GENSHIN
IMPACT

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

Origins:

Choose your age and gender for free.

Traveler - Much like the namesake of this option for which you have picked, you are a traveler of worlds. You will have entered this world quite literally at the start of the jump, managing to avoid the attention of any mysterious goddesses that might be on the lookout. This world is entirely new to you, so you lack both knowledge and history of this world bar what you knew prior to entering. Just keep in mind that gods and other similarly powerful (or perceptive) beings will be able to discern your otherworldly nature. It won't get you into too much trouble (in fact some might appreciate the opportunity to talk with someone from beyond the world), but Celestia is not keen on leaving other Descenders alone. It's a good thing that Celestia seems inactive as of late, but that may change.

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

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

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

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

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

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

Locations/Faction:

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

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

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

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

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

Fontaine - The Land of the Hydro Archon and God of Justice. Those of this land revere beauty and elegance, however impractical it may seem at first glance. Where Sumeru is the nation of research, this is the nation of arts and culture. The Lochfolk used to answer to the previous Archon who ruled this land, but with their passing, that role has ended. Now, the Archon Furina is almost a celebrity as trails are treated like entertainment. As a side note, those who can wield elemental power find that they do not need things such as diving suits or air tanks when diving in most of Fontaine's waters, even if they swim very deep, as most of the nation's water is pure hydro energy rather than normal water.

Natlan - The harsh land of Natlan is looked over by Murata, the Pyro Archon and God of War. A tribal people, it is said that the Children of Murata are a hardy lot blessed with heads of fiery-red hair. The nation is split into six tribes, each with their own style and way of life: Huitztlan, Nanatzcayan, Teteocan, Meztli, Tlalocan, and Mictlan, and is embroiled in an ancient war against the Abyss, which has been corroding the Ley Lines of the nation since the days of the first Pyro Archon. Interestingly, the legendary Vennessa of Mondstadt history, who was instrumental in overthrowing the corrupt aristocracy before ascending to Celestia, traces her heritage to this land.

Nod-Krai - Less of a nation and more of a lawless region bordering Snezhnaya that serves as a melting pot of cultures, Nod-Krai has no government and it clearly shows. Nasha Town, what may as well be the capital of the region, is built with rusted scrap metal, and the black market is basically the only market. There are plenty of actual factions of course, from the Frostmoon Scions who worship the moon(s), to the Lightkeepers who fight against abyssal corrosion, but most people are simply trying to get by. Surprisingly, Nod-Krai has its own form of primordial energy, called Khuuvahki, which can take on blue or red forms and shares some properties with magnetism. There used to be a government here, but an Abyssal calamity that struck some time ago caused it to collapse. The people still have to content with echoes of it called the Wild Hunt, which is in truth caused by the fragments of the corpse of Rächneer of Solnari, one of the Five Sinners of Khaenri'ah. The Fatui are present and attempting to gain control of the region, and Dottore has some very big plans involving the power of the Moons here. Also, there's some time travel stuff going on here, although it might not matter to you unless you get involved with the Traveler's adventures.

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

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

Race:

Choose which race you will enter this world as.

Humanoid

Many of the denizens of Teyvat are humanoid in shape and size. Of those, most people are simple humans, with all that entails. There are other races though that live among humans, however rare they are. For the most part little separates them from humanity. There are those of the Kätzlein, adorned with their prominent feline ears and tail. There is also the elf-like race that include the likes of Klee and Alice, who have long pointed ears and great longevity. There are even bionic puppets who live their lives just like any other. You can choose to be one of these races. Mundane, but with the potential for great power. Optionally, you can choose to be an android instead, being machine instead of living being. Unfortunately the particulars of your construction will mean you won't have too much of an advantage over other beings, but at least not having to eat and sleep can be handy. Although you might find that the regular maintenance you need is little different in the end.

Hilichurl

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

Elemental Lifeform

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

Mystical Beast

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

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

Dragon [400]
Before Celestia arrived to impose the current state of the world upon Teyvat, this world was one where dragons ruled. The mightiest among them, the Dragon Sovereigns, ruled over their element unchallenged. Unfortunately, their time of prominence has passed, leaving little but the Vishaps to roam Teyvat, albeit some prominent dragons still dwell in this world. You'll be one of those dragons who have managed to survive to the present day, no longer having any Authority over the world around you, but still having more than enough power to protect yourself. You'll be about as strong as a middling god, leaving few who can directly match you in this day and age. Don't let it get to your head, or your story may end as one of many where the dragon is felled.

Perks:

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

General

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

Vision [Free, not available to Elemental Lifeforms, Gods, or Dragons]
To be able to use the magic of this world, most need a Vision. This is a seemingly indestructible gem, a gift from the gods themselves. The Vision, or gods eye, appears like a coloured glass orb. It allows those it is gifted to to wield one of the elemental powers present in Teyvat. These elements are Pyro (fire), Cryo (ice), Electro (electricity), Hydro (water), Geo (earth), Dendro (plants), and finally Anemo (air). The magic one can wield with a Vision is varied and not limited to crudely flinging elements around. There are many different professions and many different uses of elemental power. Of course, it also allows manipulation of mundane examples of an element, such as a Geo user being able of controlling earth with enough ease to bury an object as large as a person without using tools or particular techniques.

The Vision is more than just a symbol of power, it is a representation and manifestation of the ambitions of its user. It is said that only when a person's ambitions have reached a certain strength will the Gods look upon them with favour and grant them a Vision. However, as manifestations of the user's ambitions, losing your Vision is equivalent to losing your ambition, including the memories you had of it. This is obviously not instant though. Simply putting down your Vision or losing track of it for a few hours will have little effect, and willingly lending it to someone else (temporarily) will have no adverse effects. It is the act of unwillingly losing it that will cause you issues.

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

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

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

Unworthy Attention [100]
The strong need not bother acknowledging the weak. But even flies can be a hassle if they swarm you. Thankfully, you've learned a fancy trick to prevent such a situation. Whenever you wish, anyone who is massively weaker than you simply forgets you completely when they stop perceiving you, as if you were a mere mirage or particularly hazy figment of their imagination. Naturally, those strong enough to give you a good fight will be able to resist this effect. A good filter to not have to waste your time on fodder, no?

Laws of Teyvat [200, Free to Elemental Lifeforms, Mystical Beasts, Gods, and Dragons]
While most need a Vision to manipulate the elements, there are those who do not. You are now among them. Whatever element you choose, you can wield it the same as any Vision wielder can (including mundane examples of the element), which of course includes the fact that you'll have to train if you want to get stronger. While the crude and straightforward manner of using your element as raw energy is the easiest and most intuitive, you can definitely find new ways of utilizing your element with enough practice and some creativity. Of course, you do not have to worry about your ambitions being tied to a little gemstone, but neither do you have the potential to possibly ascend to godhood. Perhaps the tradeoff is worthwhile to you, or maybe you're already a god anyway.

If you also have a Vision, the element you choose for this perk doesn't have to be the same element the Vision grants you command of. Lastly, you can spend additional cp into this perk to gain control of more elements, at a rate of 50cp for each additional element. You might not be able to use more than one element at a time, but you can switch quickly enough that it won't matter too much.

Cliche Combat [200]
As with all stories that go on for too long, eventually the writers end up resorting to making characters fly in the air and smack against one another for the spectacle. Genshin Impact is no different. If you want to get in on this, you just need to get this perk, and you'll find that your elemental power allows you to fly. This flight is decently fast, somewhat faster than you can sprint, and as maneuverable as a particularly nimble plane. It also leaves behind a trail of whatever elemental energy you're using for flight. You won't be making sharp ninety degree turns but you won't need too much space to change directions at least. The trails you leave behind have to be nice and smooth you know? That way it looks cooler.

Descender [200]
As a Jumper you are one who crosses the Celestial Atlas. You hop from world to world, and wander between the planets of this universe. Some of that power has rubbed off on you, gifting you a modicum of control over your ability to travel between worlds. You can find certain paths that allow you to cross from the border of one to another. Of course, stars that are close by are more easily reached, but what is a journey if not the path you take? Perhaps one of the most interesting consequences of this is your status as an outsider to the "laws" of the worlds you visit, unaffected by things such as forgetting about someone who has been erased from history. Note, this does nothing to grant you enough power to survive whatever protections a world may have, so it might be a good idea to accumulate some power just in case you randomly stumble into a dangerous world with gods that shoot down any outsiders that wander in or the like.

Hermetic Heresy [200]
This is very dangerous knowledge to possess. Whether you were Rhinedottir's colleague or somehow had a chance to look at her notes, you've gained the alchemical knowledge needed to create homunculi that are truly people. You'll need plenty of alchemical resources and tools, of course, and the process is a large ritual that generally needs a well-prepared space, but the knowledge itself was the hardest part anyway. Naturally, since you'll be the one making them, you have a decent amount of leeway on how their personalities develop, although you'll still have to accept not having full control over their minds. Not too difficult to overcome by merely being a trustworthy parental figure to the people you're bringing into the world. You can also modify the ritual slightly to turn other creatures into humanoid beings, although they'll retain some of the features of their original body, such as giving a small dragon a human form with wings and horns.

Elemental Protection [400/600]
While there are many strange ways to wield the elements, there are some techniques which are quite common among those with great power. For example, elemental shields. And with this purchase, you can now use such elemental shields as well. For 400cp you'll gain the ability to form such a shield directly on your body, sufficient to massively reduce any damage you would've otherwise suffered, but still letting the force of enemy blows through to some extent. For 600cp, you have a better shield, able to completely block any damage until it is broken. In either case, the shield will use one of the elements you can control, whether from a Vision or otherwise. When fighting against peers, they would take a minute or two to drain your shield using elemental reactions, maybe less, but in the heat of combat that is more than enough time is it not? The shield is immune to its own element at least.

Physical attacks do work to damage your shield to eventually break it, of course, but as power in this world is primarily derived from elemental energy, you'd be hard pressed to find a peer that can bring down your shield in a reasonable timeframe using purely physical attacks. They might need to hit your shield repeatedly for a few dozen minutes to drain it that way. Either way it will serve as a very potent defense compared to simply taking hits with your body.

All-Devouring [600]
You are no mere wanderer, but a cosmic predator. You can consume the energy of anything that you eat or touch, digesting it to become stronger proportionally to the power that you've consumed. While you might not be able to consume too much power at once, making sure that you're not biting more than you can chew and taking your time would allow you to bypass that issue. The hungrier you are, the more you can consume at once. Things that are dense in supernatural energies are more quite tasty too. Perhaps you'll find a way to enter the Primordial Sea so that you can consume it like the all-Devouring Narwhal did. Just be mindful of those who have authority over whatever you are consuming, as they might be able to strip away the power you've consumed.

Origin Perks

Traveler

New Guy [100]
While wandering the world can be quite interesting, the different cultures you find might be quite different to what you're used to. And it's not like you can expect to stay a few years to learn the local traditions since you'll just continue your travels later anyway, right? Fortunately for you, this isn't as much of a problem when you're concerned, as you find that you get used to new and previously unknown cultures quite quickly, learning how to behave properly and having a sense for what might be considered important in just a few days of interacting with the locals. It might not be to the level of a native, but at least you'll avoid embarrassing yourself too often.

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

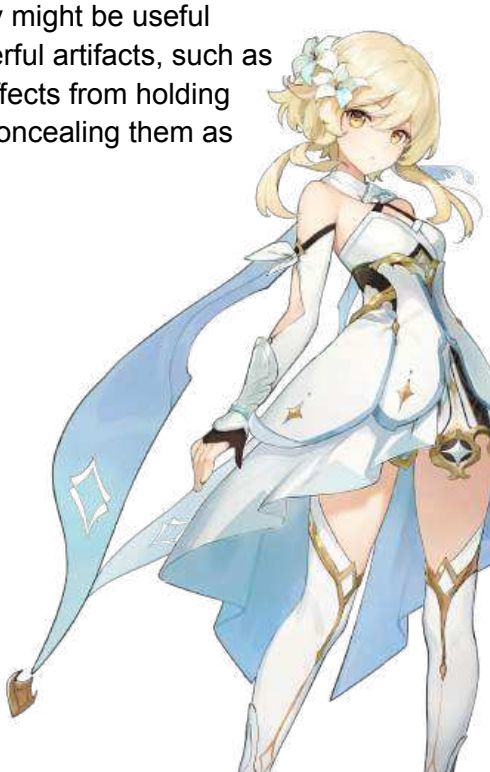
Elemental Reaction [200]
When you entered into this world, a little of this world entered into you. It has left your abilities changed in a small but significant way; the phenomena of elemental reactions has permeated throughout the rest of your abilities. When utilising the elements with your powers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

Cultural Introductions [200]
While figuring out how a nation works by wandering around is all well and good, isn't having a local to guide you a lot better? You have the fortune to come across friendly locals willing to introduce you to any important knowledge you might want when you enter a new land or nation, and if you want to keep in touch with them they'll likely be quite helpful as friends. Additionally, those you come across will generally recognize that you're a wanderer from afar and give you a bit more leeway when it comes to messing up or otherwise committing a faux pas. All the better to learn from your mistakes and get to understand the culture, no?

Purification Power [400]
When the Traveler awoke from their centuries long sleep, they soon encountered the corrupted form of Dvalin. It is because of this that a unique ability of the Traveler was discovered; the ability to harmlessly absorb corruption, whether through touch or from a small distance, something admired by the Anemo Archon himself. You share this ability now, letting you purify the corrupted by extracting the corruptive energies outright. It doesn't even have to be a conscious act, as you will unconsciously absorb such taint through touch. As you can expect, this has the benefit of making you immune or at least resistant to any supernatural corruptive or corrosive forces or energies. There is no limit to how much of such things you may absorb, and with the right techniques, you may even be able to use the corruption that you absorb, such as for empowering yourself or fueling some magical artifact or ritual.

Fated Connections [400]
You might be an outsider, but that doesn't mean that you aren't involved in the destiny of whatever land you end up in. In fact, outsiders are usually able to tackle issues in ways that locals cannot. Well, in your case this might be a bit of a strange result. You see, now your fate draws you to many attractive and compatible individuals of whatever your preferred gender is, generally putting you in situations where you can easily gain their affection (if they don't immediately develop a crush on you or something). Pursuing such relationships is up to you, but you certainly won't be lacking in options when it comes to romance. This may shock any diviners trying to ascertain your destiny. Not everyone has so many red strings.

Building Connections [600]
Most beings in this world are limited to only a single element. The vast majority of users of elemental energy, be they human or spirit, can only use a single one. But this is not a set rule. Delusions can allow mortal men to wield more, and several gods as well as godlike spirits are known to be able to use two or more. Perhaps the most impressive is the Traveler from another world, who by all rights appears to be able to wield all of them. As a traveler yourself, this is a trait you share: you are able to resonate with multiple elements with no negative consequences. In future jumps too, you will find that as long as you can find a strong source to resonate with, you will be able to wield the various supernatural energies that exist in those worlds even when most would be limited to just one. You will not need any kind of foci or tool to wield such supernatural powers either, albeit they might be useful depending on the tool. You will also serve as a perfect vessel for powerful artifacts, such as the Moon Marrow, to the extent that you would suffer no deleterious effects from holding them within you that others might have to worry about, and perfectly concealing them as you store them in your body.



Civilian

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

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

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

Spring Blessing [200]
Unsurprisingly, there's a whole alcohol industry in Teyvat. There are many ways to concoct alcohol, and of course there are drunkards that cannot control themselves and ruin their lives by drinking too much. You in particular could easily become a pillar of the alcohol industry, as you have been blessed so that any drinks you touch (through a cup or bottle of course) or personally brew is always delicious, no matter how noxious the ingredients you used for it are. If you hate alcohol, this might be considered a curse. Otherwise, you can certainly provide delicious drinks to your friends no matter what is in hand. Does not make your drinks any less poisonous if you put something toxic into them.

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

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

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

Knight

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

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

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

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

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

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

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

Researcher

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

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

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

Congenital Positivity [200]
You were born with a strangely high amount of positive energy, similar in nature to that of Chongyun. While this means your body has a tendency to overheat, it also means that ghosts will actively avoid you. Your positive energy drives them away, making them flee often before you can even see them. This would make jobs as an exorcist very easy, as you need only sit in the area of the haunting to drive the evil spirits away, though on the flipside, it might increase scepticism of your job since you never actually seem to encounter any ghosts. Luckily it appears you don't have the same trouble of this excess positivity running out of control, like Chongyun.

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

Alchemist’s Assistant [400]
Alchemy is an ancient art. Entire branches have been created and then lost to the annals of time. But when its secrets are cracked, you will find the ability to shape the world itself at your fingertips. Most simply know it as the art that lets people glue stuff together, but something like that is merely the beginning. With a few key ingredients and a touch of magic, you can do wonders. Albedo, famed alchemist of Mondstadt, is proficient in the art of Khemia, a branch of alchemy focused on the creation of life. His assistant, Sucrose, focuses instead on the modification of existing life. The powerful skeletal dragon Durin, equal to the Anemo Archon, was said to be the product of such life alchemy. You are knowledgeable in a branch of alchemy of your own choosing, whether this be the study of life, or of another discipline, on a level comparable to Albedo’s, letting you do things like easily create weak elemental lifeforms should you have chosen Khemia for example.

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

Adventurer

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

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

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

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

Adventurer's Tale [400]
What is an adventurer without adventures to go on? The phrase "May you live in interesting times" can be a curse for some, but for others it is precisely what they desire. Your life could be said to have been touched by this curse. Excitement and adventure has a way of following in your footsteps, for something interesting often seems to be occurring around you. Whether it be mysterious meteors falling from the sky, forbidden gods stirring once more, or rebellions reaching their peak, it can't be denied that your life is one for the story books. Naturally you can choose whether you wish for this effect to take place, although it might take a while for the effect to apply in full (or to be reduced to nothing). It's not easy to fully leave (or enter) the adventuring life, you know?

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

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

Outlaw

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

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

No Chest Unopened [200]
A lock? That is a challenge. An open statement to the world that there is something valuable inside. A challenge that you are more than willing and able to rise to answer. Not all locks can be unlocked with a key, and that merely makes them all the more interesting. If there is one thing you are good at in this life, it would be opening things. No ancient mechanisms, complex puzzles, or sturdy locks are going to keep you from finding your treasure if you put in sufficient work. Even if they require strange tools to crack open, you will usually be able to find someone with the skills needed to make you such tools.

Silver Tongued [200]
The act of changing someone's mind is hard. Especially when it involves decisions that don't provide any obvious immediate benefits. Being persuasive is an impressive skill all on its own. A skill that you have, whether from practice or just because it was something you are innately skilled at. Need a merchant to move location? Convince a person to give up one of their possessions? Turn a scorned guardian against their charges? It's just a matter of choosing the right words and gauging the reactions of those you're manipulating. It might not work too well if you scam someone repeatedly and they wise up to your tricks, but you can always go elsewhere, no?

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

Quick Escape [400]
When you live in the dark side of the world, when you live dangerously, one thing you have to learn quickly is how to survive. And to survive you need to know how to escape, how to flee. The treasure hoarders, for instance, are fond of using smoke bombs to make their escape. You may consider that rather basic, but it has its place. However you manage to do it, you have a real knack for escaping from the clutches of death. Whether it be via hiding, fleeing, or plain trickery, your enemies will find themselves continuously vexed in their seeming inability to actually put you down for good. Live to fight another day, Jumper.

Carrying On The Torch [600]
Some people's ambitions fade with time, some disappear only when their owner dies. But some people's ambitions are so strong that they will last even after death, living on for eternity. In times of need, when your goals overlap, the powerful ambitions that people have entrusted to you can make themselves manifest, empowering you such that you might surmount whatever obstacles lie in front of you. The more people who have entrusted their ambitions to you, the stronger you will become. Likewise, those who rely on you and those who help you achieve your own ambitions will empower you as well. Perhaps one day you'll also pass down the torch to a successor, but for the time being you'll likely be able to live up to the expectations others have of you.

Abyss Order

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

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

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

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

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

Damnation Eternal [400]
Some people’s greatest wish is for them to gain eternal life; Immortality. Others though, they know it as a curse. Forced to watch as all they know and love ages and dies, while they keep on living. You have been cursed with this eternal life by the powers of Celestia. You are entirely unaging and substantially harder to kill, enough that you would have to be entirely destroyed to actually die, such as being crushed into little more than gory paste or the like. Injuries still hurt though, and the pain from normally lethal wounds is remarkably unpleasant, to put it mildly. Additionally, you do not gain any greater ability to heal than you would otherwise have. Be careful to not lose your limbs. That said, a death of natural causes is one that is barred to you. Only by blade or magic could your death come. Not even the gods can escape death, so how could they fully deny it to others?

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

Racial Perks

Humanoid

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

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

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

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

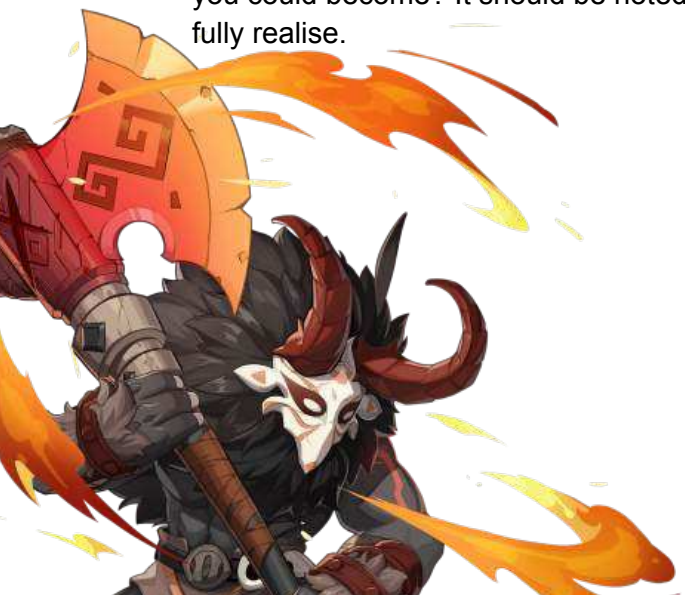
Hilichurl

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

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

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

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



Mythical Beast/Elemental Lifeform

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

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

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

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

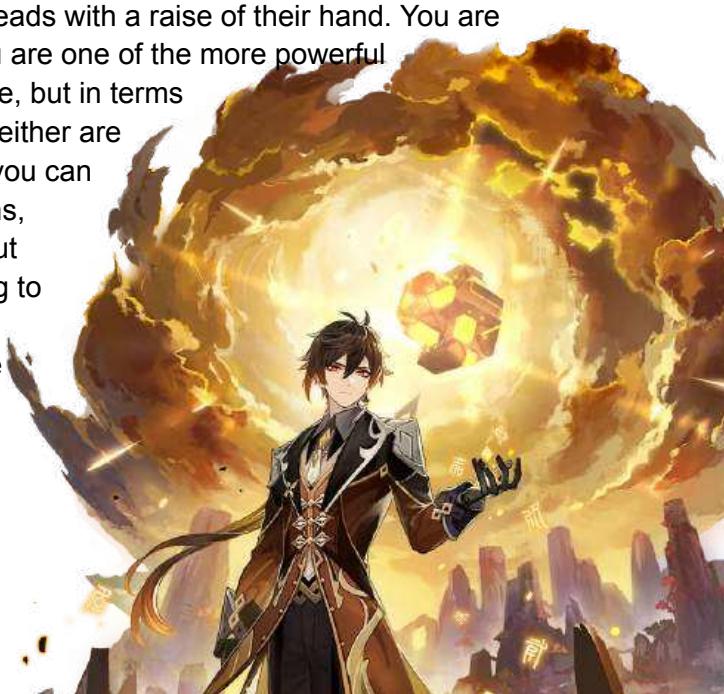
God

Sculpted Form [100]
As a god, your physical form is one of your own design. It is a shell of elemental power sculpted to your desires. Rex Lapis, for instance, has appeared in many different forms over the years, settling on that of Zhongli in recent times. It wouldn't be strange if your appearance wasn't that of a human but of some large beast, such as a dragon or elemental being. You cannot change form on the turn of a dime, but with a day or two of time and effort, you could mold a new form for yourself if you so choose.

Maintaining Faith [200]
Those Gods who interfere less with the lives of mortals can spend decades or even centuries without making an appearance. Yet despite this, there are those whose believers would not stray through all that time. You know how to inspire this level of faith in your followers now, to worm your way into their hearts so deeply that their faith is not easily shaken. You're also good at inspiring people to follow you even when there are other gods that they can talk and interact with. With proper work, you would be able to retain a loyal following even after millennia without any appearance from you.

Manifestation Of Desires [400]
Contrary to what the general populace believes, it would appear that Visions are not something simply granted by the seven Archons. In fact, they have little to do with the process. Visions are formed by a person's desires and an unknown other aspect, possibly originating from Celestia itself. You will be taking the role of that unknown aspect. Should a person's ambitions and desires reach the sufficient level required you are able to call it forth and crystallise it into the form of a Vision, with all the good and bad that comes with it. The element that is granted will naturally depend slightly on the person in question. You can also let this process happen automatically if you like. Aside from empowering others, it also means that since you granted their Vision, all the power they develop through it returns to you when they die. Investing in particularly talented people would certainly pay dividends.

Power Of God [600]
Like men, not all gods are created equal. Some are far more powerful than others. There are those gods who are little stronger than a Vision user, but on the opposite end of the spectrum there are those Gods who could contest against the Archons, able to split islands apart with a single slash or flip mountains on their heads with a raise of their hand. You are on the latter half of the scale. As far as gods go, you are one of the more powerful ones. This does not give you more skill or knowledge, but in terms of raw power no mortal is close to your match and neither are many gods. Should you purchase the Gnosis item, you can choose to take the place of one of the seven Archons, becoming the Archon of your chosen element without becoming the character you are replacing. One thing to keep in mind about Archons, of course, is that their aura might naturally resemble a type of curse, to the point that a specially designed curse would allow an otherwise normal human to seem like an Archon.



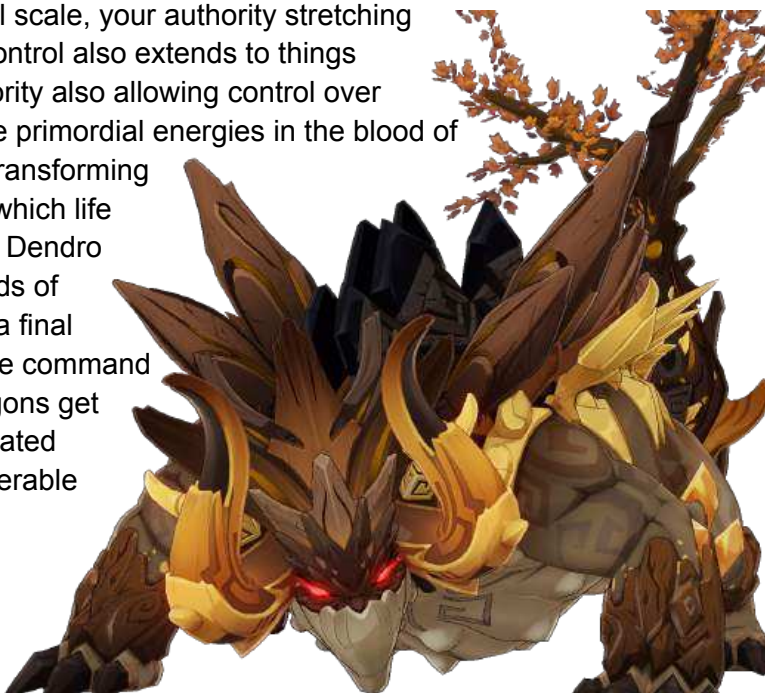
Dragon

Primordial Nature [100]
Dragons are perhaps one of the few true natives of Teyvat, having lived in this world long before the First Descender appeared. You can definitely feel this deeper connection to Teyvat, as it grants you a sense for the leylines of the world. With just a bit of focus, you can tell if there's something off or alarming happening to the leylines, and it's easy for you to navigate towards concentrations of whatever element you are attuned to. In future worlds, you'll find a similar connection to any local supernatural energies that resemble the element you chose here, and will similarly be able to discern the state of the ambient flow of whatever local supernatural energies there might be.

Taste The Water [200]
While most dragons bear a connection to their element, in some this can go even deeper. You'll find yourself in this situation as well, to the point you could distinguish even the smallest differences that there might be in any examples of your element, not just the supernatural ones. For example, a Hydro dragon would be able to discern incredible depths of flavor from pure waters and even know from where in Teyvat such water was drawn, and a Geo Dragon would be able to discern the slightest impurities in ores or gems.

No Mere Stone [400]
While dragons are powerful, they are by no means invincible, and it's perfectly possible for them to be sealed away indefinitely. What can you do in such situations? Why, create avatars to carry out your will of course. Just like Azdaha learned to do, you know how to manifest parts of your powers into external vessels (which can take whatever form you'd like), which can travel the world even if you're trapped and sealed beneath a mountain or something. These avatars will generally follow your will, but you'll unfortunately not be able to communicate with them remotely, and you won't obtain whatever knowledge they might've gathered without communicating the normal way. You'll have to trust that such pieces of yourself are successful in carrying out whatever you sent them to do.

Sovereign [600]
You're no mere dragon. You are a Dragon Sovereign, and however it was that circumstances twisted, you've regained your elemental Authority, and are now at the height of your power. As the Authority is yours, you are able to use it far better than any god with a Gnosis, capable of manipulating your element on a global scale, your authority stretching across the whole world. Not only that, but your control also extends to things related to your element, such as the Hydro Authority also allowing control over Pneumousia, and letting Neuvillette transform the primordial energies in the blood of Fontainians to grant them true "blood" and thus transforming them into true humans, imitating the process by which life was first brought into being in Teyvat. Aside from Dendro being related to knowledge, who knows what kinds of things other elements would allow you to do. As a final note, your control over your element overrules the command of the divine, should that matter to you. Non-dragons get less absolute command over the element and related things, albeit the Authority will still allow a considerable amount of control, comparable to the Archons.



Faction Perks

Mondstadt

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

Drunkard Among Gods [100]
Mondstadt also has a thriving alcohol industry. It'd be a shame if you didn't take part in the drinking, no? Even the god of Mondstadt is an alcoholic, although most people aren't aware of such. Don't worry, as you've built up an incredible level of alcohol tolerance, needing to drink constantly all night long to collapse from how drunk you are. Additionally, you'll find that alcohol tastes unusually good to you, with even the worst drinks still having their own uniquely tolerable taste. Just remember to properly pay for all the drinks.

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

Elitist Freedom [200]
Mondstadt is the nation of freedom, and even the Anemo Archon told the people to be free. With all that, it's rather strange that there is still a class of nobility, isn't there? It hasn't been long since they were indisputably in power, and even today they hold great influence over the nation. Perhaps you've learnt some secrets from them, as you now also know how to maintain your power even in a culture that should by all rights purge you from society. Admittedly, a good chunk of it is not being too obvious about your influence, but even those who detest the elite will generally ignore you unless you really mess up.

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

Free Kindness [400]
Sometimes, all people need is a moment of genuine kindness to avoid going off the deep end. Perhaps you want to be that moment of kindness for others? You certainly can, given that as long as you act kindly and generously without any malice, you'll find that otherwise incredibly dangerous people are willing to give you the benefit of the doubt. With enough effort, you might even be able to change their lives for the better. Whether it be convincing a powerful group of witches to calm down and be diplomatic, or showing a cursed child that there's more to life than pain and paranoia, you'll surely be a ray of hope to those you meet.

Adventure Is Adventure [600]
In order to reach high levels of skill, one must often specialize. After all, you can't be a jack of all trades if you want to become a master. Perhaps you didn't get the memo. However you did it, you've gained some elemental power that allows you to attack your enemies, buff yourself and allies, and also heal both yourself and allies, all at the same time and at the same cost and power as doing only one of those things. Such an overtuned power is doubtlessly going to be useful if you are an adventurer. Or get involved in combat in any way. It probably won't be of much use if you don't fight, frankly.

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

Liyue

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

Ancient History [100]
Liyue has a long and rich history, and many ancient cultural practices. Perhaps you'd like to be educated like a true gentleman, or something along those lines. This is exactly what you need. You're essentially a walking encyclopedia of history and a truly impressive amount of trivia, knowing the story of Liyue like the back of your hand. Additionally, you've picked up an eclectic variety of proficiencies, from extensive experience with all kinds of cultural rites to knowledge of many obscure perfumes using rare flowers. If someone didn't know better, it'd almost be as if you were personally present for most of history. But surely you aren't that old.

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

Written In Stone [200]
Morax is the god of contracts, among many other things, and this shows quite evidently in the tendency of Liyue to place great value in legal contracts. But it wouldn't do if you knew next to nothing about such an important aspect of your nation, would it? Well worry not, as you now have a lifetime of experience in dealing with contracts and law, perhaps even being officially licensed as a lawyer. At the very least, you won't end up being scammed. Just remember to avoid breaking contracts if possible, as the Geo Archon does not like people who break contracts.

A Hope Of The Past [400]
You have managed to gain the favour of Istaroth, Shade of the Primordial One and god of time. They have seen fit to bestow you with a boon. Once per jump, you are able to send a single item back in time. It will retroactively appear in the past, potentially centuries ago. Those of that time will view it as always having been there and, in effect, for the present it always was. This power does have its limits, namely that you can't send anything too massive back, and you cannot send it more than 500 years into the past. A particularly large tree would be about the most you could send. But with this power you have the potential to plant the seeds of hope in the most dire of times. A sword that slays demons, a tree that purifies evil, a tome containing powerful magics; choose how you wish to change the past with care. You can roughly choose how far back the item is sent, but that is all the control you have. For the rest, you'll have to trust those who may come across it to change their future, in other words your present.

Covert Politics [400]
Running a nation isn't all sunshine and rainbows. There's some dirty work to do as well. Work that you can perform practically flawlessly, having great skill and experience at all the more unsavory workings that an agent of a government would be expected to do. You're particularly well suited to reliably extracting information out of prisoners, although your methods might seem a little too reminiscent of a certain kink to those who don't know any better. Or maybe it is that kink. Either way it works, so who's complaining?

Traditional Medicine [600]
Where there are people, doctors are needed. Liyue has a rather famous pharmacy, and perhaps you work at it yourself, since you have quite the extensive medical knowledge now. There are few ailments you don't know a cure for (although if the cure required expensive ingredients, having it is another matter), and you even know how to greatly extend people's lifespans, although actual agelessness is still beyond you. You could save a lot of lives, or perhaps you'll dedicate yourself to perfecting medicine to get rid of aging entirely?

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

Inazuma

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

Everyman [100]
Everybody needs a helper sometimes. And it can be surprisingly lucrative to just go around helping people. Perhaps this is the life you'll live now, as you not only have great skill at any kind of domestic work, but you'll find that others see you as trustworthy and reliable enough to help them with errands or favors. If someone needs help, you're the man, and if someone wants to get in touch with another person, there's a real high chance you know the right contacts to arrange a meeting. Being a helpful person can be quite nice, no?

Glorious Tactician [200]
When faced with the prospect of fighting an army backed by the power of an omnipotent god most people would, quite sensibly, simply give up. The Priestess of Watatsumi island merely realised they would need to fight smart. Since a young age, you have shown a natural aptitude for tactics. Chess was always a delight, coming up with ways to defeat your opponent. Applying this talent to the art of war was like introducing a fish to water. Your position as tactician would be entirely secure, and with enough effort you might be able to stall out a near unwinnable war. Just remember that there's only so much you can do without proper manpower and resources.

Glorious Clanhead [200]
Where there are people in power, there is corruption to root out. Not to mention any other issues that might destabilize society. Not to worry though, as you're certainly capable of dealing with such issues swiftly and skillfully. You have great cunning and resourcefulness, which is most easily bent to diplomacy and the minutiae of politics, letting you balance the interests of all the important people you might be involved in to reach a conclusion that satisfies as many people as possible. And of course, if you're feeling mischievous, you can also use your skills to appear mysterious and unpredictable.

World Of The Mind [400]
While the Geo Archon taught the adepti in the method of creating pocket dimension, the Electro Archon was taught by her foxy companion in the method of placing her consciousness into an object, creating a world inside her mind that acts a bit like a reflection of her consciousness. But just as she was taught in this art, so too were you. Within this world, you are capable of dictating who can enter. Similarly, as this is the world of your mind, you can establish certain 'rules' such as forbidding the use of magic by others. These rules can only be contested by others within the world if their own will exceeds yours. If you really wish, you can choose to forsake your mortal body altogether, placing your mind permanently inside that of an object to escape the weathering of time. This technique does not include the recreation of the body, so without such a power this would for all intents and purposes be permanent.

Holding On [400]
This world has many dangers, and sometimes all you can do is just gritting your teeth and bearing it. But not everyone can do that, especially not for long. You, however, can, and for hundreds of years even. Even if you had to fight a clone of yourself for 500 years straight, without being able to rest, you would have the will to do so, and if you failed it would not be because of your spirit breaking. Additionally, should you possess a respectable amount of supernatural power, you can also project your will onto others, manifesting as a sort of pressure bearing down on your target. Not of much use beyond showing off really.

Purification [600]
As much as the Raiden Shogun has the power to obliterate any enemy of Inazuma, there are subtle and insidious threats that need a more careful hand to defeat. Perhaps you've undergone some training in the Grand Narukami Shrine, or some odd circumstance led to this, but you have extensive experience in sealing and slowly purifying any dangerous energies that might pose a problem to the land, such as buildup of filth in the roots of the Sacred Sakura tree. You might not be able to purify spiritual corrosion with a mere touch, but your skill more than makes up for it, especially if you have plenty of time to work.

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

Sumeru

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

Diligent Scholar [100]
Academic work is incredibly important in Sumeru. You wouldn't want to get left behind in your studies, would you? Thankfully, you've already developed the work ethic and experience needed to excel in academic environments, and while you may not learn faster than others, you do know a bunch of tricks to make studying easier and more engaging. Additionally, you will gain a respectable level of talent in everything covered by one of the Darshans of your choosing; Amurta (biology), Rtawahist (illuminationism, as in the study of the stars such as astronomy and astrology), Spantamad (elementalism, including study of Ley Lines and alchemy), Haravatat (semiotics, as in the study of communicating meaning such as linguistics and study of ancient runes), Vahumana (aetiology, as in the study of causation and origination of phenomena, including history and social studies), and Kshahrewar (technology, such as craftsmanship, architecture, and puzzle-solving). You may not be a genius, but you'll definitely graduate top of your class if you put in some effort.

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

The Forest Always Remembers [200]
It can be easy to forget the wonder and curiosity one feels in their childhood when they learn more about the world. Still, there are those who manage to hold on to their innocence despite what the world throws their way, and it seems that you are one such person. You'll never lose your childish innocence and sense of wonder, and will never grow jaded even if you suffer enough to traumatize most people. It doesn't really have much practical purpose, but it will undeniably make your life happier. As a side note, this guarantees that you'll be able to see Aranara. Maybe you'll want to be their friend?

Knowledge Is Innovation [400]
Being the land of wisdom, it's no surprise that there's a lot of focus on development and science. But one of the most important things to developing new stuff is creativity, both to apply what you already know and to devise new gadgets or methods. This creativity is something you now have, helping you immensely when you are pioneering new technology and coming up with new things, such as perhaps an orb that lets you communicate with and command fungal creatures. Of course, this works best if you're already well-learned, as creativity can only get you so far without knowledge to build off of, but with proper dedication there's little you cannot do.

Knowledge Is Power [400]
Everyone knows the phrase, yet it could not be more literal for the Aranara. Irminsul is the root of both Dendro and Knowledge, so it stands to reason that the two are interchangeable to a certain degree. As personal creations of the Dendro Archon, the Aranara exhibit the ability to manipulate the memories and dreams of others from a short distance. Generally they use this to make adults forget about them. It is unknown but not impossible that someone might be able to resist this with the right abilities, of course, but most people in Sumeru have no defense to this sort of thing. But they can take this a step further and directly use their own knowledge and memories as power. A knowledgeable Aranara is a powerful Aranara, though using this power expends those memories much like it would expend energy. Many an Aranara have given up all their memories in order to defeat greater foes. You have inherited this same ability to manipulate memories and dreams. Use with care, for the potential drawbacks are obvious.

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

A Lost Technology [600]
The domain of the long-dead King Deshret is littered with ancient machines that still protect the will of their creator. The descendants of his subjects still use items imbued with the Jinni, elemental spirits that remain loyal to King Deshret. Such ancient wonder is closely guarded by the Eremites, and the secrets to the more advanced machines have been lost to the sands of time. But no more. However it happened, you've come to learn all the secrets and knowledge of the technology used by the nation that King Deshret ruled when alive. Perhaps you'll help the Eremites grow powerful with the technology of their dead god?

Fontaine

Nation of Justice [100]
Fontaine is a nation where court trials are almost treated like theater plays. With such importance laid in the judicial process, it'd be strange if you weren't familiar with it, would it? So with this, you'll gain plenty of experience related to criminal investigations and court trials. At the very least, you won't be bumbling around without any clue of what to do if you get involved in such things.

Integrating Into Society [100]
The Melusines weren't always part of Fontaine. They were once separate, essentially considered to be monsters. It was only after centuries of work that they became fully accepted as part of the nation of Fontaine. Perhaps you've studied the process or even helped personally if you have the lifespan for it, as you're now very familiar with how it happened as well as how it can be replicated, knowing how to integrate previously discriminated people or creatures into civilized society. Additionally, you'll find yourself lucky enough to come across many people who would accept such an inclusion, which should make your work a bit easier. In the end though, it might take many years for you to see the fruits of such effort, depending on how accepting the people are to start with.

Catered Words [200]
There are many strange things in this world, such as weird and useful tricks. You know something like it, a strange form of speaking that gets people to listen to what you say and follow your orders. Think of it as light hypnotism. Of course, this works best on simple and pure people, so those who are cunning and wise will be able to notice what you're doing and resist, but if you don't use this trick willy-nilly then it's unlikely that anyone will find out what you're doing. Please be responsible with this.

Primal Sight [200]
Melusines, being primal creatures spawned from an ancient space whale that crash landed on Teyvat, have a strange vision that lets them see deeper into the nature of things than humans. Even among them though, there are those who can see things more clearly than their kin. Whether or not you are a Melusine, you have this kind of sight now, able to discern the nature of beings you look at despite any attempts to hide it. As an example, the Traveler looks like a monster that can devour the whole world to this vision. As a side note, this also lets you discern how exhausted someone is by simply looking at them. The bizarre aesthetic sense all Melusines share is optional.

Worthy Of The Stage [400]
Acting is an art, and not everyone can do it right. But of course, there are people who are very good at acting, people like you. You are very skilled at hiding your emotions and turning up the drama, and this also comes with a bit of experience in dodging questions and direct confrontation. A bit too much experience perhaps. It wouldn't be too much of an exaggeration to say that you have the equivalent of 500 years of experience in acting. Maybe you're super talented? While this is obviously useful in theater, pretending to be someone you aren't would be quite easy, and with a bit of effort you could even keep up the act most of the day for years or even decades, maybe more. That's probably not healthy though, so remember to be yourself once in a while. Also comes with a great singing voice.

Elemental Technology [400]
Fontaine is full of unique technology, which uses Indemnitium as a power source. The Indemnitium itself is generated by the Oratrice with every judgement conducted at the end of court trials. Later though, as the Oratrice became unable to generate any more Indemnitium, Fontaine had to switch to using Pneumousia energy as a power source instead. As for you, perhaps you've studied some time in Fontaine's research institute, as you've learned how the technology of the nation used such elemental energies as a power source, to a sufficient degree that you could adapt any technology you're familiar with to use such power sources. And while it might take a bit of tinkering, you can also adapt technologies that already use some supernatural energy source to a different source of power, in a similar vein to how Fontaine transitioned from Indemnitium to Pneumousia. You will also gain some knowledge on how to construct the Mekas that are used to patrol Fontaine.

Dividing The Whole [600]
Narzzisenkreuz was a powerful wizard that formed an order (more of a cult really) around themselves, using specific powers in pursuit of salvation after they prophesied that the world would end. With this, you gain two of the important abilities that allowed the Narzzisenkreuz Ordo to become as dangerous as they were at their height, before they were branded as terrorists and hunted down. The first is the ability to give mind and intelligence to things that normally may not have them. Their loyalty is not guaranteed, although as newborns they're likely to do what you say if you act as a parental figure. The second ability is that you can strip away people's egos to essentially turn them into empty husks. You can also use these egos in a variety of ways, such as merging them together to create a new individual with similarities to all the people the egos were taken from, or maybe just assimilate them into yourself to increase your power. Just keep in mind that this sort of thing might make you quite unpopular with righteous folk.

Deceiving The Heavenly Principles [600]
Celestia's law seems impossible to defy, but that doesn't mean that the Heavenly Principles are unassailable. You in particular could certainly prove such, having the skill to concoct schemes and rituals that defy fate and prophecy. It might take a lot of time for such plans to come to fruition, but with sufficient preparation and patience, you can largely avert an ordained apocalypse. For example, Focalors schemed for 500 years to avert a prophecy that the people of Fontaine would all be dissolved and die, by ensuring that Neuvillette, the current Hydro Dragon Sovereign, would be sufficiently attached to humanity to make Fontainans into actual humans instead of reformed Oceanids, thus negating their fated extinction. Fontaine still flooded, but this was no longer deadly for Fontainans. Defying fate is considered impossible for good reason, so while you might need special resources or people to pull it off, once everything needed is available you are the one who can arrange it all to break prophecy.

Natlan

Nation of War [100]
Natlan is known as the nation of war, and for good reason. Ever since the Archon War, the nation has been in constant conflict with the Abyss, and while the life of most Natlanese is mostly peaceful, there are many who fight for the sake of their country. You could easily find yourself among such heroes. You have the fighting spirit necessary to to stand your ground even against terrifying enemies, and the horrors of war won't scar you too badly. You may even obtain an Ancient Name if you're lucky.

Friends [100]
Saurians are a form of dragon unique to Natlan, and there are many different variants. One common trait is that they do not speak human languages though. Despite this, Natlan natives can understand what they say. You don't want to be left out, do you? Now you will also be able to communicate with Saurians despite not speaking the same language. In future worlds, you'll also generally be able to communicate with other intelligent beings that might not be entirely capable of human speech. Human languages are another matter though.

Chosen Of Dragons [200]
You have a rather peculiar gift now, that of Indwelling. It's quite simple, in essence it allows you to possess Saurians. Those with sufficient willpower will be able to resist this, of course, but most won't be able to. In this way, you can use their unique abilities to traverse the land or perhaps in combat. In future worlds, it might also apply to any sufficiently draconic being that doesn't have the will to resist your possession. Please don't be too mean to the Saurians you possess.

For The Archon [200]
Fighting in the front lines is all well and good, but without people to create weapons and armor, could it really be considered a war? With this, you gain all the skills needed to craft whatever tools, armor, or weaponry might be needed by the warriors of Natlan, being one of the best craftsmen in the world. Additionally, the quality of your tools is less relevant than it really should be, allowing you to do something like construct a modern-style motorbike using nothing but ordinary blacksmithing tools that fit better in a medieval setting. Of course, if you have some exotic power source, like Phlogiston, that makes the process a lot easier. Even the Pyro Archon would find your creations to be useful and reliable.

Winds Of The Night [400]
Among the tribes of Natlan, the Nightwind are perhaps the most mysterious. Rather than direct combat, the focus of their tribe's unique abilities is more subtle, dealing with leylines, and the souls and memories that can be found within. Whether or not you're part of the Nightwind tribe, you've learned their arts, knowing a great deal about how to manipulate ley lines and cleanse them from Abyssal corruption, as well as how to handle the souls of the dead and memories in general. Keep in mind that while this is incredibly useful when dealing with such things, Sufficiently powerful beings or corruption will be able to resist your trickery and perhaps even strike back if you're unprepared. There's a reason they're quite secretive.

Nightsoul Mode [400]
A rather common ability among Vision holders of Natlan (possibly ubiquitous really) is Nightsoul mode. You can think of it as a state where they are enhanced using Phlogiston. Even if you aren't from Natlan, you can now also enter Nightsoul mode. It lets you move a lot faster than you normally can through whatever method you like, whether that be riding on a cartoonish shark or merely using roller skates or something, and also greatly increases the might behind your attacks. Additionally, you have a larger than normal reserve of Phlogiston, letting you use this mode for significantly longer than most, and even outside Natlan you'll find yourself slowly accumulating more Phlogiston over time, somehow. Might optionally let you scale up walls without the effort of climbing the normal way.

Ode Of Resurrection [600]
One of the biggest reasons that Natlan has been able to hold their ground against the Abyss is the Ode of Resurrection, the result of a deal that the first Pyro Archon made with the Ruler of Death. As long as a battle results in an overall victory, any who died during said battle may be returned to life afterwards, as many Natlanese chant the Ode of Resurrection to bring them back. Now, you'll be allowed to bring this with you elsewhere, if you so wish, and may also share this allowance with others. As long as the battle that you or your allies have died in was ultimately victorious, if there is anyone left able to chant the Ode of Resurrection, you'll all be brought back again to fight another day. Obviously, the more people you share the Ode of Resurrected with, the better chances that someone will remain to chant it after particularly grueling battles. Of course, this also means that if you lose the battle, then the dead will remain dead, regardless of the casualties. Additionally, it is possible for those with the right methods and sufficient power to interfere with the process after enough preparation, the way the Abyss did to sabotage the Ode of Resurrection as their master plan to attempt to achieve victory over Natlan. Should such a thing happen, hopefully you have a way to fight back. As long as this can revive you and someone actually uses it to do so within a year of your death, this will also allow you to avoid failing your chain on death, at least until you can no longer be brought back.

Negotiating With Death [600]
Xbalanqe was an incredibly charismatic leader, and quite lucky too. It was him that secured the alliance of Och-Kan, and him who successfully struck a deal with the Ruler of Death to grant Natlan the Ode of Resurrection. While you do not gain the fruits of his exploits with this, you gain his wit, charisma, and a smidgen of luck, sufficient to match him. Replicating the sort of things he did, such as negotiating with a stubborn deity, will not be easy by any means and will likely require you to compromise with them to some degree, but it is very much possible for you to do, unlike how it may be for most. Any allies of yours will swiftly develop life-long loyalty unless you heavily mistreat them, and you will generally be an incredibly inspiring figure for those who follow you. The question remains, what will you use your abilities to achieve?

Nod-Krai

Lawless [100]
Nod-Krai isn't really a proper nation, what with lacking an actual state to run things. This can be rather confusing to those who've lived their whole lives in places where a government exists, but you've gotten used to it by now. You know how to make your way around places with zero police force and only the security you can enforce yourself. You're also quite good at discerning any hidden rules of a place before you accidentally break them. It wouldn't do to build up a terrible reputation would it?

Innocence NOT Lost [100]
You'd expect an environment like Nod-Krai to grind people down, and for the most part it does, but somehow you're the exception. Even living in a shithole and working for a ruthless intelligence agency, you'd still be able to retain a pep in your step and an upbeat personality. Even life kicking you down can't stop you from being a decent person when you can be, and even facing a lot of terrible things won't cause you to become jaded. Some might call it naive, but hey at least you can enjoy life still.

Caretaker [200]
Are you blessed by the moon? Even if not, for some reason you're now capable of communicating with and understanding animals, as if they were human beings. Surprisingly they have a lot to say and gossip about, as most people don't think animals can snitch on them. That said, getting useful information out of them might be an exercise in frustration at times, as they like to play around and ask you for food, and don't really tend to care about the affairs of those strange humans living in metal boxes they call houses. Still, if you're kind to them and help them out every now and then, you'd have an invaluable source of information.

A Man's Trash [200]
Is a genius' treasure. There is no such thing as unusable scrap, only materials that most are too smooth brained to utilize. Somehow, you're able to use shitty materials in whatever crafts you perform, with far less of a loss in quality that most would expect. Actually knowing how to put stuff together is a separate matter, of course, but even if you only have access to rusted scrap and discarded garbage you could still use it to make high quality machines (assuming you knew how to build those). Being really good at recycling can be a good thing when you can turn ugly piles of refuse into actually useful (and less ugly) things.

Leadership In Chaos [400]
Times change. This is something that cannot be avoided, and holding onto traditions tends to only make things worse. Thankfully, people like you are around. You're a fairly decent leader, skilled and knowledgeable on running a whole group even in a place as dangerous as Nod-Krai, but your real specialty is getting normally stubborn traditionalists to accept change. Sincerity will be heard and suggestions will be tried out, and you won't end up causing a schism or civil war if you take some time to figure out how to tell a cult that their god is dead and they have to move on. You may not be the best leader, but you're definitely reliable in chaotic times.

Skilled Liar [400]
This is a cruel world, and assuming the best of people will only get you stabbed in the back. Thankfully, you've learned from the mistakes of others already. You're very skilled at trickery and deception, having a really good poker face, and have built up a respectable acumen in all sorts of things you'd expect to be useful in espionage. You're very perceptive too, with quick enough wit to notice if someone's trying to deceive you the moment they speak, and generally being good at discerning what makes others tick. You could certainly survive quite well as an information broker. Maybe you want to join the Curatorium of Secrets? Or maybe you want to start your own intelligence agency?

Child Prodigy [600]
Or perhaps you're not a child. You're certainly a prodigy at least, in regards to all things engineering, and really good at more theoretical work. You are really good at inventing new machines of all stripes, from small cubes harnessing a strange form of energy for telekinesis, to more mundane things such as a robot that bakes desserts automatically when you give it a recipe. You can even build weird mechanisms into your creations too, such as making a robot require desserts of all things as fuel. If you really applied yourself, you could make whole androids just as intelligent and sapient as humans. Or perhaps war machines of a caliber that the Fatui would kill to have. The more resources you have on hand, the better, and of course having fancy supernatural energies to harness lets you do so much more. Perhaps you'll try to take all the power of the Moons for yourself?

Moon Marrow [600]
Well then, this is certainly unexpected. However it happened, you've come to obtain a Moon Marrow, holding a great deal of power as it is a fragment of one of the Three Moons. It grants you an immense amount of power, comparable to that of the strongest gods even, and if you want it can also grant you some form of strange ability, such as crimson flames that burn even memories. A special trait of this moon power is that it is very effective against any sort of Abyssal energies, repelling them like light does shadow, and reinforcing the world against their intrusion. After all, the Three Moons were responsible for maintaining the balance of the world before the Heavenly Principles arrived and started replacing the world's order with their own. You're also generally very compatible with the power of the Moons. If you're greedy, getting more Moon Marrows will vastly increase your power, to the point of manipulating time and space almost freely. Thankfully the Heavenly Principles are asleep.

Items:

You may choose any two items of each price tier to discount to half price. Discounted 100CP items are free

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

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

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

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

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

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

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

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

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

Enhancement Ore [100]
Legend has it that this refined ingot contains the memories of battles past. It is not known how or why, but weapons are able to absorb this special ore and become stronger for it. You have received a dozen chunks of fine enhancement ore, as well as a steady supply of fourty more each month. They can be forged into weapons with the proper blacksmithing techniques to slightly enhance them, although you’ll need more than a hundred to make a significant difference, and even then it won’t be enough to make a terribly forged weapon into a legendary armament or anything, even if it will increase its quality to something more respectable. Think of it as leveling up your weapons, with the increase in quality you would get going from the first level to the max level. Or perhaps thinking of it as a percentage based enhancement makes more sense. It’ll take almost a thousand of these ores to reach “max level”, so to speak, upon which the difference would be a full order of magnitude and a bit more in terms of quality (and how much damage you can do with it).

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

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

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

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

Magic Pocket [200]
Carrying stuff can be quite a chore, especially when moving into a new house. Mercifully, Fontaine has a wonderful device known as a Magic Pocket. For all appearances it seems to be a normal felt bag, but it actually has some kind of magical enchantment or something that allows it to carry an unreasonable amount of things, far more than its physical size would indicate, and it is also only a fraction as heavy as it should be considering whatever you shove into it. Quite useful, no?

Informants [200]
Getting a hold of information can be quite tricky without the convenience of the internet, and even then as the whole mess in Sumeru shows, such a thing doesn't actually make it any easier even if for different reasons. So why not have trusted subordinates take care of the job for you instead? With this you gain command of a loyal group of agents and spies that report to you, gathering whatever intelligence you're interested in and keeping track of notable figures you might be interested in. You should keep in mind that they are largely normal people and thus can't really contend with Vision holders or dangerous supernatural entities, but having such a source of information should help you in achieving whatever goals you have.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Krumkake Kubes [200cp]
Aino is a child prodigy of Nod-Krai, being a powerhouse even despite her young age thanks to her creations. However it happened, you've become the owner and leader of nine of her cubical robots, hopefully not by stealing them. They're surprisingly fast when running, and the Khuuvahki integrated into their systems lets them use a decently strong form of crude telekinesis. They're modular too, able to slot together and join their systems for even greater telekinetic power. You could use them as respectable soldiers, or maybe have them help you with mundane tasks. They're about as intelligent as particularly smart dogs though, so keep that in mind when ordering them around.

Adeptal Speed [400]
Adeptal energy, like elemental energy, can be captured. It can be stored. Within this little vial is a small amount of a specific type of adeptal energy. This particular type of energy is used specifically for creating the structures found within the Adepti pocket realms. Where without it might take hours or even days for the structure to form out of the requisite material, this vial can be used to finish the task almost instantaneously. In future jumps, you will find it has a similar sort of effect when used on other structures being constructed via magical means. You have received half a dozen of these vials, each only usable for one structure. Should you run out, you will receive a new lot within a month.

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

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

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

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

Chamber Atop The Clouds [400]
This work of art is something you might expect to see in the realm of an adepti, certainly not in the real world. Almost as if it wishes to meet Celestia among the clouds, this great structure hovers far above the ground. The original Jade Chamber was an iconic sight in Liyue, built over decades by the hard work of Ningguang. As such, one can imagine the staggering cost it took to build. Arrays below and around the base of this structure allows it to travel through the air at quite a respectable pace. This particular structure, a copy of the Jade Chamber, has been built for you for whatever reason. It comes with all the paper and ink required to perform high level administrative work to manage an entire nation, as well as a small group of experienced staff to help you handle all the paperwork. There’s no place as secure for important documents as a flying building, is there?

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

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

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

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

Training Domain [400]
Created by Kamuna Onmyoudou long ago using the combined arts of the Adepti and Tengu, this was a manmade Domain designed specifically for training skilled samurai before it fell into disuse. The insides consist of a series of connected rooms whose placement can be rearranged at any point. Each room will spawn several mirror monsters, false monsters in the image of real ones, that the trainee will have to fight. Once the maze of rooms has been navigated, and the boss monster defeated, the trainee will have completed the course. Somehow the entrance of this Domain has fallen into your hands. Luckily no-one would notice even if it were to go missing. You can use this Domain to hone your skills as many times as you'd like, and while the mirror monsters do hurt you just like real ones, their genuine might do make them some rather effective training opponents.

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

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

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

Family “Business” [400]
While the nations are led by the Archons, it’s not like gods are guaranteed to be flawlessly capable, or that they’ll even have the interests of the people in mind. Additionally, the government that follows their guidance is itself staffed with mortals, who can be corrupt and incompetent too. So why not unite the people so they can take care of themselves if the official government cannot or will not help them for whatever reason? You are now the leader of a mafia-ish underground group, having a solid presence in the underbelly of a nation of your choosing. It would take a lot of effort for the nation to root you out, and they might not even be inclined to do such a thing if you don’t undermine their authority too much. The resources available to you are certainly enough to focus on improving the lives of the common people, as long as you don’t live too lavish a lifestyle. Perhaps you might even cull criminal activity not aligned with your interests too.

Primordial Seawater [400]
Deep beneath the land of Teyvat is the Primordial Sea, the origin of all native life. Its waters are purple-ish in color and thrums with primordial elemental power. Aside from being full of elemental energy that might be useful for many ends if harnessed properly, it also has the curious trait of dissolving Fontainans into pure water on contact. Even just dipping their hand into a pool of it might risk completely dissolving them on the spot, and a single drop would leave them dizzy and weak. Be careful around Fontaine with this. While such properties won’t be discovered and made public for a while until the Traveler arrives at Fontaine, it’s largely illegal to have this kind of thing after that. Then again, the issue gets resolved later and Fontainans will no longer have to worry about dissolving. Just be careful.

Flamestrider [400]
Wait a minute, wasn't this world supposed to be medieval fantasy or something? This here is a large motorbike, of obviously modern-ish design, that uses Phlogiston as fuel. It's just as fast as any modern motorbike you're familiar with, too, and also comes with the function of letting you drive up walls, over water, and even through the strange phlogiston passages common all over Natlan. This one refuels its Phlogiston automatically if you stop using it for a few minutes after every few hours of driving, and is also guaranteed to not violently explode or otherwise cease working once you take it beyond Natlan's borders. Isn't that nice?

Ibis Chessboard [400]
Like a certain information broker, you've had a chance encounter with an old god, and received this peculiar artifact in the process. Aside from being a very fancy chess set complete with chessboard, the box itself also lets you dive into the memories of others, using some medium connected to them (such as a piece of their consciousness or an object they value) to look into their past. Unfortunately, if the target doesn't remember things clearly this won't help much, but it'll certainly be quite useful for gathering information without having to risk being found out. That said, those with great power and abilities, especially with abilities over the mind, might notice what you're doing and do something about it. So be careful when investigating those with true power.

Toy Factory [600]
Well isn't this nice? A giant factory deep in the mountains full of life sized Mr. Cyclops. Or are they called Field Tillers? Or Ruin Guards? Whichever the case, you've found yourself the proud owner of a factory revolving around the study and production of these great machines and others of their like. These are some pretty useful warriors, with powerful limbs, missiles built into their back, and a powerful laser in their one eye. Only an innocent child could think of these as mere toys really. With enough of these machines, you could potentially overrun entire nations. Obtaining the resources needed for manufacture is a different matter though, but at least you start with a bunch of robots with which to gather the necessary materials.

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

Oratrice Mecanique D'Analyse Cardinale [600]
The Oratrice is a large device that has been essential to Fontaine's operation for 500 years. Somehow, you now find yourself with a copy of it. It takes the form of a massive scale, with some strange machinery beneath it. How it works is that when it passes a judgement on a trial (which it does in a manner you would expect from an extremely dedicated and fair lawkeeper), it generates a form of elemental energy called "Indemnitium". Quite a bit of it too, you could use a mere fraction to fuel the energy needs of a whole nation with a vaguely steampunk-ish tech level, not to mention the kinds of things you can use it for if you perform

court trials with it regularly. This one is guaranteed to not hide a goddess scheming against heaven or something.

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

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

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

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

Gnosis [600]
Well, what a strange thing to possess. What you have here is an empty Gnosis, an artifact crafted by Celestia to contain and control the elemental Authorities of the Dragon Sovereigns. When a divine authority is contained in the Gnosis, the holder is capable of using it, even if not to the same extent as the original holder of the authority. They can also greatly enhance any abilities related to the authority contained within, such as elemental abilities related to whatever element the authority within governs, in the case of the normal Gnosis with the Authorities of the Dragon Sovereigns. In future jumps, you'll also be able to use this to contain whatever divine domains or authorities you might find in those worlds, for containment and personal use. Lastly, while the Seven Gnosis that the Archons possess are made from the corpse of the Third Descender, and thus are cursed in some unknown manner, this one carries no such baggage. Don't let the Fatui know you have this.

Atlas Of The New World [600]
However it happened, you've gained possession of a very unique item. Looking like a pair of glass tubes fused together housing some sort of blue energy, this is a completed Loom of Fate, an item capable of weaving Ley Lines themselves. What does that mean? Mostly, it means that you can use it to influence the environment of an entire region, comparable to a large kingdom, entirely replacing it with a different landscape and different energies suffusing the land. Naturally, since Ley Lines are deeply connected to memories, a lesser use is creating and implanting fake memories, which it somehow retains despite being complete. Unfortunately, it cannot replace or remove Ley Lines (or memories), so if you want to make proper use of it you'll have to find a suitable location. Needless to say, used properly this has the potential to change the whole world. By default this Loom of Fate is set to replicate the land of Khaenri'ah, but you can change this if you wish.

Companions:

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

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

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

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

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

The Twin [200]
When you entered this world, you did not do so alone. Along with you came your twin, someone similar in appearance and your equal in power (that you gain from this jump). Like siblings who have only known to rely on each other, this twin is incredibly loyal to you, willing to walk to the ends of the earth to stand with you.

Cunning Serpent [200]
Teyvat may not have a level of technology overtly on the same level as the modern Earth you hail from, but that's not to mean that there aren't geniuses in this world. Quite the opposite really, as this particular young woman demonstrates. She has an incredible talent for magic and technology, particularly that which deals with life and the dead. Such a talent can be quite terrifying, of course, especially with her blatant disregard (and open disdain) for things like "the natural order" or "ethics". She'd happily experiment on a (consenting) test subject with the most horrific magics she knows to learn more about life and death, and her test subject dying in the middle of her experiments does not mean that she cannot continue experimenting.

Unsurprisingly, this has made her rather unpopular, especially given that she has picked up the habit of using her outstanding beauty to seduce would-be patients into agreeing to her experiments. She has already made significant progress in her research, having successfully figured out how to escape aging, and even manipulating her apparent age. If you're fine with having to deal with all the hostility she actively invites upon herself out of spite at any kind of authority figure and help her with her research, you would have an incredibly capable ally. It would also help a lot if you tried to be her friend (or something more). The number of people that treated her with any amount of kindness or acceptance in her life can be counted in one hand after all.

Drawbacks:

Character Replacement [+000]
If you wish, instead of entering into this jump as usual, you can choose to replace one of the many already existing characters, gaining their appearance and memories. You could even choose to take the place of the Traveler or their sibling. However you must make a build that matches them as closely as possible to replace them. There is no lack of interesting characters in this world, so your choices are by no means small.

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

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

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

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

500 Year Journey [+100/200] (Mutually exclusive with Archon Wars)
You will not be starting during the time that the Traveller approaches Mondstadt. Instead, you will be starting only a few weeks before the dreaded cataclysm at Khaenri'ah, nearly 500 years before the events of the game. This is a great calamity whose effects are still felt strongly centuries later. The great human-led nation will provoke The Heavenly Principles as terrible beasts and machines wreak chaos across the world, causing the Archons to be called to war. Per the original events, several archons would lose their lives during this time: the kindhearted Makoto and the equally caring Rukkhadevata. You can choose whether you leave after a decade, or stay until when the jump would normally end. This is a long time to wait, Jumper, but if you can weather the centuries you may get to watch the journey of the Traveler's twin. CHoosing to weather this wait will net you an additional 100cp at least.

Archon Wars [+200/400] (Mutually exclusive with 500 Year Journey)
While the previous option starts you off 500 years ago, this one will be sending you back millennia. You will be entering this world at the very advent of the infamous Archon Wars. The Heavenly Principles have released the seven Seats in Celestia and seven Gnoses, and now all the Gods and Spirits of the world fight for a chance to claim one. This is a war that will last decades, and will change the landscape of Teyvat itself in so many ways. Only once it ends will the seven chosen obtain their spots as the Seven Archons of Teyvat, to rule over its laws and elements. Like before, you can choose to stay for a short decade, or remain in this world until the original end time. If you choose to stay for longer, you'll receive an additional 200cp for your troubles, as you'll have to live through the Cataclysm as well as the more current events.

Strange Humans [+200cp]
There are more species than humans in this world. And perhaps it shouldn't be too surprising that their differences from humans extend beyond the physical, into the mental. Even if you are a human, now you'll have to deal with such differences yourself. From a human perspective, you're now emotionally stunted, barely able to understand human emotions and sensibilities from more than a detached academic perspective. Whatever supernatural abilities you possess will heavily color your perspective on the world, to the point that you won't be able to relate to normal humans. Still, with effort this is not impossible to surmount, but it would certainly take many important experiences to get a grasp on how human behavior works on an emotional level. Or maybe you just don't wanna bother and will be content with cold analysis of their psychology.

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

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

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

The Contract [+200]
You have been entered into a contract. One backed by the power of the Geo Archon himself. This is a contract you cannot break, nor are you even particularly inclined to try. What this contract gains you is unclear, if anything. However what it does do is stay your hand concerning one of the major factions you would oppose in this world, whichever one you would normally be most opposed to. By word of the contract, you are not to interfere in their affairs bar defending yourself should they personally make a move to harm you. This would probably not be too bad, but you'll find their activities to increase dramatically in whatever places you go to. It may get on your nerves, but you won't be able to do anything about it.

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

Incomplete Soul [+200]
While very rare, it is possible for one to suffer particularly terrible circumstances and end up with an incomplete soul, or perhaps just being unfortunate enough to be born that way. What does having an incomplete soul do? Well, it makes you significantly more vulnerable to possession, being barely able to resist control. Even then, you won't be able to stop ghosts and spirits from entering your body and attempting to hijack it. On the bright side, this also means you are a perfect vessel for massive amounts of souls, perhaps to carry them safely within you until you are able to find a place where they can rest peacefully.

Erosion [+200]
Enforced by the Heavenly Principles, Erosion arrives for any being that is too old, diminishing them as slowly but surely as time moves forwards. Now, it seems that you have failed to escape it as well. In essence, you feel as if you are elderly; you are constantly weary even without doing any exercise, and your memory is often unreliable. Thankfully this won't become any worse unless you stay in this world for a few thousand years, but even if you are physically in perfect condition, you will not feel at all like you are.

Bennett Bad Luck [+200]
While some people are blessed with luck, you are just the opposite. In fact, one might even think you cursed. Bad luck and ill fortune follows you like a plague. Not just you, those around you have a tendency to get caught up in your bad luck too. Just walking down the road is liable to have apples falling out of trees onto your head. And that is just the beginning. Rare geo turbulences, errant explosions, spoiled food and more are things you can expect with depressing regularity.

Fanngel Effect [+200]
Like a certain unfortunate man, you've found yourself cursed. Calamity and misfortune will strike whenever you attempt to do something, usually to comical extents. Try to make a salad and it'll somehow catch fire, try to hang your laundry and against all logic tornadoes will appear to blow it away, and so on. Thankfully the misfortune tends to remain largely comical rather than actually dangerous, so while your life may seem like a bad joke you won't be in danger of actually starving to death or having a lethal accident or the like. Blessings from supernatural sources don't seem to help unfortunately, but surprisingly enough technology isn't affected by your curse, letting you prevent or even solve this misfortune with science, such as making a cooling system to prevent your salads from spontaneously combusting. Hopefully you're good with technology, or you'll suffer quite a lot.

Abyss Looks Back [+400]
The Abyss have made an enemy of the world, and they will go through any who would oppose them. Led by a world traveler themselves, they have picked up on your existence and you have been marked. The Abyss order are seeking to take you down specifically to prevent you from scuppering their plans, and they are willing to devote no small number of forces to take you down. From small-time Hilichurls, to Abyss mages, to even the Abyss Heralds and more, this will be no easy fight. A force that seeks to take on the Seven Archons is not a weak organisation.

Karma Of Yaksha [+400]
The path of the Yaksha is one fated for a doomed end. In their eternal mission to combat the remnant hatred of fallen gods, the Yaksha were stained by Karmic debt with each monster slain. This karmic debt eats away at their sanity and soul, ever so slowly driving them insane. Of the famous Five Yaksha, four have fallen now to this debt. That same karmic debt now falls to you. Burdened with this pain, just being near you is hazardous to the health of mortals without Visions. Only with an unbreakable will can you last through the years without going mad.

Cursed To Wander Teyvat [+400]

You are now immortal. This is not a good thing. After all, a punishment is a punishment, even if it might superficially seem like a blessing. You will not age, and in fact death cannot claim you unless your body and soul are entirely destroyed, but the price of this is steep; you will slowly lose yourself to the curse, memories and self deteriorating and leaving you an empty shell of what you used to be. This will grow worse the more time passes and the closer you are to finishing your jump. Without immense willpower or spiritual strength, it is almost guaranteed that you will fully succumb to the curse before your time here is finished. Even then it will not be easy to survive to the end. Worse, if you fully succumb to the curse, your chain will end as if you had died. That said, there are rumors that something in Kahenri'ah is able to alleviate the effects of this curse, which would certainly help you immensely. Perhaps you'll try to search for such a thing before the curse digs too deep into your being?

The End:

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

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

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

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

Notes:

The jump currently covers up to version 5.3 of the game. It goes without saying that the storyline is not yet finished at this point, so expect another large update sometime in the future once the Snezhnaya update is done (as well as the chapter after that).

>Should I get Power of God or Sovereign?
Power of God is innate raw power. Sovereign is possessing an Authority that gives you control over one of the seven elements of Teyvat. If you aren't a god or dragon, then I would recommend Power of God in order to avoid potentially getting into deep shit when people figure out you have an Authority. Having that much raw power would be unusual for someone who isn't a god or dragon but at least it's just being built different, meanwhile Authorities are an established and known thing that are key to the machinations of the Cryo Archon and Celestia.

>What's Phlogiston
It's a form of energy unique to Natlan that is apparently a primordial and indistinct form of Teyvat's seven elements. This was used by Celestia to create the modern seven elements as a way to better fight off the Abyss. Outside of this, it's generally not very relevant since it ceases to function outside of Natlan for whatever reason, and it's generally just used as the energy source for Natlan's technology.

Changelog:

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

2.0
>A handful of small grammar fixes and some modified wording for clarity
>Modified the Fontaine and Natlan location descriptions
>Added Neuvilette to the bottom of the Race section
>Vision perk changes: Perk is no longer available to Elemental Lifeforms, Gods, or Dragons, Dendro is now clarified as plants instead of life, clarifies that issues are caused by unwillingly losing your Vision and that giving it to others for a while is perfectly fine
>Magical Ambience now free to Elemental Lifeforms, Gods, and Dragons
>Traveler perk Purification modified to being about absorbing abyssal energy and possibly other corruptive energies without ill effect (to you) due to an interesting revelation in a limited fashion item
>Traveler perk World Traveler renamed to Descender, changed to explicitly mention travelling between planets in the universe rather than between universes, and now also mentions your status as an outsider of the worlds you visit and an example of how it benefits you, also was moved to the general perks section
>Reworked the Traveler perkline, Apple of the Eye is now a general perk, Innate Connections has been removed and Building Connections is now the 600cp capstone, the world travelling perk is now a general perk
>Main Merchant now gives a lifetime of experience in commerce
>Blacksmithing replaced with Spring Blessing
>For the Researcher perkline, swapped the prices of Alchemist Assistant and Congenital Positivity and clarified in the former it puts you on Albedo's level
>For the Outlaw perkline, Quick Escape and Carrying On The Torch were swapped, and the latter was buffed slightly as the new capstone
>Dainsleif is no longer slandered by being at the bottom of the Abyss Order perkline, he has been replaced with an image of a Cryo Abyss Mage and an Electro Abyss Lector
>Sculpted Form is now a normal 100cp perk rather than being exclusive to Gods
>God perk Power of God now mentions you can become an Archon of a chosen element if you also buy the Gnosis item without using the character replacement option, and also mentions the aura of the Archons might naturally resemble curses
>Items are now ordered by price, because those weapon items at the top bothered me immensely
>Enhancement Ore now gives 40 a month and elaborates on the degree of enhancement
>Adeptal Speed is now 400cp
>Chamber Atop The Clouds no longer comes installed with the Guizhong Ballista, being ready for paperwork and administrative work instead
>Bennet Bad Luck is now 200cp
>All +300cp drawbacks are now +400cp because it bothered me
>Outlander Drawback removed and is now a part of the Traveler origin
>New General Perks: Laws of Teyvat (200cp), Elemental Protection (400/600cp), All-Devouring (600)
>New Traveler perks: New Guy (100cp), Cultural Introductions (200cp), Fated Connections (400cp)
>New Dragon perkline: Primordial Nature (100cp), Taste The Water (200cp), No Mere Stone (400cp), Sovereign (600cp), alongside a picture of Azdaha
>Second Mondstadt perkline: Drunkard Among Gods (100cp), Elitist Freedom (200cp), Free Kindness (400cp), Adventure is Adventure (600cp)
>Second Liyue perkline: Ancient History (100cp), Written In Stone (200cp), Covert Politics (400cp), Traditional Medicine (600cp)

>Second Inazuma perkline: Everyman (100cp), Glorious Clanhead (200cp), Holding On (400cp), Purification (600cp)
>Second Sumeru perkline: Diligent Scholar (100cp), The Forest Always Remembers (200cp), Knowledge Is Innovation (400cp), A Lost Technology (600cp)
>Fontaine perkline added: Nation of Justice (100cp), Integrating Into Society (100cp), Elemental Technology (200cp), Primal Sight (200cp), Worthy Of The Stage (400cp), Catered Words (400cp), Dividing The Whole (600cp), Deceiving The Heavenly Principles (600cp)
>Natlan perkline added: Nation Of War (100cp), Friends (100cp), Chosen Of Dragons (200cp), For The Archon (200cp), Winds Of The Night (400cp), Nightsoul Mode (400cp), Ode Of Resurrection (600cp), Negotiating With Death (600cp)
>New Items: Magic Pocket (200cp), Informants (200cp), Family "Business" (400cp), Primordial Seawater (400cp), Flamestrider (400cp), Oratrice Mecanique D'Analyse Cardinale (600cp), Gnosis (600cp)
>New Companion: Cunning Serpent (100cp)
>New Drawbacks: Strange Humans (200cp), Incomplete Soul (200cp), Erosion (200cp), Cursed To Wander Teyvat (400cp)

2.1
>A few extra grammar fixes and wording changes for clarity
>Took another look at the Notes section and modified it accordingly.
>The Twin and Cunning Serpent are now 200cp
>500 Year Journey and Archon Wars now give 200 and 400cp respectively if you choose to stay the full duration until the normal endpoint of the jump
>Companion Import now also lets you create Companions

2.2
>Humanoid race option now allows you to be an android
>Added an example of power to the God race option
>Nod-Krai location added
>Vision and Laws of Teyvat specify they let you manipulate mundane examples of whatever element you chose
>Descender perk is now 200cp
>Building Connections perk now also makes you a perfect vessel for powerful artefacts, such as the Moon Marrow
>Manifestation of Desire can now be set to work automatically, and now mentions the strength Vision Holders develop returns to you upon their death, increasing your own power
>Adeptal Arts perk now explicitly mentions Serenitea Pots and that you could make equivalents with paintings or other objects
>New Perks: Unworthy Attention (100cp), Cliche Combat (200cp), Hermetic Heresy (200cp)
>New Nod-Krai perkline
>New Items: Krumkake Kubes (200cp), Ibis Chessboard (400cp), Atlas Of The New World (600cp)
>New Drawback: Fanngel Effect (+200cp)

Jump by Lone Valkyrie. Hope you enjoy it!

Continued from 2.0 onwards by SkyrimAnon. When in doubt, fanwank responsibly.