

Honkai: Star Rail: Xianzhou Alliance

by PerfectlyNormalShard

In an ancient era of legends, multiple Xianzhou ships were tasked with voyaging across the stars to search for the miracle medicine of immortality. The endless voyage took its toll, wearing away their conviction until their encounter with Yaoshi. But the fruit of immortality brought only sorrow, poverty, and endless war. It wasn't until Lan, the Aeon of The Hunt, returned. Using gravity as bowstring and stars as arrows, Lan shattered the Ambrosial Arbor and put the wickedness of Abundance to an end. Now, the Xianzhou Alliance sails the endless ocean of stars like a one-way arrow, shooting toward their destined enemy, eradicating the Abominations of Abundance wherever they find them.

Starting Location

The Xianzhou Alliance is an ancient civilization comprised of six remaining flagship ships. You may wake up in the political heart of the Luofu at Exalting Sanctum, within the bustling trade hub of Aurum Alley, the haunted depths of Fyxestroll Garden, or even aboard a different ship like the martial Yaoqing or the industrial Zhuming. Beware, however, for appearing in places like the Shackling Prison or the Alchemy Commission will have immediate consequences.

Age and Gender

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

Scale

Choose what mask to wear, what scale to enter.

Xianzhou Native / Foxian (Free)
At a bare minimum, you are a Xianzhou Native (Homo celestinae) or a Foxian, and you are a standard Pathstrider. Your physiology is absurd; standard Cloud Knights can effortlessly wield swords that weigh several tons, and prodigies like Jing Yuan's disciple Yanqing can shatter giant constructs with raw physical strength alone. You possess superhuman physiology, innate resistance to imaginary energy, and will live for centuries. Foxians possess pheromone glands and heightened agility, but their lifespans are naturally shorter than Natives.

Elite Pathstrider (200 CP)
You are an elite among Pathstriders, comparable to playable characters or the leaders of specific groups. You possess peak Pathstrider abilities, boasting refined mastery over your path and physical statistics that vastly outstrip the standard rank-and-file. Though lesser than an Emanator.

Pseudo-Emanator [400 CP]
You are a Pseudo-Emanator, or perhaps fragments of a true Emanator, comparable to figures like Arbiter-Generals who focus on esoteric abilities rather than raw destruction or the ten Stone hearts or powerful Abundance leaders like the Borisin Warhead Hoolay. You possess the direct gaze of an Aeon and wield true Emanator-level authority in your specific, focused domain. You vastly outstrip elite Pathstriders, but lack the sheer, catastrophic, solar-system-destroying scale of a True Emanator.

Emanator [800 CP]
The absolute pinnacle of the cosmos. You are a True Emanator, akin to Lord Ravagers, Arbiter Generals, or Acheron. You are vastly stronger than standard, lesser, regular Emanators (or pseudo-ones such as the stone hearts). Your existence is a calamity unto itself; you can destroy solar systems with ease, and your authority reshapes the fundamental laws of the local cosmos. You are no longer beholden to the limits of mortal flesh. You are also completely immune to the Mara if your alignment would normally protect you from it.

Origins

All origins may be taken as a Drop-in.

Cloud Knight
The stars are vast, and the Abundance spreads like a weed across the cosmos. You are the arrow of Lan, though you need not be walking his path. Whether you are a fresh recruit yearning for legends, a seasoned swordsman mastering your art, or a fallen hero clinging to the edge of madness, you stand on the Luofu's decks as its first and last line of defense.

Arbiter-General
To lead the Hexafleet is to bear the direct gaze of the Reignbow Arbiter. You are one of the Seven, an Emanator of the Hunt tasked with the supreme strategic command of the Xianzhou Alliance. Your word is law, your strikes are divine, and you carry the weight of an entire civilization's eternal war upon your shoulders.

Divination Commission
The future is not a mystery, but an equation waiting to be solved. Under the gaze of Nous, you calculate the trajectories of stars and the movements of the Abundance. You see the threads of fate before they are woven, ensuring the Xianzhou always strikes first.

Vidyahara
You are a child of Long, the Permanence, born from an egg and bound to an ancient covenant with the Alliance. Your life is a cycle of hatching and rebirth, guarding the sacred delves and sealing the plaguemarks. You walk among the short-lived as a dragon in human guise, carrying the memories of ages and the elemental wrath of the high seas within your blood.

Ten-Lords Commission
Death is not the end on the Xianzhou, merely a transition into your jurisdiction. You have severed your worldly ties to become a Judge of the underworld, hunting the Mara-struck, binding the spirits, and judging the sins of the dead. It is a grim, thankless duty in the shadows, but without you, the ship would drown in its own undying filth and ghostly echoes.

Abomination Of Abundance
The Alliance calls Yaoshi's blessing a curse, but you know the truth: Mara is merely the next step of evolution. You have turned your back on the Hunt, seeking the true immortality of the Abundance. Whether through heretical alchemy, the mutated blood of the beast-kin, or the grafting of divine flesh, you will usher in a new era of endless, unchained life, no matter the cost.

Anti-Matter Legion [100CP]
The Xianzhou believes its greatest enemy is the Abundance, but true ruin comes from the sky. You are a servant of Nanook, a cell of the Antimatter Legion aligned with the Lord Ravager Phantylia. The Alliance calls the legion mindless, but that couldn’t be further from the truth. You are the whisper in the dark, the subverter of faith, the architect of a civilization's collapse from within. Either you have renounced your origins, or you wish to birth the doom of the Xianzhou... either way, you are what makes heroes tremble.

Perks

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

General *(only perk per tier is discounted)*

beauty [Free]
Perhaps it is the prevalence of imaginary energy, or perhaps the nature of the Hunt refines the body, or perhaps simply that you are a gacha character, but you are quite the beauty, be it a cold one, a masculine one, or even an androgynous or delicate one. Feel free to choose the type you want.

Frozen Sea Sapling Core [Free, Mandatory]
You have stolen pure Quantum and Imaginary energy, forging it into a core within you. You have created a miniature Imaginary Tree surrounded by a Quantum Sea. This allows you to perform your powers using your own energy without relying on external sources or metaphysics. To anyone who can see it, if you let them, it would be as if a sapling encased in a frozen sea, or some miniature universal structure in the shape of a person, is walking around the Xianzhou.

Synesthesia Beacon [Free, Mandatory]
An injection of Xianzhou medical nanotech that rewires your brain's language centers. You can instantly read, write, and speak all languages, both modern and ancient, as if you were a native speaker.

Cloudfencer Art: Mountainfall [100 CP]
An agile, single-combat greatsword style focused on breaking an opponent's guard and inflicting lingering, bleeding wounds. You excel at exploiting openings and finishing wounded foes, using momentum to weave through enemy strikes.

Ace Pilot's Burden [100 CP]
You are a prodigy behind the controls of any starskiff or astral vessel. You can weave through battlefields like a streak of light, dodging targeted fire and outrunning missiles. Your precision in piloting scales with your emotional investment; the more you have to lose, and the heavier your heart, the more flawlessly your hands move.

Cycrane Mastery [200 CP]
You possess the technical know-how to interface with, reprogram, build, and command mechanical bird drones (cycranes). You can tap into their surveillance systems, hijack enemy drones, and deploy your own for scouting, encrypted communication, or explosive ordinance.

Heliobi Binding [200 CP]
You know the secret technique of capturing Heliobi (sentient fire-spirits) and binding them into inanimate objects. You can seal a heliobus into a sword to make it burn with spectral fire, into a lamp to make it an infinite power source, or into a vehicle to give it a sentient, aggressive personality.

Whistling Flames: Silver-Tongue [200 CP]
You possess a Foxian merchant's silver tongue. By using subtle pheromones and captivating storytelling, you can persuade almost anyone to see your point of view. You leave audiences eagerly waiting for more, allowing you to de-escalate conflicts, secure favorable trade deals, and talk your way past checkpoints.

Realm-Keeper's Acumen [200 CP]
You are a master of civil management and sociology. By studying environmental and demographic data, you can instantly spot anomalies, track fugitives, or detect hidden cults. You also know how to read a mob's mood, identify agitators, and defuse riots before they start, using non-lethal suppression techniques and pheromone dispersal if necessary.

Foxian Culinary & Combative Alchemy [400 CP]
You practice the art of alchemy as both a weapon and a culinary art. You can weaponize smoke and incense to create thick *Befog* clouds that obscure vision, disrupt focus, and weaken physical resistance. You can also craft incredibly spicy, burning dishes that induce an "Ashen Roast" state in those who consume them, inflicting lingering internal damage and weakening their defenses, or cook soothing meals to cure minor ailments gently.

Flamewheel Forge & Counter [400 CP]
You are a master swordsmith and duelist. You can forge cursed, anti-immortal blades and weapons designed to root out Abundance abominations. In combat, you have perfected the art of the counter-strike; every incoming strike you successfully read and block becomes an opportunity for a guaranteed, lethal riposte that bypasses the enemy's defenses.

Hypergravity Generation [600 CP]
You have mastered the power of the Flint Emperor. You can generate and safely harness hypergravity fields. You can use this offensively to crush enemies with localized gravity wells, or use it for supreme industrial forging—creating objects of impossible density and power, such as constructs that can withstand Emanator-tier strikes or weapons capable of cracking a planet's crust.

Cloud Knights

Cloud Knight Doctrine [100 CP]
You gain master-level proficiency in all standard Cloud Knight arms (bow, polearm, sword) and basic starskiff piloting. You are officially recognized as a sworn soldier of the Alliance, granting you the legal authority to bear arms on Xianzhou soil and access to Cloud Knights' barracks and logistics.

Baiheng's Bond [200 CP]
You possess an uncanny, magnetic charisma that keeps a fellowship of dysfunctional, powerful eccentrics glued together as loyal friends. You stay in their memory for centuries—even across reincarnation cycles.

Sword Formation: Flying Blades [400 CP]
You gain telekinetic control of up to four autonomous flying swords that orbit you in a defensive-offensive formation. While the formation is active, your reaction speed dramatically increases. The swords can strike independently, and a clean strike from one of your blades can freeze a target's muscles and blood solid.

Transcendent Flash: Spectral Transmigration [600 CP]
The pinnacle of the Sword Champion's art, born from the edge of Mara madness. You can enter a terrifying spectral state that drains the vitality of your allies (or ambient life energy) to exponentially amplify your own destructive power, inflicting freezing, unhealing wounds. Crucially, this state overlays your conscious mind with pure, perfected muscle memory. You can act with complete, lethal clarity even if you are rendered fully unconscious, asleep, or driven completely insane by mental corruption or Mara. In fact, when operating under this total loss of waking consciousness, you act *better* than if you were awake—your body moves without hesitation, fear, or the physical limits of a sane mind, turning you into an unstoppable, perfect executioner of the martial arts you know.

Arbiter-General

Reignbow's Gaze [100 CP]
The first mark of a true General. You gain a supernatural, instinctual tactical perception—a "predator's eye" for the battlefield. You don't just see enemies; you see the flow of battle, instinctively recognizing structural weaknesses in enemy formations, the exact moment a flank is about to collapse, and the hidden positions of Abundance abominations. It is a passive, always-on awareness of the battlefield's geometry.

Merlin's Claw: Supreme Weapon [200 CP]
You have honed yourself across *every* martial art into a single, supreme weapon. Mastery is no longer a learned technique but your refined being itself. When faced with an unknown combat style, your body instantly adapts to match and counter it without thought. You can push your body past its absolute physical limits to achieve impossible, guaranteed feats of martial supremacy. However, doing this inflicts severe, extreme physical damage and recoil upon your own form as the backlash of forcing flesh and bone beyond their natural boundaries.

Divine Foresight: Masterful Inaction [400 CP]
"A truly masterful chess player has no brilliant moves." You possess the strategic doctrine of the Divine Foresight. By appearing passive, disinterested, or even lazy, you bait enemies into overextending. And since they don't call you a general for nothing, you possess a remarkable gift for strategy, command, and planning.

Bestowal of Spiritus: Lan's Manifest Spirit [600 CP]
The capstone of the Arbiter-Generals, achieved through the final ceremony of the "Bestowal of Spiritus." You summon your Lan-bestowed Spiritus—a divine, autonomous construct of The Hunt. Whether it takes the form of the Lightning-Lord (Jing Yuan), the Flying Aureus (Feixiao), or the Kālacakra Skyplume (Yao Guang), the Spiritus accumulates charge through patient, unshowy buildup as you fight, before delivering a single, devastating, guaranteed finishing strike that ends the conflict. It is an Emanator-tier weapon of patient execution, born directly from your nature; its power always is relative to yours so it is never redundant. Taking this increases the scale of power by one for free.

Divination Commission

Diviner's Third Eye [100 CP]
You gain a literal "third eye" of foresight—a passive danger-twitch sense that lets you react to ambushes, incoming strikes, or sudden disasters a fraction of a second before they actually happen. You also possess the bureaucratic authority of the Divination Commission, granting you access to the Luofu's central data banks and the Matrix of Prescience array.

Slacker's Gambit: Celestial Jade [200 CP]
You can nudge serious odds in your favor by reframing the situation as a game of Celestial Jade tiles. It is not strict calculation, but probability manipulation through supreme intuition and lazy luck. When the odds are completely against you, you can "draw a tile" from the fabric of reality, manifesting a sudden twisting of fate that disrupts it in your favor, but don't rely on it too much, as luck is never consistent.

Seer Strategist: Cursed Fortune [400 CP]
You see all fortune, good and ill, through the "eye" of The Hunt. You can perceive the grand, cursed fates awaiting a person or a battlefield, understanding that fate cannot be defied. Instead of trying to avoid disaster, you use "yin and yang" transformations to *invert* it. By intentionally taking a massive, radical risk or walking into a guaranteed calamity, you can twist the threads of fate, turning a devastating defeat into an overwhelming, victorious upset. You win not by avoiding the curse, but by weaponizing the curse against your enemies. This is draining and naturally dangerous, as not everyone is a slave to fate.

Matrix of Prescience: Sacrificial Divination [600 CP]
The pinnacle of Xianzhou Erudition. Are you perhaps the incarnation of the matrix in human form? You can compute probable futures with absolute, unerring accuracy. More than just seeing the future, you can *redirect* harm destined for your allies onto yourself—the Matrix is a sacrificial divination engine. You can perfectly predict a lethal strike meant for an ally, step into the flow of fate, and take the damage yourself in their stead, converting fatal blows into survivable, calculated injuries. You can calculate the exact strike that will kill an Emanator, or the single thread to pull to save an entire Xianzhou ship, paying the physical and karmic price to force the cosmos to adhere to your equations.

Vidyadhara

The Cloudhymn [100 CP]
You gain the foundational elemental mastery of the Vidyadhara race. You can manipulate water, fog, and dew, shaping it into defensive barriers, cutting blades, or crushing pressure. At higher levels of skill, you can part bodies of water, walk on rain, and sense the flow of "imaginary energy" in your surroundings. This is the baseline magic that separates the Vidyadhara from mere mortals.

Cycle of Rebirth [200 CP]
You gain access to the Vidyadhara's complex reincarnation biology, allowing you to choose your path of rebirth. You can undergo Rejuvenating Rebirth, de-aging your body back to youth while retaining all your memories and identity. Alternatively, you can undergo a Molten/Hatching Rebirth, melting your old form down to birth a completely new individual from an egg, shedding your past life entirely; thankfully, this will never kill your sense of self, merely alter your personality, not your nature or instincts, provided you wish to. You can also sense and identify the "eggs" of other Vidyadhara undergoing their rebirth, and in future worlds other types of reincarnated beings.

Transmutation Arcanum [400 CP]
You possess the darkest biological secret of the Vidyadhara: the power to share your very life with non-Vidyadhara. By extracting your bone marrow and feeding it to a short-lived being, you can drastically extend their lifespan, keeping them from aging. By giving them your actual heart, you forge a vital link—that person becomes unable to die of natural causes or aging for as long as you, the donor, are alive. This link can only be sustained with one person at a time. While this cannot protect them from Emanator-level powers (like the entropic decay of Nihility), it is the ultimate, intimate sacrifice to keep a mortal loved one alive.

High Elder of the Permanence [600 CP]
You ascend to the absolute pinnacle of Vidyadhara power, becoming a true High Elder. You are not limited to just the Imbibitor Lunae's water; you can choose the supreme elemental domain of any of the six ships. Whether you inherit the devastating water-storms of the Imbibitor Lunae (easily splitting seas and causing tsunamis), the Primordial Flame of Ardens Regia (Zhuming), or the ice/earth of the other ships, your elemental power is equal to an Emanator's. You can assume a full draconic combat form. *If you also have Transmutation Arcanum:* Because you are a High Elder, the marrow you share and the hearts you give through the *Elder's Flesh & Vital Link* perk are now potent enough to permanently turn a non-Vidyadhara into a true, full-blooded Vidyadhara, sharing your race and longevity with them. Taking this increases the scale of power by one for free.

Ten-Lords Commission

Judge's Authority [100 CP]
Upon entering the Ten-Lords Commission, your past name, life, and worldly connections are legally severed. You gain the official title of "Judge," granting you absolute legal jurisdiction over the Mara-struck, the dead, and unbound spirits. You are immune to standard legal prosecution in such related cases. You are legally and mystically severed from the cycle of standard life and death. You no longer leave a standard spiritual footprint, making you incredibly difficult to track through divination or soul-based magic. Furthermore, your presence causes minor technology and cycranes to malfunction, preventing you from being recorded or photographed without your consent. You gain the innate ability to see, hear, and physically interact with spirits, ghosts, and the recently deceased.

Tail: Cursed One's Magnet [200 CP]
A powerful, sentient spirit (like a heliobus) is magically sealed onto your body against your will. This makes you a "Cursed One"—a living magnet that constantly attracts evil spirits, ghosts, and demonic entities toward you. It is an incredible hunting tool. The spirits are drawn to you, making them easy to locate. Furthermore, you can siphon the sealed spirit's own energy, using it to power your own spirit-binding talismans and easily capture the attracted spirits into objects or Suppression Towers. toggleable

Oracle Brush: Karmic Inscription [400 CP]
You are connected directly to the Hall of Karma. By touching a target, you can read their past sins, misdeeds, and karmic debt with perfect clarity. Using an Oracle Brush, you can inscribe a "Karmic Punishment" onto a defeated criminal or enemy. This inscription manifests as real, immediate cosmic consequence—inflicting physical pain, stripping away luck, breaking their weapons, or even causing their own allies to turn against them. Additionally, you can briefly pull souls from the Hall of Karma back into the living world for short periods to interrogate the dead.

Reignbow's Decree: Star-Forged Arrow [600 CP]
You internalize the ultimate conceptual weapon of the Hunt, forging it from your *own* spiritual energy rather than petitioning Lan. You can once every 10 Years manifest a True Lux Arrow. The arrow travels in a straight line, passing effortlessly through all physical and magical defenses to eradicate the target's body and soul, specifically negating Abundance-type immortality and rapid regeneration. Crucially, the arrow's scale, density, and penetrating power exactly match your own energy level. A standard Path strider fires a shot that instantly drops a Mara-struck giant; an Emanator-tier individual can fire an arrow with the mass of a star, capable of piercing straight through a planet's crust to annihilate a core-level target, just as the Merlin’s Claw once witnessed. You can lower the destructive power to shorten the frequency or multiply the number of arrows. The arrow can be summoned into your hand, from a portal, or even from the sky according to your wishes. Additionally, if the target is inherently Evil, Mara-struck, or aligned with The Abundance, the cooldown is reduced to once every 1 year.

Abomination of Abundance

Ambrosial Draught [100 CP]
You are the master of the medicine perk. You can brew the actual healing and immortality elixirs of the Abundance. These draughts can knit grievous wounds in seconds, cure magical and spiritual corruption, and temporarily grant extended life to short-lived species. You can also craft potent biological poisons and mutagenic acids, using your alchemical knowledge for both healing and destruction.

Hoolay's Blood-Blessing [200 CP]
You possess the terrifying biological weapons of the Borisin leaders. You can emit Lupitoxin, a pheromone that stimulates the fear center (amygdala) in nearby foes, sowing panic and breaking enemy formations before you even strike. Furthermore, your very blood is a vector for mutation. By feeding your blood to beasts or humanoid subjects, you can rapidly mutate them into powerful, loyal Abundance warforms, enhancing their strength, speed, and aggression. Naturally taking such a perk makes you kin to the Borisin, like the Merlin's Claw.

Aberration Genesis [400 CP]
Now this here grants true genetic manipulation skills. You possess the knowledge and know-how capable of potentially rewriting a Xianzhou Native's biology at a cellular level, instantly inducing the Mara to turn a sane immortal into a mindless, monstrous war-beast, or delaying it to grant someone centuries of youth. You can graft Arbor-roots and Abundance tissue onto any organism, merging flesh, wood, and bone to create custom Abominations of Abundance—undying chimeras designed to serve as your loyal shock troops. While you are no Ruan Mei, you are definitely someone she would enjoy talking to.

Undying Form [600 CP]
You have achieved the ultimate goal of the Disciples of Sanctus Medicus. By housing a piece of an Emanator of Abundance (likely a fragment of Shuhu's flesh) within your own body, you gain Emanator-tier immortality and hyper-regeneration. Wounds close instantly, lost limbs regrow in seconds, and you can resurrect from a single drop of blood or a stray piece of flesh. Crucially, unlike the tragic victims of Yaoshi's blessing, you are completely immune to any side effects related to immortality. You will never suffer from the Mara madness, your mind will never degrade from the weight of centuries, and your body will never undergo uncontrolled mutation. You retain your perfect sanity and chosen form, making you a flawlessly sane, unkillable god among mortals. Taking this increases the scale of power by one for free.

Antimatter Legion / Phantylia's Cell

Antimatter Spark [100 CP]
You are a being aligned with Destruction. You can deploy and direct basic Antimatter Legion constructs (like Vimana or Baryon enemies) and fire basic antimatter energy blasts. You are immune to the vacuum of space and the biological hazards of the Antimatter Legion's domains.

Antimatter Arsenal [100 CP]
You can weaponize antimatter energy in its rawest form. You can conjure antimatter spears, fire beams of pure destruction, and infuse your melee strikes with energy that violently annihilates physical matter on contact, making your attacks incredibly difficult to block or heal from.

Form Theft & Memory Weave [200 CP]
You can seamlessly possess the body of a target, entirely hijacking their physical form. When you do, you instantly download their memories, vocal patterns, and muscle memory, allowing you to perfectly impersonate them without raising suspicion. You can puppet the original host's body while suppressing their consciousness, or let them watch helplessly from the back of their own mind.

Blasphemous Subversion [400 CP]
You can corrupt any divine or Aeon-blessed body, construct, or object into a Destruction- or dark-aligned version of itself. Once corrupted, the target's original powers are twisted into destructive equivalents, and the entity or artifact is placed entirely under your control; however, the time and energy required to complete this corruption scale directly with the target's original power. A minor blessed relic or standard mortal may take moments, while subverting an Emanator's physical form, a Stellaron, or a ship-wide Plaguemark requires immense time, sustained physical contact, and a comparable level of personal power to overcome the original Aeon's residual blessing.

Heliobi of Ruin: Phantylia's Legacy [600 CP]
You transcend the need for a singular physical form, becoming a true, Emanator-tier Heliobus of Destruction. You are a sentient, parasitic energy entity of terrifying, calculating intellect. You can split your consciousness and possess multiple targets simultaneously, exerting absolute mind control over a crowd, an army, or a government council. Those under your control retain their abilities but are entirely subservient to your will, their personalities buried under your overwhelming presence.
Your intellect becomes a weapon of societal collapse. You can weave complex webs of deceit, engineering religious schisms, political assassinations, and economic crashes. You know exactly which words to whisper to turn lifelong allies into paranoid, murderous enemies, collapsing a civilization's trust from the inside out without firing a single shot. When your plots come to fruition, and a society tears itself apart in a frenzy of infighting, your aura, intellect, and methods make you completely indistinguishable from Phantylia the Undying. Taking this increases the scale of power by one for free.

items

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

General [Undiscounted]

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

Oracle Brush [200 CP]
Hanya's magical calligraphy brush. When used to write a judgment or a warrant, the ink manifests as spiritual, glowing chains. These chains will actively seek out the guilty party, binding them and suppressing their spiritual energy, enforcing the karmic or legal punishment you have inscribed. It is a devastating tool for law enforcement and spiritual warfare.

Zhuming Starforge [600 CP, Discounted for those with Hypergravity Generation or Flamewheel Forge & Counter]
A pocket-dimension forge powered by a captured, miniature fragment of the Flint Emperor. The interior of this forge contains a hypergravity field that you can safely manipulate. It allows you to smelt and craft materials of impossible density and power, such as Aurumaton cores, anti-Emanator armaments, or cursed blades that can sever immortality. It is the ultimate crafting station for an Artisanship master.

Luofu [800 CP] (Discounted for Arbiter General or High Emanator, free with both)
A pocket-dimension replica of the Xianzhou Luofu, bound to your soul. When activated, it unfolds into a massive world-ship the size of a moon, complete with perfectly replicated delves: Exalting Sanctum, Aurum Alley, the Divination Commission, the Alchemy Commission, Scalegorge Waterscape, and even a functional Shackling Prison. It is powered by a self-sustaining imaginary energy core and equipped with the Sky-Faring Commission's Jade Gates, allowing it to sail through the cosmos or be stored as a miniature ornament in your warehouse. You can bring populations here (like refugees or followers), and the ship's automated Aurumatons and Cycranes will maintain it for you. It serves as your invincible, mobile, interstellar fortress.

Cloud Knight

Cloud Knight Armaments [100 CP]
A set of standard, yet high-quality Xianzhou armor and a weapon of your choice (sword, polearm, or bow). The armor is woven with basic imaginary energy resistance, and the weapon is perfectly balanced and nigh-unbreakable. This gear marks you as a sworn soldier of the Alliance.

Combat Starskiff [200 CP]
A personal, military-grade starskiff far superior to the standard civilian models. It is equipped with cycrane uplink capabilities, energy cannons, and an enhanced engine for rapid deployment and dogfighting in the vacuum of space or planetary atmospheres.

Shard Sword [400 CP]
The remnants of the sword wielded by the former Sword Champion, Jingliu, before her descent into madness. This broken, icy blade inflicts freezing, unhealing wounds. Those struck by it feel the creeping edge of Mara madness gnawing at their minds, inducing fear, irrationality, and a chilling cold that spreads from the wound.

Swallow Return [600 CP]
A legendary, massive greatsword passed down through the Sword Champion's lineage. It is unreasonably heavy, requiring immense physical strength or telekinesis to wield effectively. Once thrown or willed into the air, it flies with a mind of its own, executing devastating, sweeping strikes that freeze the very air in its wake. It will always return to your hand, acting as the ultimate anchor for any telekinetic sword-formation martial arts.

Arbiter-General

General's Mantle [100 CP]
An ornate, yet highly durable set of armor or robes befitting an Arbiter-General. It offers immense protection against imaginary energy and physical attacks, and marks you as a supreme commander of the Xianzhou Alliance. It is self-repairing and magically adapts to whatever aesthetic you prefer.

Jade Abacus of Supreme Command [200 CP]
A highly advanced, floating tactical terminal similar to the one that links directly to the Hexafleet's communications. It allows you to connect to any device that resonates or connects to it regardless of distance, allowing true coordination worthy of the Hunt.

Reignbow Arbiter's Longbow [400 CP]
A massive, divine bow that constructs its arrows from pure, condensed Imaginary Energy. Firing it requires immense physical or spiritual strength, but the arrows fly at near-lightspeed, piercing through standard ship hulls and heavy magical defenses with ease. It is a lesser, physical replica of the bow Lan uses to shatter stars, and serves as a terrifying weapon of siege or execution.

Spiritus Anchor [600 CP]
A physical, glowing orb or relic that houses your Lan-bestowed Spiritus. While the 600 CP perk allows you to summon your Spiritus for a single, devastating finishing strike, this Anchor allows your Spiritus (Lightning-Lord, Flying Aureus, Kālacakra Skyplume, etc.) to remain manifested indefinitely as a permanent, autonomous combat companion and guardian. It fights by your side, accumulating charge naturally over time, and can still unleash its ultimate charged strike without disappearing afterward, reforming inside the Anchor if destroyed.

Divination Commission

Diviner's Regalia [100 CP]
A set of elegant, comfortable robes befitting a Xianzhou scholar, woven with minor protective wards against spiritual interference. It comes with a specialized Jade Abacus linked directly to the Luofu's central data banks, allowing you to access census data, historical records, and astronomical charts with a few taps.

Set of Celestial Jade [200 CP]
An ancient, magically resonant tile set used by the Divination Commission. While primarily a game, these tiles are attuned to the flow of probability and destiny. You can use them as a focus to cast lots, subtly nudging chance in your favor, or "play" them during combat to distract, confuse, or curse an opponent with a sudden streak of terrible luck.

Matrix of Prescience Terminal [400 CP]
A floating, crystalline console that serves as a portable, scaled-down replica of the Master Diviner's massive array. It calculates thousands of trajectories, combat outcomes, and structural weaknesses per second, projecting them as glowing, holographic overlays on your vision. It can also project a localized field of "Prescience," creating quantum barriers that absorb and redistribute incoming kinetic and imaginary energy damage away from you.

Yuque's Orrery [600 CP]
A pocket-dimension mechanical model of the cosmos, sized to fit on a desk but containing the starmaps of the Xianzhou Yuque. By manipulating the miniature planets and stars within this orrery, you can exert a limited degree of macro-scale control over the space the real celestial bodies they represent, shifting tides, altering local gravity wells, or mapping the exact "threads" of destiny for entire planets. Additionally, the Orrery completely masks your own destiny from the sight of other Aeons, Emanators, and rival diviners, making your future an unreadable blank to those who would scry on you.

Vidyadhara

Vidyadhara Regalia [100 CP]
Traditional, elegant garments often adorned with dragon motifs and water-resistant silks. It comes with a basic jade token marking your citizenship and standing within the Vidyadhara courts, granting you access to their sacred delves and repositories.

Cloud-Piercing Spear [200 CP]
A masterwork polearm forged by the Artisanship Commission, similar to the one wielded by Dan Heng. It naturally channels Cloudhymn magic, allowing you to strike with the concentrated force of a tidal wave. By striking the ground, you can summon pillars of water to launch yourself or allies into the air, and the spear can effortlessly parry heavy magical attacks by washing them away in a defensive mist.

Dragonhorn Pilory [400 CP]
A physical, magical shackle historically used by the Preceptors to control unruly High Elders. When placed on a Vidyadhara (or anyone with dragon lineage), it completely cages their elemental powers, preventing them from assuming draconic forms, accessing their rebirth cycle, or using their racial magic. It is the ultimate tool for capturing or subduing a rogue dragon-humanoid.

Orb of Abyss & Scalegorge Portal [600 CP]
An ancient, mystical orb that serves as a gateway to a personal pocket-dimension containing the pure, ancient waters of the Scalegorge Waterscape. This infinite reservoir of pristine water serves as the ultimate wellspring for your Cloudhymn magic, allowing you to summon oceans of water even in the vacuum of space. It is also the sacred cauldron for rebirth; by entering these waters, you can safely undergo any form of rebirth, perfectly control the memories transferred between incarnations, or use the waters to permanently heal spiritual and physical corruption.

Ten-Lords Commission

Judge's Regalia & Talisman Kit [100 CP]
A set of somber, underworld robes that naturally repel minor spirits and hide your spiritual signature from standard divination. It comes with a basic Oracle Brush for writing official warrants, and an infinite supply of paper talismans. These talismans can be slapped onto surfaces or spirits to create basic wards, bind weak ghosts, or record the confessions of the deceased.

Spiritfarer's Lantern [200 CP]
A ghostly, flickering lantern that illuminates the unseen. Carrying this lantern reveals invisible spirits, highlights the "sins" or karmic stains on a soul, and naturally draws wandering ghosts toward its light. It can safely contain captured spirits within its glass casing for later processing, interrogation, or transport to the Hall of Karma.

Mara-Sunder Awl [400 CP]
Xueyi's signature physical weapon. A surgically precise, piercing blade that inflicts wounds conceptually severing immortality and regeneration. Anyone struck by it cannot heal—not through magic, time, or Abundance hyper-regeneration—until the awl's energy is dissipated by external, ritualistic means. It is the ultimate tool for permanently putting down undying abominations.

Pocket Shackling Prison [600 CP]
A pocket-dimension gateway disguised as a scroll or a mirror, leading to an inescapable spiritual stasis dimension modeled after the Ten-Lords' maximum-security prison. You can drag souls, spirits, or even living beings into this dimension, entirely bypassing their physical defenses. Inside, time does not flow, powers are sealed, and even Emanator-tier regeneration is halted. You can pull souls from it to temporarily manifest as spirits, interrogate the dead, or leave your most dangerous enemy locked away for eternity; only one target can be trapped, and if it is much stronger than you can eventually escape.

Abomination of Abundance

Sanctus Medicus Vestments & Cauldron [100 CP]
A set of unassuming, Alchemy Commission-style robes that perfectly hide your spiritual signature and heretical research from standard Cloud Knight scans. It comes with a portable, self-heating bronze cauldron and a basic kit of medicinal herbs and mutagenic spores, allowing you to brew basic poisons and healing draughts anywhere.

Borisin War-Mount [200 CP]
A massive, genetically perfected canine beast-kin from the Eclipse Pack, bred for war and fully loyal to you. This mount possesses terrifying speed and durability, and its biology is a living weapon. It naturally emits a weaker Lupitoxin pheromone that sows fear in your enemies, and its jaws can tear through standard imaginary energy shields. It will eagerly consume the flesh of your fallen foes to rapidly heal its own wounds.

Howling Casket [400 CP]
A terrifying, hybridized combat construct originally designed by the Intelligentsia Guild, now corrupted by Sanctus Medicus. This mechanical casket is supplemented and powered by grafting Borisin tissue into its core. It is a relentless, berserker automaton that can be deployed in battle. It utilizes a mechanical version of "Moon Rage," entering a hyper-aggressive state where its mechanical limbs mutate and grow, regenerating from damage by consuming the organic tissue of enemies it strikes.

Pocket Ambrosial Arbor [600 CP]
A living, miniature replica of the Luofu's plaguemark, housed within a pocket-dimension seed. This tiny, glowing tree is a direct conduit to the power of Yaoshi. By planting it in a location, it will slowly begin to root into the planet's ley lines, draining the life force of the surrounding area to bloom into twisted forests of Abundance. It passively generates raw Ambrosial sap—a supreme regenerative panacea that can instantly heal fatal wounds or be used to fuel massive genetic mutations. It serves as an infinite, self-sustaining engine for your heretical research and biological weapons.

Antimatter Legion

Legionnaire's Armaments [100 CP]
A set of jagged, menacing armor forged from dark, antimatter-infused alloys. It provides immense protection against physical and energy-based attacks, and allows you to survive indefinitely in the vacuum of space or hostile environments. It comes with a basic antimatter glaive that annihilates matter on contact.

Vimana Skiff [200 CP]
A hovering, autonomous Antimatter Legion construct that serves as your personal transport and mobile weapons platform. It fires continuous beams of concentrated destruction, and can phase in and out of local space, allowing it to bypass physical barriers and shields to drop you behind enemy lines or extract you from dangerous situations.

Vessel of Form Theft [400 CP]
A grotesque, pulsating organic pod containing a perfect, blank clone body engineered by the Legion. This vessel is designed to perfectly house your consciousness when you use your possession perks. By transferring into this Vessel, you avoid the biological degradation or spiritual rejection that comes from hopping between stolen mortal bodies. It comes with a modifiable genetic template, allowing you to sculpt its appearance to perfectly infiltrate a target organization before you even take it over.

Ambrosial Chrysalis of Ruin [600 CP]
A pocket dimension housing a twisted, dark replica of the Ambrosial Arbor, corrupted by Destruction and fueled by a captured Stellaron—exactly as Phantylia intended for the Xianzhou Luofu. This Chrysalis acts as an infinite, self-sustaining engine of Destruction. Any divine or Aeon-blessed object, body, or power source you subvert using your 400 CP perk can be fed into this Chrysalis. It will convert their stolen divinity into pure, destructive antimatter energy, permanently strengthening you and spawning new, elite Antimatter Legion constructs loyal only to you. It also serves as a supreme, indestructible fallback vessel for your consciousness—if your physical body or possessed host is ever annihilated, you will instantly be reborn from this Chrysalis, fully restored to your Emanator-tier might.

Companions

Companion Import [100/400CP]
Import a single companion into any origin for 200 CP each? Each one has 600 CP to use, or 5 for 400.

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

Spiritus companion [400] (discounted for Spiritus anchor or Bestowal)
The Spiritus bestowed upon the Arbiter-Generals by Lan are divine constructs of The Hunt, born from the Reignbow Arbiter's own authority. Rather than a mindless summon, you have forged a true bond with a Spiritus, elevating it to a fully realized, sentient companion. Whether it takes the form of the Lightning-Lord, the Flying Aureus, the Kālacakra Skyplume, or a unique spirit of your own design, it possesses the intelligence, loyalty, and personality of a dedicated hunting beast or a stoic warrior.

Scenarios

[The Shattered Quintet]

Normally, the tragedy of the High-Cloud Quintet is a matter of history, occurring 800 years before the current timeline. No longer. Upon your arrival, you are cast back in time to the era of the Quintet's prime. You are present for the Sedition of Imbibitor Lunae and the descent of Jingliu into Mara madness. Not only that, but prevent the death of Baiheng.
But fate isn't easily denied. You must navigate the falling out of Jingliu, Dan Feng, and Yingxing. Prevent the destruction of the Luofu during their cataclysmic clash, or survive the devastation they unleash. You must defeat the Mara-struck Jingliu in single combat, without relying on the Arbiter-Generals to save you. Impress Lan with your sheer resilience against madness and your ability to put down an undying legend, kill Shuhu or any Abundance Emanator for good, and you will succeed.
Reward
Achieving such a feat grants you 3000CP and the possibility to take TWO other origins, refunding you the excess CP saved by their discount if you brought their perks. Additionally, you may take any companion that survived with you,

Drawbacks

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

The Mara [+0 CP, Mandatory]
Being a Xianzhou Native means eventually becoming Mara-struck. Your neurons will slowly degrade over the centuries. While this does not provide an immediate combat penalty at the start of the jump, it is an inescapable biological fact of your race. Even as a Vidyadhara. Thankfully, your memories and self, be they destroyed or corrupted or whatever else, will be restored to you at the end, regardless of whether it is due to Mara itself or any other action.

Extended Stay [+100 CP]
For each purchase of this, your time here is extended by 10 years. You can buy multiple times, but remember you are far from the peak.

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

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

Grounded by the Sky-Faring [+200 CP]
The Sky-Faring Commission has revoked your starskiff privileges. You are forbidden from piloting or riding in any starskiff or astral vessel. Navigating the massive, sprawling delves of the Xianzhou Luofu or traveling between ships must now be done on foot, through dangerous maintenance shafts, or by hitching risky rides with smugglers.

Mara-Struck [+400 CP]
You are not simply waiting for the Mara; you are actively transforming *now*. Your mind is constantly assaulted by descending madness, and your body is beginning to mutate into a monstrous abomination. You must constantly fight to retain your sanity and prevent your physical form from warping beyond recognition during stressful situations. This will be resolved at the end of your jump.

Phantylia's Gaze [+400 CP]
The Antimatter Legion is aware of your presence. Lord Ravager Phantylia has marked you as a threat to her plans, and her cells will actively attempt to subvert, possess, and destroy you throughout your stay.

Marked by the Cloud Knights [+400 CP]
Whether you were framed or you truly committed a crime against the Alliance, the Six Charioteers have branded you a high-value target. You are considered an enemy of the state, akin to a Disciple of Sanctus Medicus or a Borisin Warlord. Expect Cloud Knight ambushes, bounties on your head, and difficulty accessing any official Xianzhou services or locations.

Sin-Gazer [+400 CP]
The Ten-Lords Commission has marked you as a being of heavy karmic debt. Your "sins" physically manifest as a foul, spiritual aura that makes all living things instinctively distrust and fear you. Spirits and ghosts are drawn to you aggressively, and Ten-Lords Judges will actively hunt you to drag you to the Hall of Karma.

Aura of Nihility [+400 CP]
IX, the Aeon of Nihility, has cast a lazy glance in your direction, but it is no blessing. A subtle, entropic void follows you. Things you own tend to break faster, food rots quickly in your presence, and allies feel emotionally drained and hopeless the longer they stay near you. Your powers still work, but they feel like the void is slowly suffocating them.

Problems and Problems [+600 CP]
How did you earn Fate's enmity?! From Stellaron crises to Borisin invasions, everything that can oppose you will oppose you, as if the universe wishes to see your desires undone.

From the bottom [+600 CP]
Regardless of what you brought, all the perks in this jump will be scaled down or locked away, and you need to master them again. Expect the scale to be one tier down (Native / Pathstrider / Lesser Emanator / High Emanator).

Fated [+600 CP]
The Divination Commission has calculated your arrival, so has Destiny's slave. Fu Xuan has predicted your death, and it will take an insane amount of effort and ingenuity to avoid this fate, as simply trying to evade it will inevitably bring it closer to fruition.

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

Stellaron Bearer [+600 CP]
Much like the Xianzhou Luofu itself during the main story, you have become a living host for a dormant Stellaron. While it does not immediately kill you, it constantly leaks destructive energy. This causes Fragmentum monsters to spawn around you, makes technology glitch in your presence, and if you ever exert Emanator-level power, the Stellaron threatens to go critical and annihilate the surrounding continent.

8th Lord Ravager [+800 CP]
Looks like the Antimatter Legion managed to snag the fleet to ally with the Destruction, so high was their Hatred for The Abundance; they even got Jin Lui as their New Lord Ravager, having gained power over the propagation. I sure hope this won't spark the Aeonic War too early…

Decisions

You have three choices …

Go to next Jump
Continue onto the next jump.

Stay
Stay and enjoy your current life.

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

Change Log

v1.0

Initial Template Creation

Notes

-While it is very possible for you to earn the gaze of an aeon, it isn't as easy as it seems, and becoming their emanator without outright being it (as you are an emanator of yourself just capable of generating and using path-aligned imaginary energy), they can at any time cut off the access, and you can't get it back.

-if you have already reached the scale of High-Emanator and must jump another tier, this will still cause a qualitative jump in power, much like how Zephiro stands above the other Lord Ravagers and SilverWolf lv 999 stands at the pinnacle of Emanator Power.

-If anything is uncertain, FanWank responsibly or in a way that makes sense.