In a world similar yet different from ours, the world is beset by catastrophes due to a force known only as Honkai. A mysterious energy that has existed for as long as civilisation itself, this force will give rise to plagues, beasts, disasters, and more. The Black Death, the Ice Age, the World Wars… All had the shadow of Honkai within them. Any human exposed to Honkai energy will quickly become sick, eventually turning into a mindless Honkai zombie. This illness has a 100% fatality rate, and the only cure is almost impossible to synthesise. 50,000 years ago, the Honkai succeeded in destroying human civilisation. It was only thanks to the efforts of the last remaining survivors of that era that hope could spring anew. Unfortunately the time for this new era is also reaching its end, and they too shall face that which destroyed the world all those millennia ago.

In the current era, hidden away from the public, several forces work to fight back against the Honkai, and their apostles known as the Herrscher. Schicksal, one of the two main anti-Honkai organisations, protects almost all of Eurasia. They employ warriors known as Valkyries, implanted with artificial stigma, to combat the Honkai threat. The other organisation, a group known as Anti-Entropy, was originally part of Schicksal but split due to differences of ideology. Rather than Valkyries, Anti-Entropy has a far greater focus on technology, employing vast numbers of mechs developed by Einstein, Tesla, and other great scientists.

Among these Valkyries are three girls: Kiana Kaslana, a genetically modified clone implanted with the core of the 2nd Herrscher, Raiden Mei, a fallen heiress who became the Herrscher of Thunder, and Bronya Zaychik, an orphan from Siberia which was destroyed in the 2nd Eruption. Honkai Impact 3rd follows the story of these three girls, and a gradually expanding cast, as they fight to save all that is beautiful in the world, while unravelling millennia old secrets and fighting monsters that have transcended eras. For now, take **1000CP** to spend on the document below. You'll be spending quite a bit of time here.

Origins: *Time for you to choose your role in this world. You may choose your apparent age and gender for free.*

Captain
The fighters of this world are strong and capable, no doubt. But the fight against Honkai is never a solo effort, and these fighters serve under the command of their respective captains, commanders, principles, and other figures of authority. In this same vein, you will be entering into this world as one of those leaders. You might even take the place of the fabled Captain of the Hyperion. You are unlikely to be taking to the frontlines personally, instead standing behind and directing those that will.

Scientist
The battle with Honkai is based upon the foundation laid down by countless geniuses across numerous generations. These thinkers, these scientists are what give humanity a fighting chance, allowing humanity to adapt to Honkai even as it adapts to them in turn. You will be starting as a scientist yourself. Even less involved with the fighting than the Captains, you will be involved in the creation of weapons, machines, and devices used by this advanced civilisation.

Rogue
Just as there are those who fight in the light, there are those who skulk in the dark. Not everyone has the fortitude to be a fighter for good. You will be entering into the darker side of the world; the smaller groups cast in shadow, working towards their own ends. Whether it be as part of a mercenary group, rebel fighters, or shadowy organisation, you are likely to be working against the dominant anti-Honkai organisations at some point. With this comes its own degree of freedom though.

Fighter
As the frontline fighters of Schicksal, the Valkyries are one of the main fighting forces against the Honkai in this world. Each of these Valkyrie are trained for years to be the best fighters they can be, augmented by the power of an artificial stigmata granted to them by Schicksal. Using the power of Honkai energy with their artificial stigmata, these fighters are elevated beyond the ordinary limits of humanity, becoming capable of performing superhuman feats. You will be joining this world as one of these fighters, though not necessarily affiliated with Schicksal. As women are more often compatible with the stigma, most Valkyries are female. Those few male warriors are known as Knights instead. Valkyrie are generally divided into different categories of strength; D to S. Only B class and stronger are allowed to fight on the front lines.

Imaginary Tree Branch: *Honkai Impact 3rd, like all universes in this setting, is but one branch on the Imaginary Tree. Numerous other branches stem from and surround this world, each similar but different in their own way. Now you may choose which branch you will be entering into.*

Current Era
The main branch of Honkai Impact 3rd, this branch of the Imaginary Tree is the one where the events of the main game would take place. The Previous Era fell, Otto rules as the Overseer of Schicksal, World Serpent moves to start Project Stigma, and three young Valkyries are soon to fight for all that is beautiful in the world. You have some leeway in when specifically you will be entering into this branch. You can enter when the game would start, in the middle of a Honkai outbreak that Kiana and co have been sent to stop. You could start slightly earlier, around the time Mei awakened as the Herrscher of Thunder. Or you can start all the way back during the 2nd Eruption 17 years prior, when the Herrscher of the Void destroyed Siberia. Whatever the case, you will be staying until the final fight against Finality at least.

Previous Era
Technically this is the same branch as the Current Era option. The difference is that instead of entering in the Current Era, you will be starting over 50,000 years in the past. This is the Era of MOTH and the Flame Chasers. Unlike the world of today, the Previous Era had wholly unified not only their technology but also their language. The technology of this time is advanced beyond that of the Current Era, filled with many brilliant scientists and fighters who could each individually revolutionise a generation. Unfortunately the Herrschers of this Era are correspondingly more powerful, and lack any semblance of free will granted to those in the later Era. This Era is doomed, and their only hope is to pass on the torch to allow the next Era to succeed. You can choose to end this jump at the end of this Era, or carry on until the final fight with Finality.

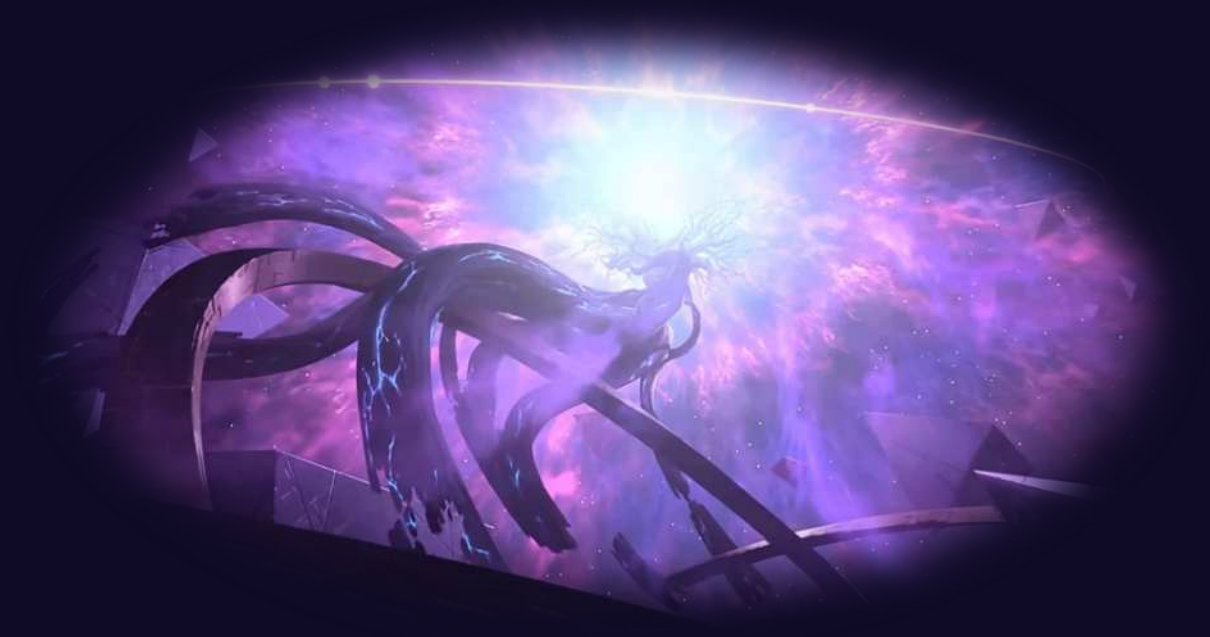
Golden Courtyard [400]
This particular timeline is an offshoot of the Previous Era, one that branches from it yet is quite far removed. In this world, the threat of the Honkai is all but non-existent. There are still a few monsters here and there, but they are no world ending threat. In this world, the Thirteen Flame Chasers live in a house together, and live otherwise ordinary lives. Eden is still a famous singer, but Kevin works as an IT technician, Elysia is an internet celebrity who goes by Miss Pink Elf, and none of them are real fighters. They still have their quirks though. Pardo continues to steal and hoard, Vill-V and Mobius remain geniuses, and Kalpas never shows his face.

Holy Maiden
A bit of a middle ground between the above two options, you will be starting merely 500 years before the events of canon. It is in this time period that Otto Apocalypse and Kallen Kaslana were born. Schicksal is a holy organisation filled with corruption, and a great plague ravages the countryside. You won't have to worry about any Herrschers appearing in the near future. You may choose if you wish to stay the full 500 years until Finality. There is a lot of planning that can be done in that time. Plenty of time to put pieces on the chess board.

Gun GirlZ [+300]
If the Current Era timeline is a branch of the Imaginary Tree destined for a Good End, then Gun GirlZ is a branch destined towards a Bad End. Set in the same period as the Current Era, events begin to diverge around the period when Mei would awaken as Herrscher. Things will get progressively worse in this world, with Kevin serving as the main hero. By the end most of the cast will end up dead and Kiana shall awaken as Herrscher of the End, wiping civilisation clean to start again. The Current Era is a world set on Hard difficulty. This is one set on Impossible.

Captain Verse
While taking place in the same time frame as the Current Era, this branch of the Imaginary Tree is a fair bit more chaotic. The main, and most mundane, difference from the 'main' branch is that the ship Hyperion has a specific Captain. Through many odd and wacky events, this Captain would grow close with many of the Valkyries on board the Hyperion. Those weird and wacky events are not to be understated either. It isn't uncommon for the Hyperion to enter different dimensions on their journeys, so entering into this world means you are sure to have an interesting time.

Branch In Parallel
As mentioned, there are many different branches of the Imaginary Tree similar. So many that one of the main projects of the Previous Era involved searching through the hundreds of thousands of different paths for a chance of success. You can choose to enter into one of these alternate worlds, starting in a world similar but ever so slightly different than the one you know. Maybe Kevin was born a girl in this world, or Elysia managed to enter Samsara. If you choose to enter a peaceful world similar to that of Golden Courtyard you would still have to spend the corresponding CP cost, though on the flipside entering a more dangerous world like Gun GirlZ would gain you CP in turn.



Location: *You've chosen which world you start in, now choose where you will be starting in it.*

Free Choice - There are many different worlds and periods one could start in, and so there are no set locations shared across all of them. As such, you can choose where in the world you wish to start when you arrive. You could start in the ruins of Siberia after the events of the 2nd Eruption, St Freya's school at the start of the game, Sundown Alley of the Previous Era, and more.

Sea Of Quanta - The Imaginary Tree is the source from which every proper universe is created and sustained. A concept of Order formed of transcendent infinities, standing forever in Imaginary Space. The Sea of Quanta is the rival to the Imaginary Tree; the chaotic sea from which the Tree was born that seeks to dissolve everything back to chaos. Within this Sea are the Bubble Universes; shadowed reflections of proper worlds found on the Imaginary Tree. These two concepts are forever in balance, new universes being born on the branches of the Tree while old universes sink into the Sea and dissolve, each half attempting to subsume the other. The overflow from every universe trickles into this sea, giving birth to all manner of strange phenomena and creatures. It is this Sea that travellers move through when seeking new universes. You will be starting in this chaotic sea, floating near the Branch you have chosen. This space is quickly fatal to any lifeform that isn't especially resilient, like a Herrscher or Stigma Awakened, and leaving the Sea can be a challenge without outside help.

Faction: *A truth for every era and every world is that there will always be multiple factions with their own goals and morals. Now it is time for you to decide which faction you belong to.*

Frontrunners - This organisation would be the mainstream force in the world, the so-called figurehead fighting against the Honkai. In the Current Era this role would naturally fall to Schicksal, who have been fighting against Honkai all across the world for millennia. In the distant Previous Era this would instead be Fire MOTH, whose desperate fight against the Herrschers led to the creation of many powerful weapons.

Splinter Cell - With such large organisations reaching across the world, it is little surprise when small groups of them break away from the mainstream group due to differences in ideology and methodology. Anti-Entropy and Cocoon would fall under this umbrella, though the latter didn't last long in the Previous Era. Being an organisation split from the main force of 'light', these Splinter Cells are often slandered with rumours about shady practices, not all of them untrue. That isn't to say the Frontrunners aren't also without their skeletons in the closet.

Group In Shadow - Not all groups fight the good fight as heroes. Some organisations work towards the same goals with altogether darker methods. Groups such as World Serpent aim to save the world, but the methods employed by them cannot be said to be moral. Dangerous experiments, callous disregard for countless lives, an "ends justify the means" attitude, you could be forgiven for mistaking these groups as naught but terrorists.

Freespirit - There are many factions you could join, but there is no hard rule that you must do so. Rather than joining one of these behemoths, you instead prefer to run a much smaller group. If you do happen to have any colleges, you won't have more than a handful total. You have much more freedom to your actions, with no-one to tell you what to do, though in turn the resources you can muster are limited to what you personally can acquire.

Species: *Humans don't stand alone as the only sapient life forms in this world. Now it is time for you to choose in what form you'll appear in this world.*

Human - The predominant species of Earth, you are probably familiar with humanity. Most of humanity are exactly what you would expect, with no special abilities or powers. A scant few have a natural resistance to Honkai energy that allows them to resist and manipulate it. Most of humanity will instead fall ill and turn into zombies if exposed to even small amounts of Honkai energy. You will be starting off as one of these humans.

Cloned - While cloning and similar technology cannot be said to be common, it cannot be said to be unknown either. Kiana herself is a clone, one of hundreds made from the Kaslana blood. Otto similarly has many soulium clone bodies that he transfers his consciousness between. Not content to end there, another series of clone bodies were made in secret. It is to this series that you were born to, the only clone to gain a conscious mind. You can choose who you are a clone of. Maybe attempts were made at copying the Phoenix, or perhaps a rival company attempted to clone the heir to the Raiden family.

E.L.F - Equipment: Living Form. Against the endless waves of Honkai Beasts in the Previous Era, a better army was needed. Einstein from that Era designed the ELFs as flying combat droids meant to replace common soldiers. ELFs are small androids a third the height of a human. Embedded with a pseudo-core of Soulium, and adaptive coding that allowed them to learn and grow, they were extremely successful in their fight against the Honkai beasts. When the continent of Mu was destroyed by a blackhole created by the ninth Herrscher, most ELFs managed to survive in the ravaged remains set in a bubble universe, forming their own civilisation free from humanity. Many ELFs are based on existing people, in both appearance and personality. As such, you can choose to be an ELF created based on a canon character.

Intelligent Beast [100] - The vast majority of Honkai beasts are mindless animals set only on destroying human civilisation. But not all of them are. Some are smarter. Some even have emotions, capable of empathy and hate. You are a rare example of a human turned honkai beast that managed to retain some semblance of its mind, much like the Honkai dragon known as Bella. You are a much more powerful being than humanity, but will in turn be killed on sight by them. While far more resistant to Honkai energy, high enough levels can still be fatal to you. Like most higher tier Honkai, you have a singular special ability specific to your species.

Stigma Crystal [200] - Project Stigma is the final and worst plan of the Previous Era to overcome the Honkai. Using the stigmata, they would trade the lives of all non-stigma awakened to create a new world and a new race capable of living alongside Honkai. Humanity would die, but civilisation would survive. Hare was an example of the type of Form that would exist in this new world, a crystal of the Schariac Stigma brought to life early by a fluke of chance. You would be a second fluke. A being of data and information, as a Form you are capable of 'transcribing' the information of matter, learning all the history of an object. As a being of Stigma, you are capable of entering into Stigma space at will, vanishing from the material world. Finally, as a Stigma Crystal you have the ability to awaken Stigmata in those who have the potential in them.

Perks: *Perks are discounted to half price for their origin. 100CP perks are free on discount.*

General Perks

Honkai Resistance [Free]
A trait that varies from person to person is their innate Honkai adaptability and resistance. This is how much Honkai energy they can withstand and also wield, usually expressed as a percentage. Those with low resistance aren't suited for being around Honkai energy as even a little bit can lead to illness and death. That said, the vast majority of the named cast you meet will have a moderately high level of honkai resistance and so the same can be said for you. At the very least you can get involved with the story or fight off a Honkai beast without immediately keeling over.

Stigmata [Free/200]
Like so many things in the Current Era, Stigmata is a result of machinations of the Previous Era. Containing fragments of genetic information and memories of fighters from the Previous Era, those who awaken a stigma will gain a degree of Honkai Resistance and Adaptability, allowing them to go far beyond the normal limitations of the human body. Natural Stigma are incredibly rare, one-in-a-million appearances. Instead organisations like Schicksal have found ways to grant artificial stigmata to certain people.

For free, you will gain one of these artificial ones. This will give you the potential to become a potent fighter, though overuse will expose you to dangerous levels of Honkai energy. Alternatively, for 200CP you can choose to gain a Natural Stigma instead. Natural Stigma awakened are generally more powerful than their artificial counterparts, with far greater Honkai adaptability, and have the potential to enter a realm known as Stigma Space. If one can gain the acknowledgement of the Will of Stigma inside this space, you have the chance to awaken to great power indeed.

Queen Mei [100]
You won't see an ugly Valkyrie here. In fact, you won't see an average looking Valkyrie either. There is something to be said about the fact that every Valkyrie and Knight you see is unreasonably attractive. Even the more plain looking Bronya will grow up into a beauty. Like a butterfly emerging from its cocoon, you will quickly flourish into a model yourself. Any fat you put on is going to be going to all the right places. Your skin is blemish free; no annoying spots or unfortunate scars. Do try to avoid ruining this visage while fighting the Honkai.

Adaptable Adaptability [400]
Each person has a certain level of Honkai adaptability and resistance. The higher this limit, the more energy they can withstand and also the more they can leverage. This limit is usually static, barring special events that can artificially inflate it such as being chosen as a Herrscher. You are special however. Special in a way shared only by Bianka. Your body has attained the ultimate sought after by people since time immemorial. The more Honkai energy you are exposed to, the greater your Honkai adaptability will grow, with no apparent limit. In other words you can keep growing stronger without end, as long as you continue to train and push yourself. One day you could stand equal to the likes of Kevin and Durandal.

Captain

Broniac Gamer [100]
Pro-gaming seems like an odd skill for a Valkyrie to have, but that doesn't stop the Bronya from schooling Kiana nine ways from Sunday every time they play together when relaxing after classes. Years of fun times between and after classes have left you with no small amount of gaming skill yourself. You might struggle against the likes of gaming legends such as Bronya, but more average players (like Kiana) would be no sweat.

O' Captain, My Captain [100]
A good captain cares for their crew, and sometimes that care goes beyond simple working relationships. Some might even call you a bit of a flirt, Captain. You are really quite charming, in a way that causes other people to open up to you. People feel comfortable enough around your care that they are willing to confide in you. If you wanted, this could easily be pursued to a higher level, with you getting closer to each other and becoming more of a couple. Just don't get caught doing this with too many people at once. Hell hath no fury like multiple Valkyries scorned.

Endless Samsara [200]
The world is in an endless cycle of samsara. Millennia and civilisations are lost to the sands of time, but certain people will reappear in the world time and again. In every world, in every time period, you will always find a few familiar people. They may not share the same soul but in appearance and personality they will share a striking resemblance. Even in worlds without reincarnation the same people with the same characteristics will keep turning up. This holds true when travelling to future jumps as well, people from prior jumps walking down the street or chatting in cafes.

Overseer [200]
As a captain, you are going to be leading many powerful warriors, powerful valkyries, into battle. Each of these people are valuable soldiers, and so they need to be used appropriately. All the strength in the world would do little good if leveraged in the wrong places. To this end you have been trained in the art of strategy by the very best generals that were available, put through your paces to maximise your wartime potential, in order to maximise everyone else's potential. While you are no Sun Tzu, you are still an impressive strategist in your own right. With Honkai and Herrscher constantly appearing, you are almost guaranteed to get your chance to shine sooner or later.

Soulium Infusion [400]
Soulium is a miraculous metal created in the Previous Era made of countless nanites. So advanced is it, that it cannot be replicated in the Current Era. Owing to its nanite nature it is uniquely compatible with the human body. To this end you have been given several infusions of Soulium, potentially to treat a grievous injury in the past. The Soulium has bonded with your body, providing you with greatly enhanced regenerative properties as well as a far more sturdy body that has higher Honkai resistance. A known side-effect of this procedure is affecting your hair colour, Bianka gaining golden blonde maine from her previously white locks.

Consciousness Mapping [600]
An interesting ability shared by only a rare few across the multiverse, including the famous Captain of the Hyperion. These select few are capable of mapping their consciousness into other universes, possessing other people and others versions of themselves at points in the timeline of their choosing. This same ability allows the user to traverse the Sea of Quanta with ease. The main aspect of this ability allows memories and consciousness of the user and target to synchronise, allowing the user to 'possess' the target across universes. Overuse can cause the cognition residue of these possessions to build up until the user begins to forget who they are. Since they are outside of the universe, the user is capable of essentially travelling through time by synchronising with the consciousness at a different point in time on the Branch.

Scientist

Honkai Engineer [100]
A foundational science of this world is the use of Honkai Energy. Hazardous it may be, but it is still a brilliant and physics defying energy with a plethora of uses. Any engineer worth their salt is going to be at least passingly familiar with how to utilise it. You are more than just familiar with it though. You could be said to be an expert on Honkai powered technology. Reactors, bombs, guns, and more, you know all sorts of things. You won't be revolutionising technology any time soon, but you're still a competent scientist in your own right.

Yada Yada [100]
Honkai Impact is a complicated world filled with monsters and science. For those who aren't scientists, talks about Imaginary Trees, 11th dimensions, singularities cores, and probability functions might as well be a foreign language. An important skill for a scientist is being able to break down these complex concepts into easier to digest analogies and ideas for their audience. That is where you come in. In effect, you could be the 'translator', breaking down all that hard to understand scientific technobabble into more simple explanations for other people.

The Immortal Mind [200]
A thousand years is an incredible amount of time to live. The MANTIS soldiers who survived finality lived this many times over. Yet despite this length of time that is unimaginable for mortal man, they still remained true to who they were. Memories fade and times change, but their core remains the same. Like them, you have adjusted to the life of an immortal. The centuries passing you by don't affect you meaningfully. You will still change, still grow, but the core of who you are as a person will remain the same. Age will not drive you crazy nor make you numb to the world.

Combat Design [200]
The artificial stigmata are what allows Valkyries to exhibit Honkai resistance and adaptability, but their battlesuits are what gives them that extra edge to truly fight against the Honkai. Each suit is carefully designed with cutting edge technology to enhance the fighters strengths and provide them with the tools necessary to mow down their foes. The greatest of these suits allow their wielder to stand toe-to-toe with a Herrscher. You are one of the engineers and scientists who build these suits. As such, you have an in-depth knowledge on their workings and how they are made. Through some happenstance, you've even seen glimpses of the designs of some of the fabled Godsbane suits.

Quantised [400]
At a very basic level, universes can be imagined as soap bubbles sustained by the Imaginary Tree floating on top of a vast Sea of Quanta. If disconnected from the Imaginary Tree, a world will sink to the bottom of the Sea and dissolve into the chaotic Quanta. Due to an accident in the past, you have fallen into the Sea Of Quanta at some point. Whilst you survived the process, its attempt to quantise you has left its mark. You have a natural connection to the Sea of Quanta. This allows you to enter and exit it as you please. From here, you can move around and explore other bubble universes, shadowed reflections of proper worlds within the Sea of Quanta. Due to your quantised nature, you are able to resonate and enter these worlds without trouble. This should be done with some level of caution, as you never know what you might encounter in a whole new world.

Transcending An Era [600]
There have been many geniuses over the years: Einstein, Tesla, MEI, Mobius... each a once in a century genius. Yet even among these greats, only a few could be considered your equal. Before you were born you were already self-aware, and mere minutes after entering the world you had spoken your first sentence. This trend continued from there. Your ability to research and innovate is unparalleled. The things you would go on to invent don't just advance the world's understanding but transcend the era you were born in entirely. While physicists are still messing around with creating planes, you are designing spaceships. When doctors are struggling to cure the common cold, you are making strides towards biological immortality. The knowledge of the Previous Era, wholly unreachable to so many others, would be at the tip of your fingers.

Rogue

Costume Change [100]
Honkai is many things: It is erosion, it is corrosion, it is powerful, and it is volatile. But most of all, Honkai energy is fashionable. Every Herrscher has their own distinct look, and it is one that isn't purely static. When you undergo a change or boost in power, your outfit will similarly undergo its own transformation at the same time. The change in aesthetic will match the change in power, and can occur with such totality that even your eye colour switches.

Inner Peace [100]
Everyone has their inner demons that they must fight. Honkai shenanigans can just make those demons a bit more real. When confronted with your own personal demons, rather than repressing or ignoring them you faced them head on and made peace with them. You know and are comfortable with who you are. The core of your ego is as clear as a diamond, a glass lake that perfectly reflects your own image. This has the added benefit of going a long way to increasing your control over Honkai and Herrscher related items.

Conquering Domination [200]
Your power is your own, and no-one elses. If someone wishes to steal that power, they won't have an easy time going about it. In much the same way that the Herrscher of Domination could not steal the Authority of Thunder from Raiden Mei, you will find that others cannot take your power without a fight. This is not a physical fight, but rather a fight of wills. Your willpower will be pitted against theirs. Should their will be found wanting then they will pay the price for their arrogance, experiencing a strong backlash through the now open connection.

Phantom Wraith [200]
Everyone notices someone who isn't supposed to be there, but few people look for someone who is supposed to be. Much like a certain A-rank valkyrie of the intel department of Schickal, you have been trained to great success in the art of disguising and acting. The degree to which you can change is naturally limited by the amount of equipment with you. With the right equipment and a bit of makeup you could quickly change your entire appearance, your Honkai adaptability allowing limited changes in body shape such as height or bone structure. Lacking such indulgences, you could still easily change into someone as you turn a corner. This change is so quick it practically feels like shapeshifting.

SWARA [400]
Another operation of the Previous Era, this one was created based on the Disciplines created by psychic MANTIS agents. Artificially implanted psychic commands are embedded into the consciousness of the subject, forcing their body to adapt. Hua is the most well known example of a successful operation, gaining reinforced muscle mass and increased neural response as a result. She would go on to create the Edge of Taixuan based on this, a powerful technique where the user channels a massive amount of directed honkai energy. You have also undergone this procedure and come out stronger for it. Like Hua, you were one of the few lucky ones to experience no side-effects from this.

Woman Of Many Talents [600]
Vill-V was a con-artist by origin, but that isn't to say that her skills were fake. On the contrary, Vill-V was so smart and talented at picking up new skills that mere months after picking up that first book on engineering she was already qualified to work at MOTH alongside countless others. But as well as engineering she was a skilled chef, musician, and more. Anything she put her mind to, she could pick up and master in a scarily short timeframe. From newbie to master of a field in mere months, you have inherited the frightful learning ability of Vill-V. It isn't a matter of what you can learn so much as what you deign to dedicate your time to.

Fighter

Fighting Fu [100]
There is no singular style of fighting in the world. Many different groups have developed many different styles. Even within the same Valkyrie academy you will find most trainees using their own martial arts and combat techniques. The Kaslana line for instance is known for their gun-fu. You have trained in a style of your own choice, with a weapon of your choice, leaving you a competent fighter in your own right. In an ordinary school you'd be winning competitions soundly, though in the greater world of Honkai empowered fighters you'd just be above average.

Cooking With Valkyries [100]
Dinner is a time for everyone to come together in harmony and enjoy a warming meal with each other. There are few better bonding opportunities than the sharing of food. Like many things though, cooking is a skill that you can be good or bad at. You would sit on the good end of that scale, and quite far up it too. You may be no chef, but you shouldn't be surprised if you frequently find yourself with guests over for meal times. Side note for any Kaslana: A gun is not a good substitute for a stove, even if it shoots fire.

Idiotka [200]
Some might say perseverance in the face of impossible odds is pure stupidity, but you never know if something is truly impossible unless you give it your all. When faced with a seemingly insurmountable goal, you have the determination to keep on pushing forward, to keep pushing your body to the utmost limit until either you break through or fail altogether. Not everything can be achieved, but at least you will know that you did everything you could to try.

Capable Maid [200]
As a maid, you must be polite, elegant, and ready to *take out the trash.* It would be remiss if you were unable to keep up with your master’s needs. As realised by Rita, only those who have reached perfection can become a maid. Trained by Rita herself, or someone quite similar to her, you have become an expert at catering to people's needs, and cleaning up any messes. If that mess happens to be a person? Well, you are quite capable of making personally sure they are dealt with quite swiftly and entirely silently. Maids and assassins have more in common than you might think.

Martial Arts Prodigy [400]
You are a rare talent in the field of martial arts. The kind of fighting genius that comes once in a millennia. In a short decade of practise you would gain enough skill to challenge, though not necessarily defeat, the Phoenix in the arts that she has practised for ten thousand years. Li Sushang, a practitioner of similar talent, was considered a possible trump card by Otto. You will need a good teacher to properly reach the peak in a short time, but even without one you would slowly develop your own prowess over the decades.

MANTIS Soldier [600]
An operation invented in the Previous Era by MEI and Mobius, the MANTIS operation was a risky process by which a human subject was injected with the genes of a strong Honkai Beast. By doing so, they would gain unprecedented amounts of power as well as any abilities inherent to the Honkai beast they fused with. Some of the strongest known MANTIS soldiers had defeated multiple Herrschers. Interestingly it appears this operation can amplify any latent abilities a person might have, such as Aponia's famed ability to see fate. Anyone that has undergone the MANTIS operation can undergo something known as an Active Honkai Reaction, assuming a more beastial form reminicent of the beast whose genes they've gained and gaining a dramatic increase in strength. Far from being a tiring technique, this is instead a transformation that all MANTIS have to resist doing. A list of MANTIS abilities is included in the notes for reference.

Frontrunner

First Lesson [100]
While the events of this story will grow into a grand adventure for the sake of the world, it starts in the most ordinary of places: A school. A school for training Valkyries to be specific. The training provided here will help save not only the lives of the innocent, but also the Valkyries themselves. Maybe you could apply for a position as an instructor here, as you have a natural talent for teaching others. You are good at squeezing the maximum potential out of your students that they are willing to give, pushing them to limits they didn't realise they had.

Doctor Doctor [100]
Honkai infection may not be something you can cure easily, but there are still many other ailments and wounds that can be. With Valkyries frequently fighting off hordes of beasts, it isn't uncommon for them to come home hurt. Perhaps before getting involved with Honkai you had hoped to become a doctor. You have an in-depth understanding of the human body and the many things that can go wrong with it, as well as how to treat those problems. Trauma care is a particular speciality of yours, as you would make a very good field doctor. In a better world, you wouldn't have to put these skills to use quite so often.

Ship Of Theseus [200]
If every cell in your body is replaced with new ones after 7 years, are you the same person? People would usually say yes. What if every part of your body was replaced with nanomachines over the course of 100 years? It's the same idea, just a different material and a longer time frame. You can say definitively that yes, you are the same person. In fact, your body is very readily accepting of implantations, prosthetics, and alterations, having very little rejection to such attempts. The results of these operations will have markedly little effect on your overall appearance despite the scale changes made. Even if injected with the genes of hundreds of Honkai beasts you would look almost identical to when you started.

Oath Of Ancestors [200]
Every Kaslana is a powerful warrior, this is known, but alongside this is the fact that each Kaslana has an iron forged will. This is a willpower born of their oath. Like the Kaslana, you have a mantra that fills you with strength. It has forged your will into a steel fortress, strong enough to resist the whispers of a Herrscher core. Chanting this oath will grant you strength, providing a second wind born purely of will.

Holy Blood [400]
At some point in the distant past of the Current Era, the Schariac bloodline underwent a strange mutation. Some of their line started to exhibit one of two traits: some possessed a holy blood which had a neutralising effect on Honkai energy. Flicking their blood at a Honkai beast was liable to do more harm to it than stabbing it with a sword, though this also left them without the benefit of Honkai enhancements. On the other side, some of their line had the exact opposite effect, and greatly amplified their Honkai energy. They possessed monstrous power but were at increased risk of a Honkai cascade. You can choose to possess one of these traits. A second purchase would allow you to have both at once, getting the best of both worlds like Cecilia, the strongest Valkyrie of her generation.

Millennium Schemer [600]
As the mice come out to play, the cat schemes in the dark. As everyone else acts as pawns on the board, you stand back to become the chess master. Otto Apocalypse, Overseer of Schicksal, has 500 years to become the mastermind he ended up as. You may not have those centuries of life, but that does not make you his lesser. Your ability to predict and plan can only be described as horrifyingly effective. An organisation full of numerous geniuses would only be left chasing your coat tails as you stay 3 steps ahead, unknowingly acting as the puppets on your strings. It would take an entirely unknown out of context disruption to foil your schemes.

Splinter Cell

Mech Training [100]
People tend to forget about mechs as the constantly ramping danger makes many of them redundant compared to a few strong fighters. However several trained mecha pilots were still sufficient to take down the fourth Herrscher, weak as she may have been. To be a mecha pilot requires thousands of hours of practical experience, years of dedicated effort. This is experience you have received, leaving you fully qualified to pilot and perform field repairs on your very own mech. This alone would put you above most B-rank Valkyries.

Assassin's Grace [100]
Some would scoff at your attempts to find beauty in combat. War is dirty. Ugly. But there is still room for grace within this. Those like Rita know that being graceful in combat can help form bonds with your comrades, strengthen friendships with your team, and boost the morale of your forces. You quite literally dance across the battlefield, every movement filled with a deadly charm that is as efficient as it is pleasing to look at. You could turn a fight into ballet, gliding across the ground like a fairy, even as you reap lives with a scythe like the grim reaper.

Abyss Touched [200]
Several of the lead scientists of AE are well into their 80s. In apparent defiance of this fact, they still appear in the springtime of their youth. That is because they have undergone the same process that you have. The sixth Herrscher of the Previous Era was the Herrscher of Death, and the Divine Key created from her Herrscher core has a measure of control over life and death. One of its abilities was triggered on you, a 1 in 10,000 chance that prevents your cells from having any harmful mutations with cell division. This naturally includes the effects of ageing.

Steadfast Loyalty [200]
Loyalty can be given, but true loyalty is earned. For all that he was a horrible monster and master schemer, Otto still managed to inspire a sense of close loyalty in many of his followers. You are similarly good at instilling a strong sense of loyalty into your subordinates. This is the kind of loyalty that would have them unquestioningly follow your orders, despite having their doubts. In the event that you betrayed them and betrayed the world, they would still go to great lengths to make sure you are captured alive.

Curious Kitty [400]
There is a time and place for everything, including subtlety and stealth. Rogue groups practically live in the shadows, and even the likes of Schicksal and Fire MOTH have divisions dedicated to infiltration and espionage. It is to these same divisions that you might belong. An expert cat burglar, you are proficient at breaking into the most secure of locations and stealing as much as you can carry with no-one the wiser. So good are you at staying out of sight that you’d be able to sneak right under the nose of a MANTIS soldier. You'd have to be pretty unlucky to be caught before making your getaway.

Societal Powderkeg [600]
Civilisation may seem like a massive juggernaut that will last through anything, but the closer you look at it the more you see just how unstable it truly is. The larger you spread something out, the more fragile each individual part of it becomes. The Herrscher live to destroy humanity, and sometimes that means letting them destroy themselves. You see those cracks in society, and know how to leverage them to tear apart an organisation from inside. Smaller, tight-knit organisations would be more of a challenge to budge, but starting a revolution or rebellion, a war of 'justice' or upheaval is surprisingly simple.

Group In Shadow

Sharp Tongue [100]
Sticks and stones may break your bones, but words will cut deep into your psyche. It wouldn't be much of an exaggeration to say your tongue is as sharp as your sword. Where others would tear others down physically, you can go the route of tearing them down verbally instead. Trading insults with your enemies is a time-honoured tradition, and your barbs have a way of getting under even the thickest of skins. This does unfortunately have a tendency to escalate situations rather than de-escalate them.

Veneration [100]
Humanity has always looked to a higher power. Not just forces of nature, even great men and women are elevated with time to become mythical figures capable of death defying feats, like Nuwa or Fuxi. When those men and women are themselves akin to forces of nature, they become the same as gods. Your deeds and actions will quickly become exalted and written in myth, venerated as the acts of a deity. These tales will follow you from world to world, becoming entrenched in the mythos of the past.

Signets Of Jumper [200]
The Elysium Realm was left behind by the Previous Era to pass on the knowledge of the Flamechasers. The sims of the Flamechasers within are able to give Signets to those they deem worthy. These signets are a way of passing on the personal skills and experience of the Flamechaser it comes from, whilst also activating the latent potential of a Stigma. While the Elysium Realm is a world of data unlike the real world, information is still information. You have a rather interesting ability for making objects akin to that of these Signets. These can be granted to other people in order to provide them with fragments of your experiences and skills. Each signet only contains a small amount of experience, but these still can have a tangible effect on the strength of the user.

Founding Family [200]
Certain families have a genetic advantage over others. The Kaslana and Schariac bloodlines in particular are known to frequently breed strong and honkai adaptable warriors. Your own bloodline has this specific trait too. You could even be a part of those previously mentioned families. Not only are you naturally stronger and faster than most normal humans, but your children and children's children will continue to inherit this strength. The strength you possess will be passed down by your offspring for countless generations, each with the chance to one day potentially reach the same heights as you.

Layered Character [400]
Some humans have stigmata, and stigmata can give birth to intelligent life. This process went slightly askew with you. Someone from the Previous Era messed with the information contained within your Stigma, artificial or otherwise, and consequently has paved the path that led to the formation of a second personality within yourself. This second personality is the mirror image of yourself, with only a few differences in appearance and personality. As a being born from the Stigma they can unleash the full power and potential locked away inside of yours, a quite impressive strength. For the most part they will share your mindscape, appearing in the outside world as an apparition only you can see. If you wish you can cede control of your body over to them, allowing them to act as a sword and shield. Being a newly born being, albeit full of knowledge, your own actions and interactions will go some ways to shaping their personality.

Rank-DuDu [600]
Every era has its strongest fighter. These warriors stand above and beyond their peers. Their strength alone is enough to prop up entire organisations and defeat even the strongest of Honkai beasts. It is not without reason that Otto joked about creating another rank above S specifically for Durandal. Like Durandal, and Kevin before her, you are nearly unmatched in raw power. You are an unstoppable force of nature. All the skill in the world is useless in the face of such brute force. A swat of your hand could send flying a Honkai beast that had just been fighting evenly with an A-rank Valkyrie. Armies of monsters are so much wheat before your scythe. If this were paired with prodigious skill, you'd damn near be unbeatable in a straight fight.

Freespirit

Etched Memories [100]
With an immortal life, even the most cherished of memories will fade and blur with time. Some might consider this a curse, but for others it could be a blessing. Those are not considerations you need to think about now. As a result of an operation to improve the human brain, your neural connections have been strengthened. Your memory has been perfected in a similar manner to that of Hua. You never forget anything. This is a double edged sword, as the weight of all those memories started to have adverse effects on Hua after centuries, and so she needed to start deleting her own memories periodically. This does however afford you the opportunity to choose what you remember and what you forget.

Ode To Civilisation [100]
Eden rose to stardom long before she joined MOTH. Her performances were said to be a microcosm of her era, a shining light that touches the souls of everyone that heard them. Her era has passed alongside the Previous Era, and so now it is your turn to take the spotlight. Your voice is truly heavenly to hear. When you stop to sing, the world stops to listen. Your audience would quickly grow, and should you pursue a career as a singer then you would soon become one of the most famous singers in the world. Become the pillar that lifts the spirits of the population as despair descends with disaster.

Feline Sense [200]
As a result of some genetic engineering experiments conducted on you by some shady scientists when you were young, you have gained some of the genetic sequences of a certain honkai infused cat. More specifically, you have gained their strange sensitivity to danger. Like some form of sixth sense, you are able to innately feel just how much of a threat other people are to you, even if they look entirely harmless on the outside. With this sense, you can choose whether or not engaging the target is a good idea or whether you need to employ other tactics.

Charismatic Elf [200]
Hi hi~! Isn't humanity beautiful~? Everyone has something that makes them special. Every human is unique. Their soul sings an ode to civilisation, and so too should you sing back. Much like a certain Herrscher who loved humanity more than anyone, you have a natural charisma about yourself that draws people in. Under your repeated attempts, even the most hateful of people could become something akin to a friend. This charisma could let you bring together a group of the most unlikely people, from all walks of life.

Proto-Psychic [400]
Honkai Energy may be able to give birth to many potent abilities within humanity, but not all powers are born of it alone. Long before she underwent the MANTIS surgery, Aponia had slightly psychic abilities and was able to faintly sense the future. The MANTIS surgery merely boosted this ability until she could see the immutable future and command others with a word. Whatever gifted her this power also saw fit to do the same for you. As mentioned, you are able to faintly sense the future and can influence other people's minds to a limited degree. Should you undergo MANTIS surgery or other ability enhancing procedures you will find this flourishing into the incredibly potent psychic precognition and mind control that Aponia possessed. Psychic abilities aren't very useful against the Honkai, but no other abilities are more suited towards dealing with humanity.

Herrscher [400/600]
The Honkai is a force that has existed for as long as civilisation. Indeed, Honkai itself grows in strength alongside the advancement of civilisation, creating more powerful beasts as humanity progresses. Once civilisation has reached a certain threshold the Herrscher will begin to appear. Apostles of Finality, and shadows of the Authority of Finality, each Herrscher has a Core by which they connect to Imaginary Space and use this power to command an aspect of reality. Chosen from those in great despair or anguish, the Herrschers will become veritable forces of nature aimed at destroying humanity.

There are twelve Herrscher, any one of which is capable of laying waste to entire continents if left unchecked for more than a few days. The only saving grace for humanity is that as a general rule a new Herrscher will not appear while another one is active. A font of Honkai energy, their mere presence can infect entire cities and leave them full of shambling zombies and other beasts. Their command over aspects of reality allow them to destroy entire cities in hours.

For 400CP you will be starting out as a Pseudo-Herrscher, a Herrscher who has not yet undergone metamorphosis. You have some of the powers of a Herrscher, but you have not fully awakened them, leaving you significantly weaker than your full potential. While you can still exert some power over Honkai energy, without further ability or strength you could reasonably be defeated or contained by a few talented fighters if caught off guard. You have the potential to awaken to something more, but there is no guarantee you will.

For 600CP, you will graduate to the levels of a proper Herrscher. You have gained your Herrscher Core, gained Authority over an aspect of reality, and are filled with an incredible amount of power. Few people could match you in this world, only the likes of the upper tier S-rank fighters or a honkai-infused nuclear bomb could threaten you. You can choose which Herrscher power you have inherited, or choose to gain a new one altogether. Details on the existing Herrscher are in the notes.

Items: *You may choose to discount any two items of each price tier to half price. 50 and 100CP items are free on discount. 50CP and 100CP items count as the same tier.*

Casual Clothes [50]
Much of the time we see characters, they need to be ready for combat at a moment's notice. Hence they walk around in their battlesuits or similar clothing. But no-one wears those kinds of clothes all the time. This is a nice little wardrobe filled with some basic casual clothing for lounging around at home or going out with friends. It includes hoodies, gowns, swimwear, and more. Enjoy those peaceful moments when you can.

Pardo-Snuggie [50]
Cats are cute, cats are cuddly, and so cats make a very good snuggie. Worn by Pardo from a more peaceful world Branch, this large snuggie looks like an incredibly large cat. As spacious as a sleeping bag, this snuggie offers the ideal amount of thermal insulation while still offering a good range of motion. The mouth of this brown cat stretches wide enough for one to easily climb into and out of it when open. While the eyes appear to be closed, the fabric actually allows the person inside to see out of it. Basically it's a really good cat snuggie.

Honkai Cookbook [100]
One of the few delights one can have in this world, while fighting shadowy organisations and apocalyptic monsters, is coming together to eat good food. This cookbook will help even the most cookery-skill challenged person to make a nice meal... Provided they follow the instructions. This large book includes general recipes, a few cakes, and other more special additions such as dumplings and pizza toast. Fun for all the family.

Event Skin [100]
Each proper world has its share of bubble universes. In those universes the people may be the same, but their general appearance and aesthetic may be drastically different. This odd little device allows you to assume the forms of your alternates from these bubble universes. This does not grant you any extra abilities or knowledge, but it does dramatically change both your own appearance as well as that of your outfit without affecting the efficiency of your armour and weaponry. You could appear as a you from a world where you are an elf, or one where all your powers are beach themed. Each device only links to a single 'skin', but you will gain half a dozen of them for your use.

Homu Helmet [100]
Otherwise known as the Homu-Homu Virtual Reality Comm Link Mk2. Developed for edutainment and disability purposes, this large Homu shaped helmet is worn on the head and will instantly transport the wearer into virtual reality by saying the phrase “Link Start”. While inside the virtual world the user can interact with the terrain, play games, or view historical events. The advanced AI installed inside the helmet allows each NPC to behave like a real person. This will come with several basic games by default, as well as some archived information about Honkai and their history. Make sure you are lying down when you activate it, lest you fall over and hurt yourself.

Moon Ring [100]
For all that Honkai energy is hazardous to life, it is ultimately just another form of energy. And a fact that is true for all energy is that it can be converted into other forms. The Moon Ring was a product developed by the R&D department of Schicksal in the years following the defeat of Honkai. This ring converts Honkai Energy into other forms of useful energy, lowering the risk of Honkai corruption and providing equipment with much needed power. This ring can be worn by a person or attached to equipment as needed. Such technology was well known in the Previous Era.

Baseball Bat [100]
A classic weapon of the Kaslana bloodline, one that extends all the way from the Previous Era to the Current Era. This is an ordinary looking baseball bat made of an unidentified material. When slammed down onto the head of a 10ft tall advanced mecha, it is that mecha that is found wanting and crumples under the blow. Whatever this bat is made of, it appears to be virtually indestructible, able to withstand even the blows of a Herrscher. Perhaps not the most efficient melee weapon, but one that is oddly effective.

Combat Weaponry [100]
The armour of even the most basic of Honkai Beasts is durable enough to withstand regular small-arms fire. That is why the weapons for fighting them need to be powerful and sturdy. The tools favoured by Valkyries and other warriors come in many different forms. Some people use gloves or gauntlets which rely on their own strength to crush their opposition. Others prefer lances, scythes, and swords to cut their way through the hordes. Then there are those who use guns or lasers to blast through any resistance. You can choose a type of weapon to gain for your own use. These can't compare to a true Divine Key, but they are more than enough to fight the Honkai.

Battlesuit [Variable]
Each Valkyrie and most fighters of the CE are outfitted with specialised battlesuits used to raise their combat efficiency. These suits can come in all shapes and sizes, and are often designed to maximise their wearers strengths. By default, most provide a strong defense and increased Honkai resistance. For 100CP you will gain a 3rd Generation battlesuit normally handed out to all B-rank Valkyries. These can be fitted with jets, energy projectors, and so on. Strong suits that aren't game breaking by themselves. Some of these suits are equipped with special modules that can briefly slow down time in a large radius around the user.

For 200CP you can instead gain a 4th Generation Godsbane suit. These are powerful battlesuits created specifically for S-rank Valkyries, and come equipped with impressive defenses and potent weapons. Finally, for 400CP you can instead gain a copy of the Key of Blankness, a suit designed by MEI of the Previous Era. It is this suit that the Godsbane suits were made based on. This suit is designed to be equipped with a Herrscher core, and can allow the user to call upon the full power of the authority it is equipped with. If you have something else to use as the core, that could work too.

AE Mecha [200]
Where Schicksal likes to send teams of Valkyries, Anti-Entropy prefers to throw mechs at the problem. Even with that being the case, Schicksal isn't without its own mech division. You have come into possession of a standard AE mech, as well as the schematics that come along with it in order to make any repairs needed. Standing at over 10ft tall, this mech comes equipped with a deployable energy shield for defense as well as several powerful cannons for long range combat. Its limbs are filled with advanced hydraulics that allow it to exert incredible force. A single mech by itself is an equal force multiplier as a B-rank Valkyrie.

Honkai Cure [200]
Those that fall ill with Honkai sickness will inevitably die from the 100% fatality rate. However the body will manage to produce a small number of antibodies that can fight off the sickness. This cure is created by gathering these antibodies. With it, those who have not yet turned have a chance of being saved. Unfortunately so little is produced by the bodies of those ill that every life saved comes at the cost of thousands of others that couldn't be. Attempts to artificially reproduce these antibodies have been met with less than success. You have gained enough serum for a dozen uses.

Honkai Fragment [200]
Strictly speaking Honkai energy doesn't crystallise into solid masses. It can, however, saturate and mutate existing material. These cubic pink crystals are growths of Imaginary matter that contain an incredible amount of Honkai Energy. To this end, organic matter should be kept away from these fragments as much as possible to avoid Honkai Infection and zombification. The Honkai energy inside these cubes can be used as a power source, a source of research for Honkai energy, or for anything else you may wish to do with this energy.

Quantum Creation [200]
The Previous Era left many things for their successors. This particular gift just happened to be stored in a slightly odd place. Your Stigmata was the product of very specific engineering. When it was activated, it opened a 'chest' inside of the Sea of Quanta. Within that chest was a specially prepared gift; an intelligent robot equipped with strong weaponry that acts to serve as your guardian. This robot will usually exist outside of real space, only appearing when summoned by you. The exact form this robot takes is up to you. Maybe you wish for it to be of the same series as the Project Bunny owned by Bronya?

Genetic Samples [200]
The legions of Honkai may seem like an endless white tide of similar creatures, but there are in fact many different species of Honkai Beast with many different abilities and tiers of strength. The higher tier beasts in particular have more diversity in appearance and unique abilities based on their species. You have come into the possession of a store of genetic samples for different Honkai Beasts. These range from samples of the more mundane beasts to a few samples from Emperor rank beasts.

Cloning Lab [200]
On the surface, this large building would appear like any number of ordinary factories. What is not seen is the fact that it extends quite a way into the ground. This laboratory is a facility used for the creation of clones, akin to the type used by Otto in his attempts to resurrect Kallen. Hundreds of large tubes containing a light green liquid sit waiting to start growing life. They simply need a small sample of DNA, and they can quickly begin to gestate a clone. Each clone takes a while to grow; several months to reach maturity at a minimum. The tubes will feed information to the clones as they grow, teaching them the basics of language and so on. The technology itself is far from perfect, so you are also likely to get a high proportion of failures in the process who never materialise a conscious. But every batch is likely to produce at least one successful clone.

Virtual Training Room [200]
There are few better places to gain experience than on the battlefield. But a battlefield also carries with it the risk of death. To this end, Schicksal (and MOTH before them) developed the Virtual Training Room, a large space that can conjure up virtual environments and scenarios for the subject to experience. This virtual world is constructed in such a way so that any people inside it could travel for miles in any direction and never touch a single wall of the room. If tired from all the fighting, this room makes for a good place to relax in past memories or as a place to play games.

Gem Of Power [400]
When a Herrscher is born, a Herrscher Core will form in their body. Should the Herrscher die, this core will remain, a connection to Imaginary Space and a manifestation of their Authority. This can be given to someone suitable in order for them to inherit those same Herrcher powers, or forged into an item of some form that makes use of the Authority within. These Cores can also act as a type of backup for the consciousness of the Herrscher, though the one that you have in your possession is currently empty of any kind of imprint. What you choose to do with this gem is up to you. It should be noted that Herrschers can make use of multiple cores if they can acquire them.

Moonbase [400]
In preparation for their fight against the Final Herrscher on the Moon, the Previous Era constructed a large facility on the Moon's surface, connected to Earth by a wormhole device. The facility is encased in a large dome of artificial atmosphere and has all the facilities needed for prolonged living on the Moon. Unknown to most of the remaining MOTH agents, they build a second base. This one. Like the main base, this facility is connected to Earth by a large transportation platform. It has farming areas, food storage, living quarters, and several science labs. This serves as a great refuge from any forces that would wish to hunt you down. As the origin point of the Herrscher of the End, the moon is incredibly saturated with Honkai energy, making it near unlivable for those without a strong Honkai resistance.

Mind Backup [400]
Conventional Science will tell you that your brain is where your centre of consciousness is. Honkai, as it often does, comes along and blurs that line. Within your body is a type of Core. Shaped like a feather, this core acts as a sort of backup to your consciousness. In the unlikely event that your physical form is destroyed, this core will live on and keep your consciousness alive. At this point you can choose to expend the energy of this core in order to rebuild your body, effectively granting you one chance to escape death at the expense of said core. The core itself can be destroyed once exposed, so don't assume you can hide away inside it until all danger has passed.

Rivers Of Gold [400]
Some people are rich, but some people are beyond rich. The likes of Eden or Edison, each one of the richest people of their Era, capable of singlehandedly funding an entire scientific organisation by themselves. You have come into an inheritance of wealth no lesser than theirs. With this kind of money, you could spend as frivolously as you wished and not even put a dent into it. While not truly endless, you would struggle to ever run out. Especially when factoring in how much money you gain each month.

Divine Key [400]
Pioneered by Vill-V, the Divine Keys are incomparably potent artefacts created using the individual Herrscher cores of the Previous Era as a base. Where a raw Core is an uncut diamond, the Divine Key is that diamond moulded with clear purpose. Each Divine Key has a specific use and ability in line with the Authority used to make it. Some of the more well known examples are the Fenghuang down, capable of manipulating memories and causing illusions, and the Star of Eden, capable of manipulating gravity and forming blackholes. You have come into possession of one of these Divine Keys, whether it be the original or a copy that somehow came to be in this world.

Soulium Body [400]
Soulium is a remarkable material made in the Previous Era. So remarkable that Otto was able to create numerous bodies made out of Soulium that he could transfer his consciousness between. He was also able to convert Reanna's whole body into Soulium via numerous surgeries. With so many bodies lying around, he probably won't mind one going missing. You have acquired some spare Soulium bodies, as well as a visor that can be used to transfer your consciousness to them. This body by itself is more than a match against most Valkyries, and its nanite nature allows it to heal from most damage without issue. Owing to that same nanite nature, this body is able to assume the appearance of whoevers DNA is can get a chance to analyse.

Holy Blade [400]
Created in the Previous Era before being lost in the Sea of Quanta after the Era fell, the original version of this sword went by the name Durandal. An experiment into the powers of the 2nd Divine Key, this blade was a test to create a blade that was able to cut through absolutely everything, including space itself. It was successful. The sword is installed with a sapient AI inside the hilt that allows the sword to move around and choose its wielder. Currently that wielder has been set as you. While not truly at the level of a Divine Key, this sword isn't far off being one. In terms of cutting ability, no other weapon comes close.

Eye Of The Deep [400]
The Sea Of Quanta exists separate from the universe but at the same time ever so close. The Eye Of The Deep is a gateway constructed by the Previous Era that opens the way directly to the Sea of Quanta. Activating the portal at the very lowest point of this large structure would allow people to enter and exit the Sea Of Quanta as they wish, though would also have to fight off any Quantum beasts attracted by the opening. How you came into possession of your own entrance to the SoQ is a mystery, but nevertheless have it you do. From here, one could probe into nearby bubble universes, or even further off proper universes.

Hyperion [600]
Created by Schicksal and fielded by the St Freya branch under the command of Theresa, the Hyperion is one of the most iconic ships in this world. Measuring nearly 300m in length, this air-based battleship is equipped with a dozen railguns for mowing down Honkai beasts, as well as a dozen more defensive cannons. By itself, it is said this ship could level the entirety of North America in a day. The Hyperion carries six airships used for transporting squadrons of Valkyries, and is powered by numerous fusion reactors. Later retrofits allowed this ship to become space worthy, and gave its engines enough power to let it travel to the moon in a few short minutes. You have acquired a copy of this great ship, as well as some basic crew to man it.

MANTIS Equipment [600]
The frontline soldiers of the Previous Era were the MANTIS soldiers, and the procedure to make them wasn't without its risks. In the same vein the process was not one done by human doctors, but instead by technology. This is that same machinery. Several large tubes filled with blue liquid stand in the middle of a room connected up to a wall of advanced computers. Samples of foreign DNA can be inserted into specialised containers which will be then used to bind to the DNA of the subjects placed within the large tubes. If the process is a success, the subject will bond with the new DNA and become a MANTIS enhanced by the genes of the beast.

Ancient Bunker [600]
One of the main projects set by the Previous Era to help fight Honkai in the Current Era was Project EMBER, which sought to pass on the Previous Era's knowledge and technology to the Current Era in order to better prepare them for the Herrschers. Unfortunately this plan was abandoned once it was realised that advancing civilisation's knowledge was directly leading to more powerful Honkai Beasts appearing before humanity was ready. This bunker is one the carry-overs of Project EMBER; an archive filled with the knowledge and schematics for much of the technology of the Previous Era. You have gained access to this archive and so have access to the knowledge inside. Tread carefully with what you do with this tech at your fingertips.

Personal Bubble Universe [600]
A bubble universe is a shadow of a proper world floating within the Sea of Quanta. As fragments of a universe within the SoQ they can vary greatly in size. Some are as large as a proper world while others aren't much larger than a single hillside. Each has its own way to survive. The Previous Era created the bubble universe known as Sumeru using the Second Divine Key, which Su passed on to Durandal. Durandal herself also serves as the anchor for an entirely different natural bubble universe because of an adventure she had when she was a young teen. To round this out to a trio, you have gained a connection to your very own bubble universe. You can enter this small world whenever you wish, and bring those you wish with you. The bubble universe isn't much different from Sumeru in size, not much bigger than a few fields. This allows it to safely syphon energy from the main universe without issue to sustain itself.

Elysian Realm [600]
Underneath the headquarters of World Serpent is a very special realm created in the Previous Era. Within this virtual world are digitised copies of every Flamechaser. More akin to Thought Forms than AI's, these thirteen sims are nearly indistinguishable from their real world counterparts, including memories and abilities. This realm was created in order to pass on the Flamechaser's tales and experiences via their signets, and activate the latent potential of the trial goers. As a full virtual world, each Flamechasers lives in their own corner of the realm. Not wanting to leave things to chance, they built a second Elysium Realm which would keep a copy of all the data within. This is that second realm. This virtual world is identical to the original Elysium Realm, including the copies of each Flamechaser. The only difference is the lack of Aponia fusing her full consciousness into the realm.

Companions: *Now to choose who will accompany you during your time here and possibly beyond.*

Companion Import [50]
You do not have to enter into this world wholly by yourself. For 50CP, you can choose to import one of your existing companions into this jump. They will gain 600CP to spend on a starting origin and species, as well as perks and items from the document above. For each subsequent 50CP you spend you can double the number of companions you are importing, up to a maximum of eight companions for 200CP.

Valkyrie Squad [100]
Valkyries can work solo or as part of a whole army, but most commonly Valkyries come in a team of three. In this way, you can companion up to three characters from this world with each purchase of this option. As long as they are willing to come with you, they will join you as you travel to subsequent jumps. In fact you may find some people are quite familiar with the concept of travelling between universes.

Personal ELF [50]
ELFs became a pretty popular commodity in the last few years of the Previous Era. Their highly customisable appearances and personality, combined with their utility against the Honkai, meant that many of the citizens of Mu had one or knew someone who did. With so many constructed, is it any wonder that some managed to survive the destruction of the Previous Era? This ELF has recognised you as its master. This ELF could be based on one of the figures of the Previous Era, or it could be a version from the Bubble Universe of Mu that found its way to Earth. Either way, you are quite free to decide what they are like. Strength-wise this ELF is pretty strong, as most ELFs are.

Honkai Cat [50]
At first glance, this would appear to be just an ordinary cat, albeit one with a fancy collar and strange purple markings on its fur. But if you peered inside its little head, you would find a mind no less intelligent than that of a human. As a kitten, this cat was infused with Honkai energy. Not only did this raise the feline's intelligence to rival that of humanity, but it also gave it the ability to change forms into that of a large feline Honkai Beast. In this form the cat is more than capable of fighting A-rank Valkyries to a standstill. Being a cat though, this feline is usually quite lazy. They can mostly be motivated to do something by offering them really good fish. You may also want to watch out for any plans to install cats as the masters of humanity. It's a cat after all.

Blank Clone [100] (Free Captain)
The tendency for certain forces to create clones has already been mentioned. Kiana herself was a clone rescued by Siegfried and his daughter. Not so long before jump start, you yourself launched a rescue mission and managed to save a clone that had gained sapience from a hidden facility. This clone is mostly a blank slate, personality wise. Akin to a newborn babe, their interaction with the world will do much to shape who they are as a person. For now they are following you around like a duckling. You can choose who this is a clone of; whether it be a member of the main cast, or someone else entirely. Maybe a wealthy rival to the Raiden family hoped to usurp their families wealth? Or maybe a defunct cloning facility from the Previous Era was unearthed? The specific circumstances under which this clone was found is up to you.

White Coat [100] (Free Scientist)
In the world of science, this person could be called a genius. Compared to the greats that lead this generation, they can only be called below average. Far from being a sore spot for them, this fact fills them with a great deal of awe and respect. They worked their butt off for years until they finally managed to reach the position that let them work directly under one of these brilliant scientists. While not one of the pioneers of their generation, they have nonetheless made some non-insignificant contributions to science in their time. They are slightly estranged from their parents, who had always wanted them to go into modelling with their good looks, even though they were shy about their body.

Cloak And Dagger [100] (Free Rogue)
A rare case of an authentic Stigmata awakening, this rogue was thrust into the dangerous world of Honkai at an early age. Without the support of a large organisation, they were forced to fend for themself for over a decade. They grew up in the ugly underbelly of the world, and made money selling their services to numerous shady groups. Eventually they were scouted by an overlord of the underworld, and became one of their top agents for espionage and sabotage. A compulsive liar and obsessive hoarder, they have several stashes filled with valuables they've stolen over the years. Despite this, you would find a remarkably pure heart buried under all their cloak and daggers.

Valkyrie Valerie [100] (Free Fighter)
Having seen the damage wrought by the Honkai on her hometown, this Valkyrie joined Schicksal at the first opportunity that she could. With her higher than average Honkai and modest skill at combat, she quickly blazed to the top of her class and graduated to an A-rank Valkyrie within a few short years. Those who talk to her will quickly realise that she is a real ray of sunshine, always smiling and making friends with people. This youthful vigor can even be seen in the way she fights, bouncing around with great energy. Her main failing, if it could be called one, is that science and maths goes in one ear and immediately out the other. It was during one of her breaks at school that she met and quickly befriended you. She still likes to keep in touch, and check up on what you are doing from time to time.

Most Loyal Life [200]
In life they were one of your closest friends. You had stuck with each other through thick and thin. At some point, though, they were exposed to staggering amounts of Honkai energy and were immediately converted into a powerful Honkai Beast. Yet the innate intelligence of this form and their own feelings for you combined to create a Honkai Beast that is loyal to the death to you, and you alone. By default they take the form of a massive towering beast akin to a dragon or something similar, however the mix of energy they were exposed to has also left them with the strange ability to assume a far more human form as well. The exact species of Honkai beast, and thus the innate ability they have, is up to you to decide. Whatever the case, as an Emperor rank beast they are one of the strongest species of Honkai to exist.

Wanderer From Afar [200]
There are many worlds, many bubble universes, and more than a few travellers who move between them. By a cosmic fluke, odds of a trillion to one, someone from another world has fallen right into your lap. Figuratively that is, though possibly literally. There are an uncountable number of alternative worlds out there, and thus an uncountable number of possibilities. It is to this end that you can customise who it is exactly that landed by your feet. You can choose their appearance, their backstory, the personality, and their powers. You have 800CP to create a build from the document above for them, including origins and discounts.

Drawbacks:

Genshin Crossover [+000]
While the Worlds of Teyvat and Honkai Earth are a good distance apart, they aren't so far apart that there is no chance of overlap. Now you will find that overlap fully realised. Multiple people from Genshin Impact will somehow find themselves in this world for short stints. You could see Keqing walking down the street and peering at the buildings, Amber fawning over hunting gear, or Yoimiya setting off fireworks in the park. They don't stay permanently, invariably being whisked back home, but you'll soon grow accustomed to seeing them about.

Burnt Toast [+100]
Some people are just destined to not cook. Their sense of what can be put together and how it should be handled is so broken that most of what they create should go straight into the bin. Like so many of the Kaslana family, your cooking skills can only be described as 'work in progress'. You can try cooking for yourself in a pinch, but don't expect your friends to thank you if you cook for them.

Half Start [+100]
Honkai zombification is a known and horrible affair, but even small exposures to Honkai energy can have awful effects on the human body. Experiments performed on you as a child exposed you to acute levels of Honkai energy which caused severe damage to your nervous system and brain. You have been left entirely without the use of your legs, and your capacity to feel emotions has been greatly muted. Luckily prosthetics exist that can help with the legs, but the stunted emotions are something you'll have to learn to live with, much like Bronya

Blank Canvas [+100]
Your personality is a plain white canvas. Pure of imperfections, but all the more easy to stain. You will find that your personality will rapidly change to mirror the first person you talk to each day, becoming dyed in their 'colours'. This 'smudge' will fade with time or a good sleep, leaving you blank once more and thus able to be stained in new colours. At the same time, you are less likely to be stained in the same colours as you were the time previously, tending towards new 'colours' when meeting people.

The Agreement [+200]
Sometimes you need to make a deal with the devil. You have been forced to make an agreement with someone you really don't want to. In exchange for you working for them and doing them a few favours, they will do something for you that only they are capable of doing. Because of this deal, you won't be able to go against them if they were to do anything you find distasteful. They have three free requests from you. Only once these have been used up can you go against them with a clear conscience.

Love Obsession [+200]
Love is a powerful force. It can drive people to do extraordinary things. It can drive people to do terrible things. Love and obsession are but two sides of the same coin, one separated by walls that are oh so thin. You have crossed that line and then some. Someone in this world is the subject of your unabashed affection, an idol in your heart that you would do absolutely anything for. If they asked you to jump, you'd ask how high. If they wanted to burn the world down, you'd give them the match.

Quantum Stuck [+200]
Just as you have gazed into the Abyss, that abyss has gazed back. You have forayed into the Sea of Quanta and you have not been left unmarred. Your time inside that chaotic realm has left your body half-quantised, bereft of a proper body. As you might expect, this means that your ability to interact with proper worlds is severely limited. You won't be able to spend long in a universe physically before you are once again forced back into the Sea of Quanta. This does however afford you a chance to explore the many Bubble Universes spread throughout the Sea.

Will of Honkai [+200]
The being known as the Will of Honkai always works towards destroying civilisation. If its agents turn against this cause it labels them traitors. When one starts to waver, it creates voices to direct it back on course. To this end, the Will has inserted a second personality into you. This is a voice that is forever trying to make you cause chaos and destruction. Whenever it can it will try to influence your decisions in favour of maximising damage. If you ever give in to despair, it will take control of your body and wreak havoc until you can snap out of it.

Schariac Curse [+300]
The special abilities of the Schariac has been mentioned, their ability to amplify Honkai energy. This ability has turned into a curse upon you. Honkai energy is amplified and increased by a staggering amount through you, turning you into a veritable volcano of Honkai energy. Any normal human would die in seconds of being around you, and even metal would start to decay slightly. So much Honkai energy leaks from your form that even weaker Honkai Beasts would die in seconds from exposure to you. Only the rare Stigma Awakened or Herrschers would be able to survive contact with you. Make sure you have your own way of surviving this font of energy.

Wanted By The Law [+300]
Honkai may be the main threat in the world, but it is hardly the only source of conflict. For whatever reason you are wanted by the local government, or whatever stands in for that here. Whether you did something wrong or simply got in the way of a man with plans for the world is up to you. While not dedicating a particularly significant portion of their forces to look for you, they are likely to send some groups of special forces should you be spotted. Start making too much of a noise and they'll bring out the big guns: S-rank valkyries or the like.

Loved By Honkai [+300]
Honkai wants to embrace humanity. It wants to love humanity. It is just a shame this love is fatal to most of the world. More unfortunately, Honkai apparently loves you in particular. Wherever you go, you can expect to quickly find Honkai outbreaks occurring as ambient Honkai levels rise and beasts begin to appear, most of whom want to get *intimately* familiar with you. You'll have to live on the move, or stay somewhere with impressive defences if you don't want to cause a disaster.

Scenario: Embracing Finality

Honkai is a disaster upon humanity, one that has extended for countless worldly samsara. But the truth is that it is a disaster born not of hate, but of love. The Cocoon of Finality, the source of Honkai on earth, wishes to embrace humanity. It scours and restarts the earth only when this embrace fails, resetting the world in the hopes of one day finding a humanity that can withstand its embrace. It is this desire that Kiana would end up fulfilling when she ascends to the mantle of Herrscher of Finality, becoming equivalent to the Goddess of Earth. The circumstances that lead to this eventuality can only be described as a series of miracles. With your injection into the plot, there is no guarantee this eventuality will still come to pass in this world line.

As such, your goal in this scenario is to fill in the holes left by your interference, a task not nearly as easy as it might sound. In place of Kiana, you will need to gather together the Authorities of each Herrscher, inherit the will of Origin, and become the Herrscher of Finality. Your reward for doing this is simply the results of your own effort: you will become the Herrscher of Finality. The Cocoon of Finality will merge its power with you, turning you into what is effectively a God. In future worlds you would be able to spread and remove Honkai Energy on a planetary scale. You would also be able to choose certain individuals to grant a modicum of your power, turning them into Herrschers befitting of the civilisation they hail from. Finally, you would inherit the Authority of Finality: Time. An authority powerful enough to revert the entire world tens of thousands of years into the past. It will take several years of training just to make sure the base levels of Honkai Energy you emit doesn't kill everything around you.

Ending Options: *Your time is up. Now it is time to decide what you wish to do from here on out.*

Stay Here - You have grown to like your life here. You have chosen to stay in this world from now on, ending your chain of your own volition.

Move On - There are many branches on the Imaginary Tree, but you are not content to be confined to them. You continue on your journey to other worlds, other adventures.

Go Home - In your time here, you have grown homesick. Rather than continue your adventure or settle down here, you have decided to head back to your original world. Your chain ends exactly where it started.

Jump by Lone Valkyrie - Hope you enjoy

Notes:
There is a moderate amount of variety in starting time and verse, so if an appropriate option doesn't quite mesh well with one of them (eg purchasing Elysia Realm when starting at the beginning of the PE), the fluffing for how you came to acquire this can be fudged a bit. Maybe it fell from a separate universe? Maybe you did. The Imaginary Tree has many branches, and some are quite close to each other.

Herrscher - How you are introduced into the cycle of Herrschers is up to you. If you want, you can replace one of the canonically chosen people as the next Herrscher. Alternatively if you wish you could separate from the cycle altogether; an Authority that escaped Finality in the same way that Elysia did. The Authority you have received in this case would be up to you, barring that of Finality itself.

Known Herrschers:

1st Herrscher: Reason/Truth - The basic ability of this Core was the ability to reconstruct any object understood by the user. Once Bronya underwent metamorphosis into the Herrscher of Truth, this construction ability extended beyond the limitations of only things she understood and became what civilization believed possible.

2nd Herrscher: Void - The control over space and dimensions. The power of the Void is a potent one that allows one to create portals, pocket dimensions, projectiles that phase through defences, shields, and more. The Herrcher of the Void is the ruler of space itself.

3rd Herrscher: Thunder - True to its name, the Thunder of Domination could exhibit control over electricity and electromagnetism. She could call down massive bolts of thunder, move at the speed of lightning, and even disintegrate objects with a touch.

4th Herrscher: Wind - Similar to Thunder, the Herrscher of Wind is capable of controlling wind and weather. Hurricanes, storms, howling gales, the sky is her domain. Unfortunately this Herrscher never got a chance to show off her true powers in this timeline, ending being taken down by several AE mechs. In other worlds though, she was a force that could wipe out fleets with ease.

5th Herrscher: Ice - Following in the theme of elementalism, the Herrcher of Ice exhibited control over Ice and everything cold. Like an eternal snow queen, she was able to freeze an entire city solid in a towering layer of ice within mere hours.

6th Herrscher: Death - More specifically, this Herrscher had control over life and death, and good give it as easily as they could take it away. Little is known about the specifics of this Herrschers power, but the Divine Key forged from their Core was capable of many great and terrible things. Even stopping the ageing of humans altogether.

7th Herrscher: Fire - The other side of the coin from the Herrscher of Ice, this Herrscher could manipulate heat, summoning powerful flames that wreaked great havoc in the Previous Era. When Kiana inherited the mantle of Flamescion, her strength underwent a quantitative improvement.

8th Herrscher: Sentience - The authority of Sentience rules over all living minds. Predominantly, the user is able to create large scale immersive illusions and dreamscapes, trapping their targets in a land of make believe. But they also possess the ability to remove a consciousness from a body altogether, or to manipulate memories. In a battle of minds, she is unmatched.

9th Herrscher: Stars - The ability to manipulate gravity and conjure up blackholes is just as impressive as it sounds. It is said that, in the Previous Era, when this Herrscher descended they used a pseudo blackhole to destroy the entire continent of Mu. While the blackholes they summon aren’t true blackholes, they can’t be said to be far off either.

10th Herrscher: Domination - This Herrscher is slightly unique, and rather than a single Herrscher is actually a combination of several thousand connected people. They also have shown the ability to create a singular pocket dimension to reside in, as well as the ability to Dominate, or usurp, the powers of other Herrschers.

11th Herrscher: Binding - The Herrschers that appeared adapted to the civilisation they were targeting, and this Herrscher was aimed at a civilisation powered by Honkai energy. What they did was simple: they could weaken or even outright negate any kind of energy, even that of Honkai. This was a Herrscher designed to defeat MANTIS and Honkai weaponry.

12th Herrscher: Corruption - Perhaps one of the hardest Herrschers to kill, as this Herrscher lacks a true body. Rather, this Herrscher is a sentient virus, capable of infecting humans to turn them into zombies, and hijacking control of any computer or piece of technology. In both instances they appeared, they caused massive damage in the brief time they were able to exist, and it was only due to luck that they could be contained.

0th Herrscher: Origin/Human - The very first Herrscher, an Authority that managed to escape Finality of its own will, and became human. The chances of this happening were about equal to the chance of an ice cube boiling a cup of water. The Herrscher of Origin's power, otherwise known as the Herrscher of Human, is just that: Humanity. It is this power she gifted to the Herrschers of the Current Era by sacrificing herself, granting them the chance of humanity that would have been denied to them once they were chosen.

True Herrscher: Finality - In truth, Finality is the one and true Authority. The Herrscher of Finality is the one and true Herrscher. Every other Herrscher Core is but a shadow of Finality after passing through multiple dimensions to reach the real world. In this way, whomever controls Finality has control over every other Authority. The Authority of Finality is the Authority of Time. When humanity fails to successfully embrace Honkai, Finality will reset the world to 50,000 years ago to start the cycle anew.

MANTIS Abilities:

General abilities - As a default all MANTIS soldiers gain increased Honkai resistance, become stronger, and appear to entirely cease ageing. Thousands of years will pass without them so much as gaining a grey hair.

Parvati - Kevin was injected with the genes of the Honkai Beast Parvati, among several hundred others. This gave him potent cryokinetic powers though this also caused his body temperature to drop permanently below -30°C.

Mahesvara - Elysia was injected with the genes of this beast, and while the specifics of what it granted her are yet unknown, it appears to relate to the pink crystals she can summon. She also gained pointed elf ears in the process

Mitra - Aponia was injected with the DNA of Mitra and gained potent psychic abilities in return. This largely manifested in her ability to command people to her orders, known as the Disciplines.

??? - An as of yet unknown Honkai was used to grant V-Vill her powers. This particular beast gave her the ability to partition her mind into entirely different personalities, and allowed her to destroy parts of her mind if required.

Asura - The warrior known as Kalpas was injected with the genes of Asura and became a potent pyrokinetic. He also gained an incredible amount of physical strength and durability, able to shatter Herrscher Cores and destroy the fabric of the Elysian realm.

Mahamayuri - Another psychic Honkai beast like that of Mitra, this beast was used to give Su his psychic abilities.

Vishnu - One of the most feared Honkai beasts used to strengthen not only Kosma from the Previous Era but also Theresa in the Current Era. These genes grant increased strength, but also allows the user to grow stronger by consuming the genes of other Honkai Beasts, even gaining the abilities of the beast one consumes. It was the only known Honkai Beast that gradually grew stronger with time.

Sesha - Sesha was a beast hunted by Mobius specifically. This beast produced a strange black liquid which could be controlled, and allows Mobius to come back to life each time she is killed by consuming all energy in the surroundings, growing younger with each resurrection. While this potentially resurrection ability has a limit, it still affords numerous second chances.

Garuda - Similar in function to the Sesha genes, the genes of Garuda were used for both Fu Hua and Kevin. These genes gave Hua her perfect memory, and gave her a potent regenerative ability that would allow her to heal from any injury with time so long as some of her biomass survived. This could take a long time for particularly grievous wounds.

??? - Another unknown beast was used to grant Griseo her interesting Paint related powers, which allowed her to create creatures and worlds from her paintings. She could also use her paintings to affect the mental state of those who view them. It is said one of her paintings nearly caused the destruction of a city.

Other - There are still more MANTIS whose names and abilities are never expanded on in any real depth. Some like Sakura were able to move at extremely fast speeds though also gave her her iconic fox ears. Eden seemed to gain electrokinesis and became capable of travelling to the moon in her Active Honkai form.