

Honkai: Star Rail Jumpchain

Version 0.0

By VoidTuna423

Introduction

Welcome, Jumper, to the world of Honkai: Star Rail. This is a beautiful world filled with robots, science, fantasy, and powers both good and evil. The crew of the Astral Express searches for those in need of their help, the Interastral Peace Corporation attempts to maintain economic order throughout the galaxies, the mysterious criminal organization known as the Stellaron Hunters meddles in the affairs of both, all while the Antimatter Legion strives for the destruction of the universe. These are but a few of the factions you may encounter during your time here, and it will be up to you to decide whose side you will take and what bonds you will forge. You will be spending ten years among this sea of stars, and begin this jump with **1000 Choice Points (CP)** to spend.

Starting Location

You may freely choose your starting location. Your jump will begin on the day that the Herta Space Station is attacked by the Antimatter Legion and the Trailblazer is awakened.

- 1. Herta Space Station:** A large starship created by the Genius Society's Herta, the Herta Space Station is a haven for researchers dedicated to the study of the currently unexplained occurrences and existences of the galaxy. Some say that the Herta Space Station is practically a museum due to the large number of anomalous artifacts, called curios, held there for research.
- 2. Belobog:** The last bastion of human civilization on the frozen planet Jarilo-VI, Belobog is divided between the Overworld, the prosperous surface level of the city, and the Underworld, the neglected and sealed off area below ground. Jarilo-VI is beset by the deadly Eternal Freeze, and the city's dire circumstances led the current Supreme Guardian to block off all access to the Underworld, leaving those below to fend for themselves. However, a fire has spread in the hearts of those who dwell in the Underworld, and soon Belobog will face great change...
- 3. Xianzhou Luofu:** The Luofu is one of the six flagships of the Xianzhou Alliance, a large and powerful faction. The alliance follows Lan, the Aeon of the Hunt, as it wages war with the followers of the Aeon of Abundance and eradicates undead monstrosities on its endless voyage. Its leadership does not fall on any one individual but rather is made up of many different groups, including the seven Arbiter Generals, the Heads of the various commissions, and the High Elders of the Vidyadhara. The Luofu will soon be beset by crisis; prepare yourself, Jumper.
- 4. Warforge:** Warforge is a world covered in lava, volcanoes, and scorching heat. There is not much else known about it, due to the fact that it is where the soldiers and weapons of the Antimatter Legion are created. To get too close to their home planet would be rushing to your own demise.

Age and Gender

Your age is 1d20+1d10 years old. By default your gender is whatever it was in your most recent jump. You may pay 50 CP each to freely choose your age or gender.

Origins

Drop-In: You are not of this world, Jumper. You have no memories and no history here; it is up to you to walk your own path and make your place in this world.

Soldier: You have seen combat many, many times. Whether you are one of Belobog's Silvermane Guards, a Cloud Knight of the Xianzhou, a member of the Herta Space Station's security staff, or a soldier of some other description, combat is an intrinsic part of your lifestyle here.

The Nameless: Welcome aboard, Jumper – you are now one of The Nameless, a group who travels the stars in the name of Akavili, the Aeon of The Trailblaze. You are part of a particular subgroup of The Nameless that has made the Astral Express, a starship created by Akavili that resembles a train. You will be living a life constantly on the move and full of adventure, and are sure to make many memories along the way.

Stellaron Hunter: You are now part of the infamous criminal organization known as the Stellaron Hunters. Under the leadership of their enigmatic founder Elio, the Stellaron Hunters scour the galaxy in search of Stellarons: existences so strange, powerful, and dangerous that they have been titled "The Cancer of All Worlds". This is a risky business, Jumper, and one that often runs afoul of the laws of the Interastral Peace Corporation (or IPC) – but at least you can rest assured that it won't be boring.

Races

Human [Free]: One of the most common denizens of the galaxies, humans are just what you would expect. While generally unremarkable, humans are one of the most successful creatures in the universe for a reason; when they band together, one will find that there are very few things they are unable to accomplish. Their lifespan varies depending on where they are from; most humans live between eighty to one-hundred years, but humans such as those native to the Xianzhou Alliance can live for eight-hundred years or more.

Foxian [100]: The quick-witted and agile Foxians are a people that resemble humans with the ears and tail of a fox. Their primary place of residence is within the Xianzhou Alliance. Foxians have a long lifespan, and can live to be between three-hundred and four-hundred years old.

Mechanical Lifeform [100]: You are now a mechanical lifeform, but make no mistake: you are no less capable than the humans that you were modeled after. Whether your appearance is that of a humanoid robot or that of a human-like puppet, you will have great intelligence and even greater computing speed, and don't worry about losing your emotions or anything of that sort. Mechanical lifeforms are able to experience and understand emotions just as well as any other lifeform.

Vidyadhara [200]: The Vidyadhara are a humanoid species who trace their ancestry back to Long, the late Aeon of Permanence. They all have dragon-like features. An extremely long-lived species, Vidyadhara molt after around seven-hundred years, losing their memories and being born anew; however, purchasing this race here will allow you to always keep your memory after molting. Vidyadhara are also capable of harnessing a unique energy known as cloudhymn magic. Cloudhymn magic allows the user to control water, although most Vidyadhara cannot do much more than simple blasts or moving moderate quantities of water.

Perks

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

General Perks

Elemental Attunement [Free]

Upon entering this world, you will be attuned to one of the seven elemental types of your choice. The types are: **Physical, Fire, Ice, Lightning, Wind, Quantum, and Imaginary**. At this level of control, you will be able to amplify a weapon or body part with energy of your type when attacking, enough that it adds a reasonable amount of firepower to your arsenal and would certainly give you the edge over anyone unable to wield a type.

Paths Of The Aeons [Free]

You may now choose a path to follow. You will gain skills and abilities depending on which path you decide on, but that isn't to say that you are locked into whatever role your path normally plays; it simply means that only that described by your path will be boosted by this perk.

- **Destruction:** The raw power of your elemental attacks are increased. While before your amplification would feel like a simple accompaniment to your strikes, now it is a deadly force all on its own. If you were to use your amplification upon throwing a soda can at someone wearing a full suit of armor, you could easily incapacitate or kill them from the power of your element alone.
- **The Hunt:** Your speed increases, and you gain the ability to use your elemental type to enhance your movement. For example, someone attuned to the lightning element would be able to move around in short bursts with an aura of electricity, seeming almost to teleport across short distances and shocking anything they move close to.
- **Erudition:** The area of your elemental attacks increases. While before your amplified attacks would have difficulty hitting more than one target, you could now hit upwards of ten enemies with one strike of your weapon as your element bursts forth from your attack.
- **Harmony:** You can now use your element to bolster the abilities of your allies or yourself. You can now bless an ally with your element, amplifying their next attack with your element and providing them with a moderate boost to both strength and speed.
- **Nihilism:** You now excel at using your powers to cripple the abilities of your enemies. When you hit an enemy with an elemental attack, you may inflict them with a variety of effects, such as softening their defenses, slowing their movement, or causing extra damage by leaving them with heavy bleeding or severe burns.
- **Preservation:** You can now use your element to boost your own durability. When you do so, any attacks that hit you in the handful of minutes before it wears off will only deal a fraction of the damage that they would have otherwise.
- **Abundance:** You can now use your element to heal others or yourself. While this healing is fast and easy, it will not heal fatal or life-threatening wounds, and should instead be thought of as an ability to allow allies to keep fighting at their peak strength, although it could still slow down the speed at which they succumb to a serious wound long enough for them to receive sufficient medical treatment.

Beauty Of The Stars [100 CP]

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

Martial Mastery [200 CP]

Your skill with weaponry is now considerably higher than the average warrior, enough so that you could best someone capable of using an element without using your own. This also applies to unarmed combat, meaning that you could make a pretty penny in a boxing ring or a fight club.

Elemental Proficiency [400 CP]

The raw power of your elemental abilities is vastly increased; this may vary depending on your path, but at a baseline it will allow your amplified attacks to threaten even the most skilled combatants. Furthermore your control over your element will see great improvement as well, allowing you to use your element for more uses than simply amplifying attacks. In other words you might be mistaken for a wizard with how deftly you control your type, allowing you to launch projectiles, explosions, or beams with a wave of your hand. You will also be able to freely manipulate large quantities of your element, parting the flames of a burning city or creating tornadoes with wind.

Emanator [600 CP]

You have now caught the eye of the Aeon of your Path, who has deemed you worthy of even greater strength. The abilities that you gained from your Path are now significantly strengthened, such that a Pathstrider of Erudition could affect whole cities and a Pathstrider of Abundance could heal crowds of people with severe wounds with little more than a momentary thought.

Aeon [1200 CP]

Congratulations, Jumper, for you have ascended beyond the shackles of reason and become something greater. You may choose a concept – this can be as concrete as “ice” or as abstract as “esotericism” – and become the Aeon of this chosen concept. As an Aeon, you do not simply embody this concept, but rather the entirety of the concept is like another limb to you. An Aeon of fire would not simply control fire, all fire in existence would be an extension of their will. You also gain the ability to create Pathstriders of your concept, granting them abilities of similar strength to those described in the **Paths Of The Aeons** perk. You may choose up to four of these Pathstriders at a time to be your Emanators, providing them with the boost in power described by the **Emanator** perk. Normally it would be impossible for two Aeons of the same concept to exist, but by purchasing this option you also have the option to choose a concept represented by an existing Aeon.

Drop-In Perks

Space Raccoon [100 CP]

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

Lance Ablaze [200 CP]

In addition to moderately increasing your durability, the perk gives you the unique ability to store force depending on the damage that you mitigate. You may then increase the power of your next elemental type attack with the force you have stored up. This force has a threshold beginning at how much damage you would be able to survive pre-mitigation and increasing as you use this perk more.

Stellaron Vessel [400 CP]

You now have the ability to seal dangerous objects or defeated entities within yourself, rendering them completely harmless. You may only have one thing sealed at a time, but this perk comes with another feature as well; you may redirect non-damaging supernatural effects used on you to whatever you have sealed. For example, if you had this ability active and someone tried to spy on you using magic or divination, they would not see you but instead the object or entity you have sealed within you.

Galactic Batter [600 CP]

You are an anomaly, Jumper, for you now have the ability to not only freely change which element you are attuned to, but also change which Path you stride. While at the beginning you will only be able to use one element and one Path at a time, the limit of this perk is far beyond even the stars. In addition to this, the caps on these powers are unlocked, allowing you to train far beyond what should be your limit and challenge the very gods with your might.

Soldier Perks

Sea Of Butterflies [100 CP]

Your ability to confuse your opponents in close combat is improved. Not only do you gain a proficiency in feint attacks, you also gain the ability to create elemental illusions and afterimages to bamboozle your foes.

But The Battle Isn't Over [200 CP]

You can now fight until your last breath. This perk guarantees that until you are dead you will be able to continue combat, even if you lose limbs, your body is addled with poison, and you can hardly see through your own blood, you will have both the ability and the determination to fight until you succumb to the reaper.

The Divine Foresight [400 CP]

You now gain the signature abilities of both Arbiter General Jing Yuan, the "Divine Foresight", and his retainer, Yanqing. The first allows you to create a large avatar made up of your element that can strike foes with incredible force. Its size increases with your power, and its movements mirror your own. The second ability allows you to instantly create numerous weapons of your element that will float near you. You can mentally control the movements of these weapons, and the number you can control will increase as you train with this ability.

Resurgence [600 CP]

You now possess the frightening ability to gain a massive burst in speed whenever you kill or otherwise completely incapacitate an opponent. These bursts of speed will make time seem to you as if it is moving at a crawl for ten seconds, although to others it will be faster than the blink of an eye. You will not experience any of the drawbacks that physics would normally impose upon one moving at such a remarkable speed, and scoring another kill during these five seconds will reset the timer until your boost ends. With this ability, a competent fighter could wipe out entire armies before they can even raise their weapons an inch.

The Nameless Perks

The Voyage Continues [100 CP]

While the journey of The Nameless does not lack excitement, it can be saddening to make so many friends and then leave them behind for the next adventure. This perk both ensures that you will not feel homesick on your journey, and that your promises to meet again will not be empty.

Six-Phased Ice [200 CP]

This perk grants you greater control of your element, allowing you more precision with the fine details of your elemental abilities. For example, you could make an ice-amplified arrow be covered in tiny barbs or even small and intricate sculptures. In addition to this, it allows you to alter the aesthetics of your element, such that ice could appear prismatic like crystal or fire could burn in brilliant greens.

Death's Door [400 CP]

You are now at your strongest in times of crisis. You receive an enormous boost in power when you are severely wounded, and this power will increase depending on the stakes of the battle. While the boost you would get while stabbed during a duel for honor would be significant, the boost that you would gain as you lay dying during a battle for the fate of a planet would skyrocket the strength of all of your abilities.

Will of the Trailblaze [600 CP]

You are a true inheritor of the will of Akavili, Jumper. This perk comes with many effects. The first is that you have increased charisma: you will almost never be in danger from a misunderstanding unless the other party is totally unreasonable or you are completely unable to communicate with them, and you will also be better able to convince friends to leave the safety of their homes and explore the stars with you. The next effect is that you will gain increased conviction in what you believe to be right. This will not make you blind to the obvious if you are in the wrong, but it will make you immune to villainous words meant to poison your mind and could even allow you to sway the hearts of others in your own right. The final effect is that you will gain luck that borders on plot armor. While this does not guarantee victory, it means that you will be much more likely to succeed in your endeavors and that at the very least your journey won't come to an end because of a stupid mistake or freak accident.

Stellaron Hunter Perks

Punklorde Mentality [100 CP]

With this perk, you become a master at hacking. No matter how strong the security on a system is, breaking in will only take you a matter of seconds, and you will have free reign once you have done so. You are familiar with all of the kinds of cybersecurity in this world, and you will pick up on them extremely fast in future worlds.

Spirit Whisper [200 CP]

Kafka's ability, called "Spirit Whisper", allows her to subtly hypnotize and manipulate others by simply talking to them. You now have this ability as well, and while its influence is not significant enough to be comparable to mind control, it is enough to plant doubts in the heads of others or sway the hearts of the stubborn. And who knows, perhaps its strength will grow far greater as you get better at using it...

Bullets Are More Obedient [400 CP]

You gain an unbelievable amount of accuracy and precision. Not only do you almost never miss a shot, but you will also have the ability to slightly control the trajectory of your own projectiles. Using this, you could fire a fully automatic firearm in a small room and influence the ricochet of every bullet, leaving every enemy in the room with a hole in their head and every ally without so much as a scratch.

Destiny's Slave [600 CP]

You, Jumper, have now developed the same enigmatic power as the leader of the Stellaron Hunters, Elio. You can see the future, and do so with such incredible precision that you could know if your subordinate will win a level in their favorite video game a year before they start playing it. This ability also allows you to see in what ways you can influence the future, meaning you could use this to find the most effective course of action to reach your goal. It is not flawless, because it still requires you to actually execute the course of action, which may or may not be within your ability; but it will unquestionably increase your odds of success greatly.

Herta Space Station Perks

Rich and Richer [100 CP]

You now have an eye for where profit is to be made. With this perk, you know exactly where to focus your funds that will return them back to you with exponential interest. This perk works best if you already have some credit to invest, but even a single coin can eventually be turned into a pile of gold.

Genius Society Member #85 [200 CP]

Your intellect is so great that you have caught the notice of Nous, the Aeon of Erudition, who has extended to you an invitation to join the Genius Society, made up of the most brilliant minds of the galaxy. Your creativity is also increased to a level where you can think up solutions to problems that others could never have even dreamed of.

Deus Ex Machina [400 CP]

Your genius is now so truly incredible that you could create a device that can simulate reality itself, as well as the minds and actions of beings beyond human comprehension, such as the Aeons. This remarkable feat cements you as one of the greatest minds the universe has ever seen.

Belobog Perks

Feeling Sick? [100 CP]

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

We Are Wildfire [200 CP]

You are now stronger when your allies are fighting by your side. When you are battling alongside your friends, you begin to subconsciously sync your movements with theirs, meaning that what would normally be simply bad odds for an opponent becomes a nightmare of a fight, always beset by attacks from all sides and unable to follow the combo of you and your companions. In addition, you will be able to subconsciously dodge attacks from your allies and manipulate your attacks around them, nullifying the risk of friendly fire.

Stellar Hephaestus [400 CP]

You are now an engineering prodigy. You could create war machines that can rival the likes of Svarog or even the Engine of Creation, constructs powerful enough to combat armies. You also become adept at creating mechanical prosthetics like Luka's right arm.

Xianzhou Luofu Perks

Lead the People [100 CP]

You now gain a reputation as a capable leader. Your reputation may contain some of your other traits as well, but those are up to you. Your reputation will be known especially well among other members of your race, who will often naturally defer to you for decisions and view you as their leader.

Inheritance [200 CP]

You gain access to a secret ritual that will allow you to either resurrect a recently deceased individual or simply cause a living and willing individual to undergo rebirth. They are then reborn as a member of your race (either from this jump or from another jump). Whenever you do this, you may choose up to three perks from this jump or others. You lose access to these perks until your next jump, but your "successor" gains access to the chosen perks permanently.

High Elder [400 CP]

You are now among the greatest of your chosen species; your strength, speed, durability, and intelligence all receive a moderate increase. You also receive another boost depending on your race in this jump. If you are a human, you gain preternatural skill with weaponry, enough to equal or even surpass the famed Sword Champions of the Xianzhou Alliance. If you are a Foxian, you gain the ability to shapeshift. If you are a Mechanical Lifeform, you receive built-in weaponry, such as missiles and lasers. Finally, if you are a Vidyadhara you grow a dragon-like tail and horns, and your ability to use cloudhymn magic rivals even that of the Imbibitor Lunae, not to mention gaining the healing abilities of Bailu.

Warforged Perks

Observation and Replication [100 CP]

You gain the ability to convincingly reproduce the habits, speech, and writing of someone by observing them for an extended amount of time. This amount of time varies depending on how unusual the target's habits and such are, but usually takes between around a week of frequent observation to be able to flawlessly replicate their manner of doing things.

Lord Ravager's Gift [200 CP]

You can now create "puppets" modeled after someone whose form you have inspected closely. You are able to possess this puppet, and while you do not gain any abilities you did not already possess, the puppet is structurally identical to the individual it was modeled after. You can almost certainly fool strangers with this disguise, but those who are close with the one who is your puppet's model will most likely notice something is off... that is, unless you have some way to believably imitate them.

Antimatter Legion [400 CP]

You now have the frightening ability to transform others into monsters. This corruption will change both the living and the dead into soldiers resembling those of the Antimatter Legion, but loyal to you rather than to the destruction. There is no limit to the number of soldiers you can create with this perk. You also have the option of transforming them into any other monsters you have an affinity with or the ability to create.

Items

Items may be imported into similar items. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed. Origins get their 100 CP Item for free and the rest at a 50% discount. You have a 300 CP stipend to be used on items only.

General Items

Pet [100 CP]

You gain a companion, but not the human kind. Your companion may be a robot, an animal, a plant, or something else, but it must be something that exists in-universe and is no stronger than an average Silvermane Guard or Cloud Knight.

Outfits [100 CP]

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

Credits [200 CP]

Money is what makes the world go round, Jumper. You gain one billion credits, a hefty sum of the currency used by the IPC.

Space Station [400 CP]

You gain a customizable space station, about the size of the Herta Space Station. This space station can be themed after anything you would like and have facilities centered around a purpose of your choice, although it will have no weaponry from this purchase. You may access it from your warehouse or choose to put it somewhere in outer-space when you start a new jump.

Drop-In Items

Gacha Can [100 CP]

It's a... garbage can? How strange, it seems to refill every week, with a very small chance (0.6%, to be exact) that it will contain an item worth a small fortune. Otherwise, it will mainly just be full of scrap, wrappers, and half-eaten food, but maybe you can find someone who would like it?

Space Anchor [200 CP]

You now possess five space anchors. These are devices that can be used to heal you and anyone you designate as your ally in its vicinity, although it will not heal any illnesses or life-threatening wounds, it will put your out-of-commission allies back into fighting shape in an instant. They also have an added bonus, in that you or one of your designated allies will be able to instantly teleport between Space Anchors by simply touching one.

Stellaron [400 CP]

Use this item wisely, Jumper, for it can disrupt the balance of entire worlds. A Stellaron is a strange life form resembling a gem with a golden glow. If left uncontained, it will cause disaster and tragedy in the area surrounding it, creating what is known as "Fragmentum" on nearby surfaces. Fragmentum is a growth of crystals that will spread like a cancer, and corrupt nearby living beings into monstrosities. In addition to the Stellaron, you will also gain a device within which you can safely contain it. The device also has a button that will allow you to instantly contain the Stellaron back in the device, no matter where it is, but take care you do this before the Fragmentum spreads too much, or it will be too late to turn back.

Simulated Universe [600 CP]

You gain a copy of the Herta Space Station's Simulated Universe, with a couple of modifications. First, you can upload your own memories or the memories of any of your companions to your Simulated Universe, allowing it to replicate locations, people, or battles from your experiences. This Simulated Universe is nearly flawless, allowing you to accurately observe the actions of enemies, monsters, or even gods. The Simulated Universe will be located in a small lab attached to your Warehouse or another property that you own in future jumps.

Soldier Items

Tool of War [100 CP]

A mechanical device that could be described as a weapon by the generous. Its specific appearance is up to you, but some examples might be a large claw with a wheel on it that you could use for sudden bursts of speed or a strange suitcase that can unfold into an extendable buzz-saw. While the weapon's mechanisms and destructive capabilities are impressive, its integrity is not the greatest, so it is entirely possible for it to break down mid-battle.

Fight Club [200 CP]

You may now take the Belobog Underworld's Fight Club with you to future worlds, attaching it to your warehouse or to a property you own at the beginning of each month. Your fight club will feature some battle robots that are unable to leave the area, a mechanical commentator, plenty of seating for guests, and a robotic manager that will be able to rake in a bit of money from bets if you open the Fight Club to the public.

Starskiff [400 CP]

You now have a Xianzhou Starskiff, a spacecraft resembling a flying boat that is not manufactured, but rather grown from Starskiff seeds. Your Starskiff has a small cabin in which it will produce seeds, about one every month, that you may use to grow a new identical Starskiff.

Silvermane Guards [600 CP]

You gain an army of Belobog's Silvermane guards. This army consists of 500 Silvermane Lieutenants, 1,500 Silvermane Cannoneers, and 3,000 standard Silvermane Soldiers. They will follow your orders with unquestioning loyalty. This purchase comes with a barracks that can be attached to your Warehouse or to any property you own, that contains living spaces and resources to upkeep this army at no cost.

The Nameless Items

Tea Supply [100 CP]

A small pantry that can be attached to your Warehouse or some other property you own, containing an automatically refilling stash of tea leaves, tea bags, and coffee beans, all of the highest quality.

Archive [200 CP]

This Archive is a small room with many bookshelves, but its primary standout feature is the computer console in the middle. This computer will update its information with every world you visit or have visited, essentially becoming an extremely efficient search engine for anything from your jumps, even those without an internet.

Orbital Laser [400 CP]

You now own a small satellite that will be put into outer space when you start each of your jumps, and will follow your position on any planet you go to. This satellite is connected to your mental commands, and at any time you can order it to fire a laser down at a precise location from orbit. This laser is very destructive, but it takes about twenty seconds to warm up and around two minutes to cool down again, so it cannot be used in rapid succession.

Astral Express [600 CP]

You may now take the Astral Express with you to your future jumps. This large train has many cars, enough for any and all of your companions to have their own room. The Express is a spacecraft, and can easily travel extremely far distances in very short time, as well as being able to beam passengers down to the surface from outer space. You may mentally control wherever the Express's destination is, and instinctively know how long it will take to get there.

Stellaron Hunter

Super Ultra Awesome Console [100 CP]

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

Hologram Recorders [200 CP]

These ten devices are able to record your actions and words for up to ten minutes, and then replay them as a hologram version of you when a condition you set is triggered. You must leave one in the room where the hologram is to be played, but after the message plays it will automatically return to you or your warehouse (your choice).

Aether Cartridge [400 CP]

An Aether Cartridge is a device used by hackers to edit the fabric of reality itself. This would be useless in the hands of someone unskilled at hacking, but to someone well-versed in the crime this is a powerful weapon. You could use it to create swords or laser beams, and even edit the weaknesses of enemies to make them vulnerable to your attacks.

Masterwork Weapon [600 CP]

You now have a weapon even more masterfully made than those created by Yingxing for the High-Cloud Quintet. This weapon, designed to your specifications, is not only both nigh-indestructible and sharp enough to cut through a solid block of steel, but also able to conduct elements extremely well, to the point that it doubles or even triples the output of elemental abilities where it is used as a medium.

Companions

Companion Import [50 CP]

Would you like to bring in a familiar face from past jumps? With this option, you may import one companion per purchase into this jump. You may pick their location, origin, and race for free, and they will receive 600 CP to spend on perks and items. They are also able to take drawbacks, but they are unable to receive more than 600 CP from doing so.

Jumper Express [200 CP]

With this purchase you may bring as many as eight companions from your past adventures to this jump with you. As with the option above, you may pick each of their locations, origins, and races for free, and they each receive 600 CP to spend on perks and items. They can take drawbacks, but may earn no more than 600 CP from them.

Canon Companion [50 CP]

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

New Face [100 CP]

Perhaps you'd like to make an entirely new friend? With this option, you may create an OC companion. They receive a location, origin, and race for free, and will have 600 CP to spend on perks and items. They are able to take no more than 600 CP worth of drawbacks.

Rising Faction [400 CP]

As the option above, but you may create eight OC companions rather than one. They each receive a location, origin, and race for free, and each have 600 CP to spend on perks and items. They may each take no more than 600 CP worth of drawbacks.

Drawbacks

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

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

This world seems to overlap ever so slightly with another; if you have been to any jumps in the universe of Honkai Impact 3rd, this option adds continuity between this jump and your actions in that one. The individuals who would recognize you from both are very few and far between, but they do exist.

Stay A While [+0 CP]

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

Daredevil [+100 CP]

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

Burden Of The Supreme Guardian [+100 CP]

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

Shady [+100 CP]

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

Not This Trick Again [+200 CP]

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

Riches to Rags[+200 CP]

For the duration of this jump, you will no longer have access to your warehouse or any items from other jumps.

Welcome Aboard [+200 CP]

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

Your True Self... Reveal It [+300 CP]

You now have the unfortunate fate of looking exactly like the greatest deceased enemy of one faction that you are not part of. This faction will not know of your existence until you are seen by one of their members, after which they will start hunting you in earnest. They believe you to be a reincarnation of their enemy and will pull out all of the stops to make sure you stay dead this time. As an added wild card, you will not know which faction's enemy you look like, so you might want to proceed with caution.

Wanted [+300 CP]

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

The Blessing of Destruction [+300 CP]

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

Mara-Struck [+600 CP]

I... am sorry, Jumper. You have succumbed to the plague of the Xianzhou, the curse that haunts all long-life species: you have been mara-struck. This is true even if your species does not have a long lifespan. You will lose all of your memories from before this jump, your mental state will be far from stable, and around once every month you will go berserk for an hour, attacking everything and everyone near you.

Endings

Move On: Bid this world goodbye as you trailblaze onward to another future jump.

Stay: Have you come to love this universe of stars and science-fantasy? Then you may choose to remain here.

Go Home: If you feel ready to go back to your homeworld, you may do so.

Notes

- Many thanks to u/thenyanbinary for their helpful suggestions!
- I know that many descriptions in this document are somewhat vague, largely due to how new Honkai: Star Rail is and the lack of information surrounding a lot of things in the lore. Hopefully I will be able to specify most of them as the story of the game gets revealed in future updates.
- Thanks for reading

Changelog