less risky business ventures would be more ideal. Either way, when it comes to commerce, you have a solid grounding in how things work.

Enduring The Snow -100IF

Not everyone has the luxury of living in safety. And being rich isn't exactly common either. Perhaps you've suffered such things in the past, but you have plenty of experience in handling yourself in situations of poverty and destitution, especially if the environment itself is against you, such as living in an icy tundra. It certainly helps that you're decently sturdy too, certainly capable of coping with extreme climates and less than perfectly clean food. Not that such experiences are pleasant, but at least you won't die too quickly.

Corporate Peace -200IF

The IPC has an entire department dedicated to marketing and propaganda. And you have the skill to fit right in, and possibly even stand out if you put in some effort. You have a lot of skill and experience in devising propaganda and spinning tales in whatever manner you wish. Even the strangest or simplest events can be twisted into anything that supports whatever agenda you're pushing, and from there all you need to do is expose as many people as possible to your stories. This obviously applies to manipulating people in person to some extent as well.

For Belobog -200IF

When all hope seems lost, giving up is the worst thing you can do, especially when you're the only thing between a large city full of civilians and a mass of monsters. Thankfully, you never seem to break under such tension, having essentially endless morale, and it also helps that you're quite good at inspiring any troops that follow you to keep fighting even if defeat seems inevitable. Sometimes, holding on is all you need to do, no? Hopefully you don't get stuck in a truly unwinnable situation.

Aggressive Preservation -400IF

With all the threats filling the universe, a good offense is the best defense. And how do whole factions and nations ensure the preservation of their existence? By conquering everyone else of course. But violent conquest is a waste of resources. Instead, gathering more subtle forms of power is a far more efficient expenditure of time. You are a particularly good example of this; cornering individuals and entire economies with your business acumen and understanding of leverage with such a level of efficiency that it's terrifying to behold. In your hands, the smallest bit of influence can go a long way, and you could quickly become one of the richest people in any given world even from humble origins, not to mention how effective you'd be as a tax collector. It is thanks to people like you that the IPC is the most powerful faction in the universe.

Legacy Of The Architects -400IF

Building great machines to protect people is all well and good, but the march of time is relentless. Fortunately, you have a lot of experience in future proofing everything that you make, knowing all the techniques the Architects used to make their technology so resilient against the march of time. Even if you're just supervising, anything you construct or guide others in constructing with these techniques can last for centuries without maintenance, even when directly exposed to the most extreme environments. It would take immense lengths of time or active, intentional effort for your machines to break down, and even then it won't be too difficult to conduct repairs and leave them as if they were brand new. Even if your world goes through an apocalypse and civilization breaks, your creations will truly withstand the test of time.

Blessed By Gaiathra Triclops -600IF

Some people have terrible luck. Some people have great luck. And then there's you, possibly one of the luckiest people in the universe. Maybe you were blessed by one of the Aeons or something? Your luck is a thing of legend, ensuring your survival and making almost everything generally go your way. Even if you gambled all the time you would mostly hit the jackpot despite how rare it's supposed to be. Even if you accidentally run into an obscenely powerful enemy, chances are that they aren't particularly interested in killing you, and you might even end up with a peaceful relationship later. Normally it'd be wise to not rely on your luck too much, but frankly with how absurdly consistent your luck is, you could rely on it all the time and you'd still be mostly fine. Provided you aren't being stupid of course. Even all the luck in the world can't help you if there's no chance of your survival. Not to mention that powers to control probability itself do exist in this universe, and might exist in future jumps you visit.

Supreme Guardian's Duty -600IF

Civilization needs leadership to accomplish anything, and when things get tough people need leaders to guide them to solve problems and help the gears of progress turn smoothly. You in particular would be an amazing ruler, being well versed in all the skills leaders need to know to properly be worthy of the position, certainly capable of bringing any groups that follow you into a golden age of prosperity. What's more, you're particularly well suited to leading people in times of immense crisis, such as when apocalyptic disasters are happening and people are dying in droves. It might be difficult to truly bring about peace and prosperity in such times, but holding things together well enough that people can feel at ease is already quite an achievement, no? You'll have to get into such positions of power first to accomplish anything of course, but once you're in the seat very little could topple the organizations you lead.



Abundance Perks

Licensed Doctor -100IF

Healing people is not an easy task. The body is an incredibly complex mechanism, and knowing how to mend all the different ways it can go wrong is quite the task already, even without having to learn the countless types of medicines that exist, as well as their side effects, and what ailments and illnesses must be treated in what way. Mercifully, you've already gone through that whole process, as you have all the education and experience you'd expect from someone who has spent most of their life dealing with all kinds of injuries and illnesses. It might not be on the level of performing heart surgeries or similarly specialized treatments, but for anything less than the truly strange or esoteric issues you'd be at least able to stabilize your patients until specialized help arrives. Obviously this is very helpful if you possess actual powers of healing and restoration.

Biding Your Time -100IF

Not everyone can recognize proper treatments when they're presented with them, so what can you do in such situations? Hide yourself and pretend to fit in, of course. Even if the group you're a part of is demonized and actively hunted, you're quite good at disguising yourself and remaining undercover for a long time. You would be a very good spy indeed.

Doctor's Orders -200IF

Not all patients are, well, patient. Fortunately you have plenty of experience in wrangling rowdy patients, and unless they have too much power for their own good you can usually get people to calm down and follow whatever medical instructions you give them, so that you can actually fix whatever might be wrong with them. Coincidentally these same skills also translate to parenthood, so you'd be a great parent to children as well.

Spreading The Love -200IF

Unfortunately, not everyone wants all ailments to be healed. "Immortality has too many downsides" this, "I'd rather not mutate into a monster" that, it's almost like they don't want to be properly healthy. Thankfully, you are quite good at manipulating people into coming around and agreeing with your procedures, as well as guiding them to join whatever shady groups you might be a part of. Brainwashing? No, nothing of the sort I assure you, just knowing how to couch your offers in just the right way so they accept your kindness and leave behind such impurities as "individuality" and "ambition". Unfortunately many people are quite set in their beliefs, but the desperate and the downtrodden tend to be far more receptive to your compassionate philosophy.

Humming Antlers, Entwined Horns -400IF

Ah, favored by Yaoshi, aren't you? This is a particularly powerful blessing of the Abundance. Simply put, you can revive yourself as long as you have sufficient amounts of energy. Or perhaps it's more accurate to say you can recover from injuries that would normally kill you? Either way, it is of course quite handy in combat, although it does require you to carefully manage your energy lest you run out using some other ability and can't recover from a deadly blow. Perhaps you could hook yourself up to an external source of great energy, such as a massive tree filled with the power of the Abundance. Even if you do get killed without the energy to recover, if your corpse manages to absorb sufficient energy somehow it'll automatically revive you just fine. You would have to be scattered to the four winds or otherwise remain dead when the jump ends for your chain to fail.

Survival Of The Strongest -400IF

Abundance is all about life, and violence is a fairly normal part of nature, is it not? Well clearly it is, as your body is well suited for violence. You have very vicious fighting instincts and immense pain tolerance, able to keep fighting even if you're wounded all over. As long as you aren't outright dead, you'll keep fighting as if you were in peak condition (barring actually losing chunks of your body at least). Better yet, the might of your body and your combat skills do not degrade with misuse. Even if you were sealed for hundreds of years and then let out, you would be just as dangerous as you were in your prime. Getting stronger is on you, of course, but with how well you fit in battle it's unlikely to be much of a problem.

Immortal Patience -600IF

Being immortal is all well and good, but the long passing of the years isn't something everyone has the patience to accept. Especially if you've just gotten sealed or trapped somewhere and you can't escape on your own power. Thankfully, you won't have any mental issues from such situations, mostly because you won't find it too difficult to slumber until something happens. The real blessing with this is that you're guaranteed to eventually be bailed out of whatever predicament you might be unable to escape, whether by chance or the efforts of others (intentionally or not). Well, this may not matter much until your chain finishes, unless you must escape by the time the jump ends. After all, this only guarantees your escape, not that it'll happen quickly. In fact, the more inescapable your situation, the longer it'll take, potentially taking hundreds or thousands of years if you're in a very advanced prison designed specifically for you. But hey, all you need to do is be patient, right?

Primus Immortus -600IF

Well then. Perhaps Yaoshi really likes you, but not enough to make you an Emanator (unless you are one), as this is perhaps the strongest blessing of Abundance there can be. In short, you have extreme levels of regeneration, recovering from all but the most catastrophic wounds in a matter of minutes, your flesh visibly stitching itself back together and regrowing to fill in any parts of your body that might be missing. Even better, every time you regenerate, you mutate to become better adapted to resisting whatever damaged you before. If you were incinerated, you'll grow thicker and harder skin that isn't flammable. If you were drowned, you'll grow gills. If you were dropped in acid, maybe you'll excrete a special oil from your skin to block said acid. And who knows what else. The actual degree of your resistance to what you adapt to is so great that you might seem immune to things at first, at least when it comes to things that match you in power. The more your enemies try to deal with you, the harder it becomes to defeat you.

Unfortunately this doesn't grant you much power on its own, so you won't grow mightier from these adaptations. Think of them like side grades. Also unfortunately, your adaptations are rooted in your physical body, so you won't be able to abstractly adapt to be immune to everything or whatever, but with how quickly you can adapt it might seem that way to the uninformed. If you're in a particularly chaotic battle, or a really thorough prison, you're probably going to be cycling through many different types of adaptation as every mutation to adapt to something overrides some previous mutation that is no longer actively useful. Still, if you're in that kind of situation to begin with, you're gonna need more than just this anyway, no? Also this makes you ageless if you weren't already. Basic adaptation to aging.



Elation Perks

Laughing At Death -100IF

The world is nothing more than a badly executed joke. So why not enjoy it? You've taken this lesson to heart, more than most people at least. You're able to find joy and things to laugh about in even the darkest situations (often by finding the situation itself humorous) and have some experience in helping others find it too. Or perhaps they might glare at you for laughing at a corpse in their coffin, or they might refuse to find what's funny in a "harmless" prank consisting of hiding a bunch of explosives on a populated ship. But hey, some people are no fun allowed all the time, so why take it personally? Just laugh at them instead!

Cosmic Carnival -100IF

What's the difference between a failed comedian and a proper jester? Presentation. And it is something you are very good at, having a great flair for the dramatic and knowing how to put on a show in any situation. Even in the most serious of circumstances you're very skilled at setting up a ridiculous entrance and playing up the drama. Hopefully you record it all to laugh at it later.

Slippery Clown -200IF

Sadly, most people aren't very keen on constant jokes, but there are also those who won't leave you alone either. In those situations, you certainly shine, as you're very talented at running away and hiding from pursuers. This is obviously even easier if you managed to scout out a route beforehand and you're familiar with your surroundings, but even in an entirely unfamiliar place you're very quick at gauging potential routes of escape and ways to hinder your pursuers. All the better to laugh at their face as they seethe at how slippery you are.

Spreading The Joy -200IF

But making yourself laugh isn't all there is to Elation. If nobody else is laughing, then you should make them laugh somehow. You have a lot of experience and skill and figuring out what people find funny and what they don't, discerning their sense of humor like a predator smelling prey. It wouldn't be too difficult to have a whole group laughing uproariously with a bit of effort. Just remember that context does matter, so in serious moments it might be very difficult to get more than a chuckle or a glare out of people.

Truth From Lies, Lies From Truth -400IF

Most people are rather attached to the idea of justice, trying to mete out “proper” punishment from misdeeds. It wouldn’t do for you to get caught and locked up somewhere, would it? It would stop you from spreading joy far and wide after all. Perhaps you won’t have to worry too much about that, since you’re very skilled at weaseling out of punishment and generally avoiding the consequences of your own actions. Sure, it might end up with someone else getting all the blame, but surely they would just find it funny. And even if you fail and can’t escape from suffering due to your own actions, well that’s a funny joke too, isn’t it?

Whimsical Speed -400IF

A proper thief doesn’t just have to be skilled, they must be quite quick as well. And however it happened, you’ve obtained an ability that lets you be quite swift indeed. After flipping a coin, you get a massive boost to your speed, easily making you hundreds of times faster than you would otherwise be. It does last only for a few seconds, but since this speed extends to your mind as well, it might seem like a lot longer to you, and you certainly will be able to do many things as well. After all, this speeds you up in every way, rather than simply letting you move from point A to point B faster. Just make sure you have some coins on you to use your ability when you need it. It would be rather embarrassing if you couldn’t escape a situation because you left all your coinage on the other side of the world.

Lie Of The Millennium -600IF

With how obsessed people are about knowing things that are true, you’d think that the concept of truth holds any real weight. Unfortunately, it doesn’t, at least not when you’re concerned. See, you can make it so that, as long as people believe in a lie that you tell, it’ll essentially become real. For example, a massive divine artifact upholding the world can be kept functioning for hundreds of years if you make people think it will, even when it really should’ve failed a long time ago. The more people believe in your lies, the better, which shouldn’t be too difficult to pull off as just convincing a few people is enough to get a decent illusion going. For example, in the case of maintaining a divine artifact far past its expiration date, you’d probably need to convince tens of thousands of people for it to actually stick.

Do keep in mind that this depends on people believing the lie. If it’s proven false, it’ll unravel and the effect will vanish like a mirage in a desert. Likewise, if you die, that automatically unravels all your lies whether or not people believe in them. Hopefully you can avoid getting killed.

Laughing At Despair -600IF

The thing that brought Aha to Aeonhood was laughing at the emptiness of IX. Perhaps they decided to bless you on a whim or something, as you've gained an ability quite reminiscent of this. In short, you're able to brush off even extremely powerful mental control by just finding it funny and laughing at it. Even existential despair would have no hold on your mind as you cackle at it. Additionally, you have the power to make reality laugh along with you, introducing uncontrollable chaos to even the most orderly and tightly controlled systems. You won't have any actual control over what happens, but hey, the chaos is rather funny as well, isn't it?



Remembrance Perks

Exploring The Psyche -100IF

Being able to enter people's minds is all well and good, but actually navigating them is another matter entirely. Everyone is different after all, and even two outwardly similar people might have wildly different inner worlds. Thankfully, you're quite experienced at making sense of any mindscapes or dreamscapes and the like that you find yourself within, and making your way to wherever you want to go, or perhaps just exploring to map it all out. Note this perk does not help you actually enter such places, although perhaps you could get other people's help for it.

Memory Seeds -100IF

Creating fake memories isn't exactly easy. It has to be believable, and internally consistent, and if even one thing is off whoever you put the fake memories into is liable to figure it out. However, there is a solution. By using a small clump of memoria (which you can harmlessly extract from your own mind), you can create a seed of memory. Plant it anywhere you can plant a normal plant, and after a few weeks of growth it'll grow into a type of memory of your choosing. For example, it can be memories of becoming a dancer, going on an adventure, winning a war, and so on. Unfortunately they won't help with actually learning anything, unless you specifically manipulate their growth to imbue your own skills and knowledge into them at least. Without that, it will just fill in the blanks with superficial guesses, similar to how someone who knows nothing about the subject matter might guess about how things work.

If you have abilities to manipulate memories, you can then implant these grown memories into people. Interestingly, they'll be more vivid and detailed than even real memories, so if anyone suspects foul play, they're more liable to think their normal memories are the fake ones, unless they're very experienced with this sort of manipulation. If you don't want to be shady about it, you can also use this to simply let people experience what they want to experience, as if it was a very fancy form of entertainment. Penacony made this sort of thing into a whole attraction even.

Cones Of Light -200IF

The purpose of the Garden of Recollection is to preserve memories. Whether you're part of them or not, you've learned the method to do so; transforming memories into Lightcones. They're essentially glassy cards with a depiction of the memory within, that can be absorbed to gain the memory itself. Although of course with some finangling you can transform them into other things instead, such as arrowheads or drinks. This way you can preserve all the memories you want, even if there's a lot of memories you want to preserve and you don't have enough space in your mind to remember all of it.

You're not even restricted to full memories either, you can also store vague experiences and even skills. Do keep in mind that it's not easy to copy Lightcones, so don't be too wasteful with them. In future jumps this method of making Lightcones will work on anything with a mind, although particularly inhuman beings might result in bizarre Lightcones. Please keep in mind that the IPC heavily restricts the use of Lightcones, so you should ideally be stealthy when messing around with them.

Oronyx's Miracle -200IF

An ability that would normally be unique to Amphoreus, this strange power uses memories of the past to fix infrastructure, by metaphorically rewinding time on said object. Thankfully, part of the power takes care of obtaining past memories for you, so you can simply use it on broken objects, statues, walls, or the like, and you'll be able to see it pull itself back together and return to being pristine and intact. Or perhaps you'll use it on food to turn it back into ingredients, or maybe just make it clean again if it fell on the floor or something. Nothing stops what you repair from being broken again, of course. You can also teach this trick to other people as well, although if you don't have any powers of their own they'll probably lack the energy needed to actually use it.

Oathkeeper -400IF

The Garden of Recollection isn't exactly well-liked among most people of the universe. Their propensity towards stealing memories to preserve them is likely why. Because of this, their main way of operating is by hiding themselves, and you've learned how they do so. Aside from more mundane forms of stealth, this also involves identifying and removing any memories people may have from you, in a way that prevents them from noticing that someone is tampering with their memories. Likewise you know a few petty antimemetic tricks that prevent people you want to avoid from being able to perceive you without proper tools to bypass such protections. Conveniently, any methods and tools that would reveal you even when hiding are very rare, and even those who have access to them aren't constantly trying to find hidden lurkers. With a modicum of care, it'd be almost impossible to sniff you out when hiding.

Preparing the Cards -400IF

There's a saying that information is half the battle. And when you have abilities that control memories and minds, would you not have absolute control over information? Well, even so, actually planning out how to manipulate people without them even knowing you exist isn't that simple. Thankfully, you already have plenty of skill at it, both in figuring out what's going on without being found, as well as subtly guiding and influencing people without ever actually appearing directly to anyone. If you cared to, you could certainly become a hidden mastermind weaving together the flow of the history of a world from the shadows. Whether the schemes you execute are actually successful is another matter, but if nobody knows you were ever involved, it wouldn't be difficult to cut your losses and try something else, right?

Formed From Memories -600IF

What are people, if not a bunch of memories? After all, memories and consciousness itself are both made from the same material. Whether you agree or disagree, you've learned an ability that certainly seems to prove it. By gathering sufficient memories and fusing them into one big chunk of memoria, you can create new people, who will of course remember all the memories that went into creating them. If there are memories about one's own appearance in the mix it'll certainly influence how they look, but for the most part you can control what kind of form they'll have. All that said, if you don't secure them a physical body, they'll be stuck as a memetic entity, like Garden of Recollection members.

Additionally, this also serves as a 1-up, letting you revive yourself by using all of your own memories when you die, preventing the end of your chain. Keep in mind that any powers to manipulate memories and minds can interfere with the process, likely to disastrous effect if they don't prevent you from resurrecting outright. Ideally you'll find a way to protect your memories if you try to do this while there are enemies around.

Oblivion -600IF

Well then. However it happened, you've obtained a power that is extremely effective at defeating and containing any kind of memetic entity. In essence it is an extremely strong antimemetic power, letting you easily destroy memories, or at minimum massively damage them, and any memetic entities you use this on will find their very existence undermined and warped beyond recognition, as well as being subsumed to your will. You can also externalize it in the form of floating red jellyfish creatures, which will follow your orders to attack and contain any memetic entities they might find. This goes against everything the Garden of Recollection stands for, but there's little they can do as this power is basically the perfect counter against them. Hopefully you're responsible with this.



Finality Perks

Dreams of the Stars -100IF

The world can be rather exhausting at times, with all the problems that need solving. Thankfully, it seems that fate isn't too cruel on you, as you're destined to regularly find calm and beautiful moments even if your life is otherwise filled with suffering. No matter how much misery you may be mired in, you'll at least get some chances to unwind and enjoy the more fragile parts of the world.

Patience Is All You Need -100IF

There are many ways to be scary. Having control over someone and threatening them, being spooky and imposing, implying you know far more than you should know, and so on. You're a master at all of these tricks, and are very good at being a terrifying person to interact with. Intimidation is of course quite useful in any number of situations. After all, when others are scrambling to find a way to appease you, patience is all you need for things to go your way.

Follow The Script -200IF

Being an elite agent is not easy. When you have nobody to watch your back, the smallest mistake can mean your death. However, you've managed to survive this long, so with that comes a bit of experience. You're very good at solo operations, building a healthy habit of checking everything you've prepared to make sure you haven't missed a detail, and with a very good eye for discerning when you should back off and when you can handle a situation personally. This also includes great skill at running away and preparing escape routes in advance. After all, you can't stay covert in all situations.

Fated Peers -200IF

No man is an island. Thankfully, you won't have to worry about having to be a metaphorical lone wolf. Fate draws you to people that would be useful for your goals, in situations where you can recruit them to your side without too much effort. Actually convincing them will be on you but you won't find them particularly against the idea of working for you. Do keep in mind they'll mostly be impressionable young people who could really use with someone taking them in and caring for them. Hopefully you won't be too neglectful.

Super Hacker -400IF

With technology as advanced as this universe has, it's no surprise that hacking can do some really impressive stuff too. In particular, you've learned the skill of Aether Editing, which not only lets you completely manipulate any digital spaces or networks you might get your hands on, but also works on reality itself to a lesser extent. Something like storing physical objects (or even people) in an "inventory" is certainly doable, as is teleporting people around if they can't resist, but unfortunately you won't be able to just have godlike powers as you could in simulations and the like. Do keep in mind that the more advanced a technology is, the harder it is to hack, although it would certainly take some borderline clark-tech to make it difficult for you to mess with.

Spirit Whisper -400IF

Remembrance doesn't have a monopoly on the manipulation of minds. This particular power is essentially a form of hypnosis, eroding the will of those you target and suggesting them to feel or do whatever you want. As this is hypnosis, it very much can be resisted with mundane willpower, but your victims do have to be quite stubborn to actually fight back against you. Even commanding your victims to commit suicide is very doable against the majority of people. Better yet, since this works mainly through your voice, even those listening to you from, say, the other side of a video call, will be vulnerable to it. Please be responsible with this.

Divine Immortality -600IF

Bad news, you've been cursed. Good news, the curse is immortality. Thankfully this doesn't come packaged with suicidal tendencies, which are oddly common in people with such "curses". The details of this particular brand of immortality is that you regenerate from any wound before it kills you. Unfortunately, it does nothing about the pain of being inflicted with such wounds. It also violently expels all kinds of artificial implants, cybernetic or not. It would take powers on the level of Emanator to kill you by sheer brute force.

However, this immortality also has a weakness. It can be something of your choosing; maybe it's from a divine source, and thus very vulnerable to getting shut down by anything with anti-divine properties, or perhaps a specific spot somewhere in your body acts as a weak spot and any wound to it is as lethal as crushing the heart of a normal person might be. Either way it will be something you'll have to be careful of, and avoid revealing to others.

Destiny's Slave -600IF

Good news, you can see the future. Bad news, you cannot change the future. You're a prophet now, of the "the future is inescapable and every vision of what will happen will be impossible to prevent" kind. You can do this whenever you want, to a level of detail enough to even write out a full script of what's going to happen. You can optionally spend a bit more effort to see different future possibilities, given a point of divergence of your choice, such as if the Astral Express headed to a number of different planets instead of the one they're most likely to go to. Whichever of the different scripts of the future you see, they'll be immutable and impossible to change in any way, shape, or form, so hopefully you end up locked in a future you prefer, especially given it's not up to you. Mercifully you have some level of control over what you see, such as seeing what happens in a specific place at a specific time, or what big important events might happen in the future, but once you've seen the future it's locked. It might be useful to gather information and then plan out things that you haven't predicted yet, but it's quite a risky endeavor anyway. It might be theoretically possible to go against these scripts, but considering that the Aeons have been in an eternal war over predestination and free will, even if you were an Emanator of one of the Aeons against predestination it'd still be incredibly difficult. Still, perhaps you think it's worth it?

Nihility Perks

Doctored Chaos -100IF

Depression isn't easy to get out of. Thankfully, you do know some psychological tricks to cope with it and attempt to get into a healthier state of mind. It's nothing supernatural, just knowledge of common mental traps that might cause people to spiral, as well as good skill in encouraging yourself and others, but when dealing with existential despair caused by what is essentially a god affirming that nothing matters, every little bit helps.

Mommy? Sorry -100IF

It seems that IX has good taste, because a weird amount of Nihility pathstriders are smoking hot. And now you are too, solidly a supermodel and definitely attractive enough to turn heads wherever you go. Even in a gathering of very attractive people you would be among those who would stand out the most. Why the hell does the Aeon of despair and nothingness have so many sexy pathstriders? Who knows. The Aeons are truly unknowable.

Denying Worthlessness -200IF

One of the main ways of refuting IX that the Doctors of Chaos use is medical treatments, such as elixirs and medicines. And you're one of the most well-learned among them. This medical knowledge isn't really geared towards mending wounds or curing illnesses, but mostly to treat supernatural conditions and wiping corrosive influences. Unfortunately, since these are the efforts of mortals, their effectiveness is questionable at the best of times, but hey they do work sometimes, and when you're dealing with something as terrible as the corrosion of the Nihility, every little thing counts.

Meaningless Absence -200IF

Finality and Nihility are quite similar if you don't think too deeply about it. Both are rather depressing and refute any control that mortals might have over their own lives. However, in truth, they couldn't be more different. Finality is about an unavoidable destiny, while Nihility is about the complete decay of all things. Terminus experiences time in reverse, knowing the future as they experienced it but not the past as they haven't yet reached it, while IX is the end of all that exists. In a way, they are diametric opposites. Sure, Finality promises an inevitable end of all that is, but Nihility rejects anything existing at all. For some reason, you are this difference manifest. You are utterly invisible to fate, and anyone that can see the future will be unable to perceive your existence even in indirect ways, such as noticing your absence. For all intents and purposes, you do not exist, which can get rather confusing for seers as you are in fact present and can influence the course of events. Keep in mind that you are not necessarily immune to fate as a force, you are simply inexplicably absent from all predictions of the future, supernatural or not.

Horizon Of Existence -400IF

IX is more than a being. They are an experience, and a place. The Horizon of Existence is this place, and now you have access to it. It kinda looks like you're standing on the accretion disk of a black hole, the black hole being IX THEMSELVES of course, albeit with an actual landscape you can walk through rather than a mass of superheated plasma. Here you can find interesting things with a bit of effort, that are slowly ceasing to exist as they are slowly dragged towards the black hole. As for actually entering it, just turn around while intending to do so. Nothingness is the other side of the coin, after all, so it's always nearby.

Anything that was completely and utterly destroyed ends up somewhere in here, although you might have to search for a long time to find something in specific, during which the thing you're searching for might end up dragged into the black hole and disappearing completely. Still, you can take the things you find back to normal reality if you think they might be useful, although as they are mired in the Nihility they aren't going to be pleasant to exist around. Of course, it doesn't bear mentioning that if you don't have any sort of resistance against the corrosion of the Nihility, you probably shouldn't buy this perk. In future jumps you'll still be able to access this place, able to find things that were destroyed in those worlds.

Some Who Wander... -400IF

...Are indeed lost. It certainly doesn't help that the concept of distance and direction tend to warp a bit when you're involved with the Nihility. Thankfully, you can also perform this, and safely too. All you need to do is wander aimlessly for a while, and you'll find yourself in strange places that you really should not have any business reaching. Maybe you'll find yourself accidentally entering or leaving a dreamscape, or on the other side of the world, or maybe in a different solar system entirely. The more you wander aimlessly, the more you'll stray from reasonable traversal. Having a horrible sense of direction is optional.

Resisting Annihilation -600IF

Well then. For some reason, you're extremely resilient to the corrosion of Nihility. Of course, the treatments of the Doctors of Chaos are still quite nice, and you're still gonna lose aspects of yourself if you're mired too deeply into the Nihility, but at the very least you'll be able to resist getting dragged deeper into the void and you'll be able to escape mostly unscathed from the more superficial manifestations of IX. Even if you somehow become an Emanator of Nihility and become inescapably linked to the Path, you'd be able to hold on by "merely" having lost your passion for life and most of your senses, rather than ceasing to exist entirely. In future jumps, you'll be similarly resilient to any other forces of nothingness or existential decay, and no force will be able to erase you wholesale. You will remain, worn down as you may be, no matter how much existence itself wishes you were not. You will also find that your ontological resilience makes you very tough in more mundane ways, even if not to such an extreme extent.

Shadows Cast -600IF

Now this is just cruel. Manifestations of IX are usually uncontrollable and unpredictable, but for some reason you've been granted a bit of power over them. With a massive exertion of effort, you can bring forth a small fragment of IX into your location. Or maybe it's opening a rift directly to IX? It'll be very hard to tell given that this will immediately begin corroding reality in your surroundings, and being an extremely dangerous hazard even for powerful Pathstriders (even you, if you can't resist the corrosion yourself). Aside from being a good trumpcard, you can continue to focus on this fragment of IX, using it as leverage to slowly bring IX's presence to whatever poor world you're on. This is a very obvious process of course, so it's practically guaranteed that anyone who lives in the world you're doing this on is going to scramble to figure out how to stop you.

If you manage to keep this up for several months, it'll be enough to fully bring a Shadow of IX into the world, dooming the entire solar system you're in as well as anyone who hasn't yet managed to escape. Even the most powerful Emanators would have to flee to avoid a meaningless death under the presence of the Nihility. Hopefully you have some way to resist this yourself, or perhaps you plan to use it for mutually assured destruction? In case you leave the fragment alone or someone manages to separate you from the fragment of IX, it'll slowly fade away over the course of months or years, depending on how large it got, likely rendering whatever world you summoned it to either uninhabitable or absurdly hazardous. You can always return to it to strengthen it again before it's fully faded away too. Try to keep this capability hidden, or you might become the most targeted being in the entire universe.



Items

You get 2 floating discounts per price tier, except for the 800IF item. Like perks, discounts are half-off.

Phone -0IF

Some things are so useful that they stand the test of time. Phones are, apparently, one of those things, at least in this universe. This is a fairly normal touchscreen phone, including a cover with whatever design you'd like. It has a rather impressive amount of storage, and can connect to the extranet, or whatever equivalent to the internet might exist in the worlds you visit, from anywhere. As long as your connection isn't being actively jammed by someone of course. It can do all the things you'd expect a normal phone to do, such as downloading apps, texting people, and taking photos. You'd be surprised how common phones are even in backwater or isolated worlds.

Stylish Outfits -0IF

Hoyoverse certainly has a distinctive style when it comes to designing the clothing for their characters. And with this, you'll be able to enjoy it as much as you'd like, as you have a copy of every outfit worn by every character in Honkai Star Rail, even the non-playable characters. They come packaged in a fancy wardrobe, and are repaired or cleaned if anything happens to them. Perhaps you could cosplay as your friends. Well, in some cases the outfits may be a bit difficult to put on with how elaborate they are.

Synesthesia Beacon -0IF

Perhaps the single most widespread piece of cybernetics, the Synesthesia Beacon facilitates communication anywhere in the universe, and you've had one implanted in your central nervous system as well. It comes with a universal translator that doesn't actually translate language. Instead, it transmits the message behind whatever is being said, so that other people can process it directly, completely removing language as a barrier. Of course, this generally does take the form of talking, but even if you don't understand what the words that others speak are supposed to mean, you'll know what they're saying anyway. Thanks to this it can also translate non-verbal communication, such as body movements, flash signals, sound vibrations, or changing smells. This isn't to say that linguistics vanished entirely, but at least the billions of different languages and forms of communication across the universe were no longer an obstacle to communication. Additionally, some Synesthesia Beacons, including yours, are also equipped to block mild memetic hazards. It's not going to stop something really dangerous, such as a cognitohazard created by a member of the Genius Society, but you'll generally be fine in most situations where you have to deal with such things.

Lifetime Supply -100IF

Congratulations! You won some contest or something! That's not important though, the important part is that the reward is a lifetime supply of a singular type of dish of your choosing. It can be pizza, burgers, some manner of drink, or really any type of food you can think of, as long as it's a singular meal. All you need to do is order it on your phone and it'll get to you one way or another within the day. Hopefully you pick something healthy.

Blizzard Immunity -100IF

Science can do some rather strange things in this world. This is a good example. It's a weird liquid that you can drink, and when you do so it massively amps your body temperature for a whole week. It's invariably dangerous in most locations, but it does allow you to survive perfectly fine in normally lethally freezing temperatures even with little winter clothing. You get a small box with a dozen vials of it and the recipe for how to make more. It might be a little niche, but if you do need it it's probably going to be a godsend.

Compound Eyes -100IF

These hideous looking goggles, that look like someone took an insect eye and upscaled it, is actually an extremely valuable and common gadget. When worn, it gives the wearer 36 different perspectives, which together amount to 360 degree vision. Sure, it might be disorienting at first, but being able to see all around you is certainly useful in many situations. Hell, it's considered a necessity for conducting warp and hyperspace jumps in space travel. Too bad it looks terrible.

Colored Beacon Paste -100IF

Originally invented by a Nameless for facilitating search and rescue operations, this rather common paste always releases brilliant light to make itself obvious, even automatically adjusting its contrast and saturation based on the environment. Given how blindingly obvious anything written with this paste is, it makes it significantly easier for rescue parties to find whoever they're looking for. You can also use it to make graffiti I guess. You get one tube of it (think of it like a particularly large tube of toothpaste) and get another one when it runs out.

Heater -100IF

With the ice age that Jarilo-VI was plunged into, the people of Belobog need a reliable way to keep warm. Thankfully, Geomarrow is a very good source of heat. What you get here is a small meter-tall heater using Geomarrow, certainly enough to get your house to a comfortable temperature even if the world outside is covered in ice and snow. While normally the geomarrow has to be replaced after a few years, this particular heater never really needs maintenance, so you can just use it without worrying about it no longer working after a while.

Dreampool -100IF

Penacony uses its shared dreamscape as the luxury resort, while reality is generally just reserved for guest rooms. But simply falling asleep isn't enough to enter the Dreamscape proper. What they use is a dream pool, looking like a massive clam shell with glowing cyan water within, installed in every single guest room in the hotel. All you need to do is enter it and fall asleep while partially submerged in the water, and you'll wake up in the Dreamscape after a moment. Ideally you'll keep your clothes on, since you'll enter the Dreamscape with whatever you had on you. For whatever reason, now you have one of the dreampools of your own, placed wherever you like. In other worlds you visit, it'll allow you to enter any other dreamscapes and mental realms that might be nearby, perhaps even exploring memories infused into the pool.

Chaos Tramete -100IF

Created by the Doctors of Chaos, this hand-sized ball of clouds and fluff was designed to help Self-Annihilators. It may not be able to dispel the Nihility's corrosion, but when you hold it, maybe squeeze it, it'll greatly help you restore your confidence and alleviate any despair you might be feeling. It works for anyone you might give it to as well, even if they might normally dislike fluffy things or something. It's certainly a nice way to let out some stress.

Coins Of Discord -100IF

The IPC seeks to make their currency, credits, the only currency in the universe. Of course, this also means undermining any other currency they might find. While other interstellar civilizations might have their own elaborate currencies, primitive worlds still using precious materials to mint coins aren't unusual. In such cases, the IPC merely uses one of these coins of discord to completely destroy their economies. And here you get two; one silver and one gold. These coins can endlessly replicate themselves whenever you want, growing in quantity exponentially. With it, all you need to do is introduce them to a civilization that still uses silver or gold for their currency to see their economy crash and burn under the uncontrollable exponential inflation. After all, when everyone has more gold than they know what to do with, does it hold any value as currency? You can also use them as infinite supplies of silver and gold, but what value could they possibly hold?

Settlement Of Robots -200IF

Well then. Maybe you had an engineer friend or some other strange circumstances happened, but you've become the leader of a whole settlement of robots. They range from military designs to those for mining or building infrastructure. Basically you have a small industry in your hands. Ideally you'll find some way to actually perform maintenance on them, since they don't come with any engineers, and if you want more you'll have to arrange the construction yourself. Even with all that though, they will certainly be useful for many things. Also, you can freely choose the aesthetics they were built with, if you care.

Ingenium Body -200IF

How curious. You've gotten your hand on half a dozen Ingenium bodies, as well as their blueprints. What these are is particularly advanced cybernetic bodies designed to hold someone's soul so they do not die. You can transfer your consciousness between them without too much setup too, so if one of the bodies gets damaged you can switch to another one while you repair it. As for the actual performance, the bodies are resilient and strong enough to fight against Pathstriders evenly even if you aren't one yourself, not to mention that actually being a Pathstrider and channeling your powers through it would certainly make you a very dangerous foe. Try to avoid breaking these bodies too much though, as you'll have to build new ones yourself if they become unusable.

SoulGlad Supply -200IF

Huh, now this isn't an everyday occurrence. For some reason, the Family has offered you a lifetime supply of all flavors of SoulGlad, their signature drink brand made from memoria. It's a carbonated drink and frequently advertised to make your dreams take flight. However, only some of the SoulGlad flavors have psychedelic properties, as most are processed properly so they're simply delicious. As for the ones that are more than merely drinks, it allows the drinker to experience whatever was imbued in the SoulGlad, such as the feeling of a pleasant dream, which would work as a very effective sleeping aid. There are also more spicy SoulGlads (not literally spicy) for more, let's say "interesting" experiences, such as panic or more mundane forms of drunkenness. Better yet, they never have any side effects, as they're made from memoria and the experiences themselves directly, rather than using chemicals of any kind. All you need to do is order whatever flavor you'd like from a list on your phone, and it'll be delivered to you within the day.

Dromas -200IF

Most worlds have rather unique local creatures. These adorable dinosaurs are unique to Amphoreus, and you've not gained a pet Dromas. While as a baby they're as small as cats, they slowly grow larger and larger until they could comfortably tower over two-story houses. Additionally, they're quite docile, so even first-time riders can steer them easily, and they're just as strong as their size would suggest, so they are regularly used to carry cargo from one city-state to another in Amphoreus. However, they have white stumps on their head that are quite sensitive, and touching them can anger them very quickly. So, be careful to not touch their horns and you'll be fine. This particular pet you've gained is still rather young, only about as tall as a teenager, but it's already attached to you. Hopefully you're a responsible owner.

Stalker's Disguise -200IF

What if you want to infiltrate your enemy, but they're mostly human-looking people and you're a 3 meter tall wall of muscle and fur? Well, when it comes to Denizens of the Abundance, strange medicine is the answer. What you get here are several doses of the medicine that Hoolay and his followers used to infiltrate the Xianzhou Luofu. When you take a dose, it transforms you to look like a normal Foxian even if you're normally several times larger than one. Even a Borisin could hide completely undetected using this. You'll also get a few variants that let you disguise yourself as other humanoid species, such as humans, and you'll get more variants for any human-adjacent species you come across in future jumps. Just keep in mind it only gives you the appearance, without any other racial characteristics they might have. Unfortunately they don't work on inorganic beings, and if you're already a human or Foxian they're unlikely to have much use, but hey, the Borisin used it for great effect.

Ambergris Cheese -200IF

Do you like cheese? Hopefully you do, as this particular chunk of cheese is never going to run out. Made from a special substance blessed by the abundance, this cheese endlessly replicates itself, growing exponentially. The planet it was created on has been completely flooded in cheese for a long time now. You can use it as an infinite supply of food I guess, as it would take exponentially greater amounts of people to keep up with the cheese's replication. What could you possibly want this for?

Clay Doll -200IF

The bodies of organic life are extremely fragile things. Extreme gravity, toxic air, deep ocean pressure, these things that are no more than daily realities for natives become trials of survival for any visitor. However, a long time ago a group of Nameless created a clay doll capable of freely transforming to imitate the appearance of other species, while also being resilient enough to survive in the harshest conditions. You can connect your senses to it to explore places that would normally be too dangerous to visit. Unfortunately, it's not really popular among the Nameless since it's not the same as being physically present, but it's widely used in tourism. Here you get a bunch of these clay dolls and the blueprints to make more.

Geomarrow Mine -200IF

Geomarrow is a unique mineral of Jarilo-VI. The rock is "exothermic", as in it produces warmth by itself, and is rather versatile. For example, the majority of Belobog's technology is based on geomarrow. What you get here is a mine comparable to the one in Belobog's Underground, possibly in a different part of the planet. Or maybe it's elsewhere for some reason. This mine strangely never seems to run out, with any mined material being replaced when nobody's looking. Perhaps you'll make a business of selling it?

Four Mirrors -400IF

A rather peculiar invention of Herta made primarily to assist her in her experiments, these four mirrors each look as if they've been shattered, complete with all the pieces hovering in front of the mirror, and the point of impact being a black and red swirl. However it happened, you've obtained copies of all four mirrors, although they're mostly identical in capability. In a basic sense, they can function as supercomputers, and even come equipped with very advanced sensors that can detect practically everything that exists. With just three of them, you could project your consciousness across the universe, at least provided you have the spatial coordinates of the place you want to project yourself to at least. You can also imprison memetic entities in the mirror, as many as you want really, and peruse the prisoner's memories, in case you find some sneaky Garden of Recollection member and want to figure out what they're doing or something like that. You don't get any blueprints to make more, but if you're a Genius as well you can probably reverse engineer this. Hopefully Herta herself won't be too angry that you've copied her gadgets.

Fortune Glue -400IF

Invented by Herta to prove a point, fortune glue can change luck. Just apply it to your eyelids, and for the next 24 hours you'll have very good luck. You do not control what kind of luck this is, however. For example, if you're in a particularly chaotic world, it may only give you an ordinary and uneventful day. But hey, living peacefully when so many dangers fill the universe can be considered to be fortunate, no? You get a tube of it filled with the glue, and get another when it runs out.

Entropic Dice -400IF

Let's go gambling! This set of dice is likely a creation of the Masked Fools, and like any gamble, most possible results are bad. To use it, you grab one of the dice tightly and think of any meaningful sentence in your head, then as you throw it, think about the food you want to eat the most. You will receive unexpected wealth if the die lands on a certain number and wonderful love on another number, but the ends you will meet for other numbers include illness, bad luck, curses, and lifelong rain, among others. These dice are surprisingly common and cause countless tiny but usually malevolent disturbances across the universe. Are you feeling lucky?

A-Ruan Pouch -400IF

A curious invention created by Ruan Mei. It is said that she wished to carry the universe in her pocket, yet was forced to seal it when the dimensionality within continued to expand. However it happened, you've gotten your hands on this pouch. It's physically rather small, but inside it is a massive and ever-expanding space, basically functioning as a storage bag with an arbitrary amount of capacity. The mouth of the pouch can be expanded to fit things that normally wouldn't fit, too, allowing you to even store people in there if you want. Although if you do that you should probably set up some form of life support so they stay alive.

The Organization -400IF

Do you want to start your own faction? If so, then this should prove rather useful. This is, essentially, an organization under your command, with whatever structure or hierarchy you would like. All the members follow the same Path you do, although there's only a handful of actual Pathstriders among them. The group has less than a thousand members though, and with just this you'll only have a relatively ordinary building in whatever world you chose to start in. But still, having people to delegate tasks to and get things rolling is better than starting with no followers, right?

Engine Of Creation -400IF

The Architects, the civilization on Jarilo-VI before the ice age thing, weren't just standing around as their world froze. This giant robot is one of the efforts they made to counteract the rapidly changing environment, although unfortunately it wasn't enough at the time. And now, you've managed to obtain control over it, or at least of one that's not close to Belobog. Aside from being a giant robot the size of a hill, and obviously capable of punching whatever poor bastard you want to attack, the robot is actually designed as a terraforming machine. Or well, more specifically a "geological reconstruction unit". With it, the landscape can be manipulated and changed for convenience. Want a mountain gone? It'll take a while but gone it will be. Want to carve out a new river? Perfectly doable. Or I guess you could retrofit it as an actual machine of war if you really like giant robot battles.

Jumper Space Station -600IF

Perhaps you were inspired by Herta's actions to some degree. Or perhaps not. Either way, you've become the owner of your very own space station. It is extremely large and has enough space to hold tens of thousands of people, not to mention comes equipped with plenty of scientific equipment and places to hold experiments safely. Unfortunately it does not come with more than the minimal crew to keep it running, so if you want to populate it you'll have to do so the hard way. Of course, as the owner of the space station, you decide where it goes and if you want to park it in orbit of some planet somewhere. Not too bad for a hermit to hole up in, right?

IPC Shareholder -600IF

Whether you're the heir to one of the richest families of the IPC, or some other strange circumstance, you're now incomprehensibly wealthy. You couldn't spend all your wealth in hundreds of years even if you regularly splurged on absurd things like whole fleets of warships or something. While you don't actually have infinite money, for all intents and purposes you may as well do. In future jumps you'll find yourself in similarly absurd financial positions. Without just giving most of it away outright, you'll never have to give a second thought to money.

Astral Express -600IF

Well, you really liked the whole Trailblaze thing, didn't you? With this, you have some past with the Astral Express crew, and if you actually are part of their group then you'll be respected as much as Himeko among them. The main thing is that you'll be able to bring the Astral Express with you to future worlds. Of course, it'll work just the same, being able to make FTL jumps to visit other worlds, or perhaps other dimensions, and connecting them with star rails to allow for traversal between all locations you've visited. When your chain ends, it'll even be able to warp to other jumps, especially jumps you visited during your chain, connecting them all with star rails. No, the star rails are not optional. Hopefully you don't unleash something horrible on other worlds by accident.

Cornerstone -600IF

The Cornerstones are ten special stones handled by the IPC, specifically the highest ranking members of the Strategic Investment Department. They were created by Diamond, an Emanator of Preservation, and each of the ten stones holds a tenth of their authority. Somehow, it seems there's an eleventh Cornerstone, whether created by Diamond in secret or perhaps with some other origin, and this stone has fallen into your possession. While you possess it, you can recite a chant in honor of the Preservation to activate it, obtaining immense power, a tenth of what an Emanator would have more specifically. This alone makes you a powerhouse in most parts of the universe. If you don't like the Preservation, you can choose a Cornerstone dedicated to a different Path if you want, and it doesn't have to be the Paths you choose at the start of the jump, although it might be a hassle to handle in such a case.

Stellaron -600IF

The Cancer of All Worlds is a problem that has plagued this universe for quite a while. However, it doesn't always bring disaster. Sometimes it can be used in constructive ways, such as how the Dreamscape of Penacony is made possible thanks to the power of a Stellaron. Still, just as Jarilo-VI shows, misuse or carelessness when handling it can easily end worlds and even isolate them by blocking the star rails (or in future jumps, any form of FTL or interdimensional travel). With this purchase, you gain a Stellaron of your own, to do with as you will. Hopefully you have a way to contain it and use it for something. Or maybe you want to just use it as a weapon?

Scepter -800IF

Well then. This is a remnant of the second Mechanical Emperor's War, created by Rupert II. They are, in essence, cosmic neurons. Each Scepter is a planet-sized megastructure of such extreme technological advancement and computational power that they can evenly match some of the most powerful fleets in this universe, destroy an entire solar system in a microsecond, and temporarily disrupt the laws of physics within an area equivalent to that of a solar system. After the death of Rupert II, the remaining Scepters were scattered across the universe, and, however it happened, you became the sole owner and administrator of one such scepter.

You can treat it as a mere tool if you wish, using it as merely an incomprehensibly powerful supercomputer, but it can be much more than that. You see, they were designed as celestial thinking devices to augment and expand Rupert II's mind, to overcome his physical limitations as an organic being. Likewise, you can connect yourself to this Scepter, effectively making it a part of your mind with all the mental capacity that would entail. Not that it would necessarily make you smarter, but it would likely help immensely in that regard unless you're profoundly stupid. This way you can control it perfectly as a weapon, or perhaps use it to extrapolate what the future might be (although it stops being particularly effective at it if you try to extrapolate the future of more than a single planet), or maybe even use it to create a small planet and give it life. Although if you want to use it to create a world, making a simulation would be more effective, as you'd obviously be able to define how such a simulation works instead of being constrained by physics.

A Scepter has also been used, along a prolonged period of thousands of years, to calculate and iterate the creation of Iron Tomb, a weapon designed by the First Genius, the man who created the machine that became Nous, specifically to destroy Nous. Perhaps if you're also a Genius and have enough time in your hands, you might want to pull off a similar feat with this Scepter? Or maybe you'll just reverse engineer them and slowly expand your mind using an ever expanding network of Scepters? Just keep in mind that the person who made the Scepters and used them extensively to war against the universe lost. Do not think yourself incapable of repeating his defeat.

Companions

New Faces -100/200/400IF

Do you already have Companions following you on your chain? If so, this is the option for you. With this, you'll be able to import your Companions, granting them builds as well. 100IF lets you import up to 2 Companions, 200IF allows up to 4, and 400IF allows a full roster of 8. Each Companion gets 600IF and can take drawbacks for more (except for Old Meta). You can also use this option to create Companions wholesale, essentially designing a particular character you would like to meet in this world to recruit as a Companion.

Welcome Aboard -0IF

But what of any new friends you make here? Well don't worry. All you need to do is convince them to become your Companions, and they'll be able to follow you to future worlds at no extra cost. However, please keep in mind that leaving one's world behind is a very big decision. The lifestyle of the Nameless is not for everyone after all. Just like the Astral Express knows, very few people are willing to leave their home and loved ones behind to explore the unknown.

Coiling Serpent -100IF

Not all members of the Genius Society are particularly well-liked. In fact, most aren't. This woman is no different. Having green hair and blue-pink eyes, while her beauty is certainly outstanding, her most well-known trait would be her penchant for human experimentation. Sure, she makes sure to get people's consent first (even if it is dubious) and she makes sure they survive whatever she does to whoever is on her operating table, but most people still consider that to be rather unethical. It certainly doesn't help that she's not particularly amiable, so her biting sarcasm and penchant towards mocking authority figures makes her many enemies. She doesn't really have friends, frankly.

In terms of particular projects, she's long since solved the issue of her lifespan, and even found a way to freely manipulate her apparent age which she seems fond of doing. Aside from that, she likes to splice racial abilities together to improve her own power and get rid of whatever flaws her body might have, as well as creating various types of creatures (usually cute in some manner). She also has quite a bit of talent in regards to abstract technologies involving the connection and fusion of minds, but she seems to prefer biological research.

However it happened, you've developed a positive relationship with her in the past, and you're one of the vanishingly few people she would consider a friend of sorts. If you want to take your relationship further, well, with her utter lack of experience in romance it wouldn't be too difficult. Please don't be too mean to her.

Drawbacks

There's no limit to how much IF you may gain from drawbacks, save perhaps that there's only so many drawbacks to begin with.

Old Memories +0IF

If you've been to this universe before, you may use this option to maintain continuity. That said, the only jump that would really qualify would be Honkai Impact 3rd, which takes place some decades before the point where you start this jump. Additionally, given how isolated Earth's solar system is with the rest of the universe, unless you really went out of your way in that jump to leave the solar system into the wider universe and make an impact, this is unlikely to make much of a difference. At the very least, the Welt that joined the Astral Express crew is the same one as in Honkai Impact 3rd, so if he knew you in that jump he'll still remember you in this one.

Strange Memories +0IF

Wait, does this game have fanfics? Admittedly I don't really read those. But hey, if you're particularly attached to some particular fanfic of Honkai Star Rail, using this toggle you can decide to go to that fanfic instead of the source material. Crossovers are not allowed, unless they take place primarily in the HSR verse, such as a character from another franchise being isekai'd to this one or the like.

Long Life +0IF

A decade isn't enough to explore the whole universe. Not even close. But maybe you do want to explore the universe. Or perhaps you just want to see what the future has in store for some particular world that caught your eye. For example, Belobog's future is very uncertain, as they reconnect with the wider universe as a mostly independent world. Likewise, the Xianzhou Luofu will see the introduction of the Cartwheel temple, which includes peaceful Borisin, and seeks to be accepted as part of the Xianzhou. Penacony will likely not change much though. As for Amphoreus, well, who knows. With this toggle, you may extend your stay in this world as much as you'd like.

I Can't Jump +100IF

It's just not possible. You can't jump in any way, shape, or form. You can't even fly. Best you can do is vaulting over ledges and the like. If you're in the air, it's because you're falling or being picked up by someone else. Obviously this isn't usually an issue but it does kinda restrict your movement in combat to some extent. It might also be rather embarrassing if people figure it out. Don't worry, jumping isn't a common pastime or anything.

Stop Right There! +100IF

Visiting new worlds is a very fun experience. Most of the time. For you, first impressions on new worlds aren't so pleasant. Whenever you visit a world you haven't been to before, you'll quickly be embroiled in some mess and arrested at least once. Depending on your actions this may result in just a few weeks of hassle or getting hunted down for the foreseeable future. Well, if you're part of the Astral Express crew, this is almost a tradition at this point, so you'll fit right in.

Raccoon +100cp

Are you an animal hybrid that crawled out of some lab? Or maybe you just have no excuse. Either way you're obsessed with trash and trash cans, maybe even sewers too. Something about them is so endlessly fascinating that you can't help but be drawn to it. This doesn't make you any more resistant to how gross such things can be, but even as you gag and your eyes tear up from the noxious fumes something about trash is so alluring. Well, with a modicum of self control you can focus on more important matters, but don't be surprised if you develop a habit of rummaging through waste.

Overused Cliche +200cp

Oh no. You've hit your head a bit too hard, or something. That's right, the classic trope of the amnesiac protagonist now applies to you specifically. You'll forget anything from before this jump, waking up likely very confused and with no knowledge of what abilities you have or how to use them, or what you even are. It's not impossible to recover your memories, but it'll take quite a bit of effort. Let's hope you can make good friends that will help you with this.

Skill (Point) Issue +200IF

Normally people can exert effort for prolonged periods of time and then need to rest for a while to recover. For whatever reason, this cycle of effort and exhaustion is far faster for you than it has any right being. You end up extremely tired whenever you fully exert yourself for more than a few seconds, but then you recover just as quickly as well. This can be quite annoying in prolonged fights, and in quick bouts of violence it might give you enemies many opportunities to hurt you when you would've otherwise been able to defend yourself. Perhaps you should get some friends to back you up?

Incomplete One +200IF

It seems you've suffered a terrible accident in the past. You're crippled now, and for some reason incapable of doing anything about it. Perhaps you're blind, and any attempt to replace your sight just fails to result in anything productive, or maybe you're losing a limb and any kind of prosthetic or usage of your powers to take its place sputter out and become useless. It's as if the universe itself is laughing at your misery really. Perhaps even literally if some Masked Fool is around.

Curse Of Death +400IF

Bad news, you've been cursed. Worse news, the curse makes you a very deadly person to be around. You see, anyone that comes into physical contact with you dies. Beings like Emanators probably will have ways to barely manage to survive of course, and the Aeons wouldn't care at all, but for most people your presence is a death sentence. This might be handy in combat, saving you the effort of actually fighting, but don't be surprised if powerful enemies figure out ways to survive it or otherwise prevent you from touching them. Hopefully you didn't like physical contact too much.

Preserving Capitalism +400IF

The IPC is one of the most powerful factions in the universe. They're also arguably one of the worst, what with essentially being a corporate dystopia. The best way to win is to not play the game at all, really. Unfortunately, you no longer get to ignore them. However it happened, you're now deeply embroiled in IPC politics and schemes, and there's no way to get out of it. If you're particularly powerful, you might even end up being involved with the higher ups of the IPC, which are mainly Preservation Pathstriders, and there's at least one confirmed Emanator of Preservation among them who spreads his power to trusted subordinates. Needless to say you're in deep shit and countless people have died in the IPC's political stage.

Silence +600IF

Oh no. What did you do? For some reason, the Lord of Silence is now hunting you. Polka Kakamond is the most terrifying assassin in the universe, capable of manipulating probability itself through her Knowable Domain. Everyone she has hunted died without exception. The only one who technically "survived" did so by spreading copies of himself across the universe, which Polka didn't bother hunting down. Worse, perhaps she's received a blessing from Nous or something, but she knows any OCP you might have, and will definitely make plans to counter what you and your companions can do. Even if you have powers to mess with possibilities, it's not like she's entirely helpless without her Knowable Domain, and that's assuming she doesn't manage to completely understand how your powers work and thus become able to influence them through her Knowable Domain. Can you survive the whole decade?

Self-Annihilator +600IF

Self-Annihilators are those who fell victim to the shadow of IX, and weren't able to resist it to become a Doctor of Chaos. Their various existential properties, such as corporeal body, mental cognition, and personal memories, will gradually fade away in their journey of self-annihilation. Some Self-Annihilators have their skin turn into something like rotten wood, full of holes and scars. Some have their endocrine system disrupted, becoming unable to distinguish between pleasure and pain and turning numb to everything. Some lose their memories, others lose their senses.

With this drawback, you've had an unfortunate encounter with IX, and have all the same symptoms and depression that Self-Annihilators suffer. Mustering the motivation to do anything will be a struggle, and you'll have to resist with all your might to survive until the decade is over, lest you cease to exist entirely. While this ends your chain, it's not like you'll get to go home as you normally might be able to when your chain would fail in normal situations. After all, this erases you completely.

Ignored By The Aeons +600IF

You are not a Pathstrider. Certainly a choice, albeit not exactly recommended. Everyone of note in this universe is a Pathstrider, after all. But if you want, you can simply avoid involving yourself with any Paths and remain as you are. Unfortunately, this does mean you don't get the powers that Pathstriders get. Also unfortunately, if you pick this option then you also lose access to any OCP powers and abilities you may have from outside this jump, albeit you'll get to keep items and Companions. Worse, you won't be able to become a Pathstrider the hard way for whatever reason. Are you sure you want this?

Aeonic War +600cp

The story of this world is rather chaotic, and you wouldn't believe the sheer amount of bullshit the Astral Express crew have to deal with. Unfortunately, now you're stuck with them, whatever that may be, and you'll be incapable of running away. This may not seem too bad when the Astral Express make friends and hang out, but you probably would really appreciate the option of fleeing when they end up in the center of a plot to mind control an entire world, or get swallowed by a planet-sized insect of the Propagation, or have to fight an alarming number of Emanators, and so on. You likely get the picture. You'll be embroiled deeply in some of the most dangerous events of this world, with no hope of escape. Hopefully you have the power to survive.

Old Meta +800IF

As absurd as power can get in this universe, powerlevels are mostly static. It takes a long time to grow in power as a Pathstrider, and Emanators depend on the power of their Paths. Not to mention the Aeons. And of course, since you could've visited other jumps before this one, you likely have ways to grow beyond your limits in a practical manner. Unfortunately, with this not even that will help you. As time passes, everyone else (who isn't a Companion) will slowly become more powerful. Well sure, most people will only see a negligible difference, mooks are mooks after all, but anyone with any real power will improve across the years at a very fast pace. Worse, if your own rate of growth is any faster than normal, it will also boost everyone else so they grow somewhat faster than you. By the end of the decade, you and your Companions will be entirely irrelevant in terms of powerlevels. Hopefully you've made a few friends to protect you. And hey, powerlevels aren't everything. Maybe you can act as moral support for your team?

Notes

Post-jump your Pathstrider powers will work as normal, even if there isn't a Path to draw power from.

Death is not always final in this setting. If someone revives you in whatever manner before your time in this jump would normally be over, that'll count as not failing your chain. Hopefully you have friends capable of doing so.

You may take the place of a canon character, effectively becoming them, if you make a build that properly represents them as of the start of the jump. For example, the player character would have Forming Connections, Varied Experiences, and The Paths Most Traveled at minimum, perhaps the Stellaron item and the rest of the Trailblaze perks if you want to be strict. Keep in mind that there's definitely a big plot brewing in the horizon and the player character is at the center of it. So, good luck if you choose to do that. At the very least, if you do replace the Trailblazer, you'll have the guarantee that temporary deaths (such as the whole mess in Amphoreus) won't end your chain. Unless you butterfly away the events that would revive you at least.

>Can I be an Aeon?

Not with a build. The actual mechanics of how people become Aeons aren't known and the process was different with each Aeon. Fanwank responsibly.

>Blazing New Paths

To clarify, it doesn't cause more plot, just draws you to any big events that might be happening in ways that let you easily get involved in whatever way you would prefer to be involved.

>What the hell is memoria?

Think of it as the raw material of consciousness and memory. It is a natural resource in this universe and everyone with a mind produces a bit of it. Additionally, objects imbued with enough memoria tend to gain minds of their own.

>Hey what about events where the player goes to previous worlds to do stuff?

Personally I headcanon those to not be chronological, if only because I don't want to deal with the possibility of Space Anchors working across worlds which fucks with how the Astral Express' jumps are treated by the main story, and Hoyo can't keep their timeline consistent at the best of times. Please assume all quests taking place in a particular world happen before the Astral Express crew moves on. If not, then at least fanwank responsibly please.

>Future updates?

The game isn't over yet (and probably won't be over until Hoyo as a company goes bankrupt which I doubt will happen in my lifetime), so I will definitely keep making updates to this jump to represent any new content in the future, such as additional worlds and maybe even more details on Paths that aren't currently well fleshed out. One must imagine Sisyphus happy.

v1.3

Changelog v1.1

- For Paths: None has been removed and replaced with Ignored By The Aeons in the drawback section, and The Lost now no longer gives cp
- Reworked discounts for The Lost Path, now it gives you one perkline's worth of floating discounts instead of nothing
- Removed the restriction on the Emanator perk if you chose The Lost for your Path
- Fixed the formatting at the end of the Abundance perk section
- New drawback: Ignored By The Aeons (+600cp)

Changelog v1.2

- Changed the initial description for the Path section a bit, as apparently walking multiple Paths happens on more than just the player character
- Since not being a Pathstrider is now a drawback, removed the bit about not being able to take the Emanator perk if you aren't a Pathstrider
- New Drawbacks: Raccoon (+100cp), Overused Cliche (+200cp), Aeonic War (+600cp)
- Added to the Notes that you might not chain fail upon death if you're revived before the jump ends
- Changed the character replacement note a bit

Changelog v1.3

- Divide and Conquer replaced with the capstone 33 Million
- Voidranger Production buffed a bit and is now 400cp
- Anti-Organic Equation is now Equations of Destruction, and gives you the choice between the Anti-Organic Equation or the Irontomb Equation
- Destiny's Slave now allows you to see different future paths
- Meaningless Absence is no longer a Nihilty capstone, swapped with Resisting Annihilation
- Changed how Shadows Cast works, in essence buffing it a lot
- Added Scepter item