

HONKAI STAR RAIL

[photo here, intro here]

Paths

None +400cp

You aren't a pathstrider

The Trailblaze -0cp

Akivili

The Destruction -0cp

Nanook

The Hunt -0cp

Lan

The Erudition -0cp

Nous

The Harmony -0cp

Xipe, can optionally be involved in the Order nonsense in Penacony

The Preservation -0cp

Qlipoth

The Abundance -0cp

Yaoshi

The Elation -0cp

Aha

The Remembrance -0cp

Fuli

The Enigmata -0cp

Mythus

The Dead +100cp

Idrila the Beauty, Long the Permanence, Tayzzyronth the Propagation, Oroboros the Voracity, yada yada

The Nihilty +200cp

IX, very much not recommended

Worlds

Herta Space Station -0cp

SCIENCE, also IPC fuckery but it's a Genius' territory so you're fine, also Herta's an Emanator of Erudition so watch out

Jarilo-VI -0cp

Russia but space but eldritch monsters called the Fragmentum

Xianzhou Luofu -0cp

China but space but also immortality bad and supernatural senility is a terminal issue

Penacony -0cp

Planet-wide dreamscape luxury resort/theme park, but also dark secret of a guy trying to pull a YHWH because we can't have nice things, vaguely victorian england themed

Amphoreus -0cp

Greece but space but the Astral Express only gets around to connecting them to the wider galaxy later but also shit's hitting the fan

Factions

If a Pathstrider, highly recommended you pick a faction appropriate to your Path, you're gonna face issues otherwise

The Nameless -0cp

Trailblaze faction, can optionally be part of the Astral Express crew

Stellaron Hunters -0cp

Something something script something something cat prophet something something galactic terrorism

Xianzhou Alliance -0cp

The Hunt faction, eternal war against Yaoshi's abominations, shamefur dispray, can and will seal your ass if you're Abundance aligned

Galaxy Rangers -0cp

The Hunt faction, Cowboys but space, don't be a cunt help the weak and you can do whatever

Doctors of Chaos -0cp

The Nihility faction, endeavor to prove to IX that existence is more than nothing

Denizens of Abundance -0cp

The Abundance faction, may or may not all be brainwashed so consider this properly, but hey immortality and generally being incapable of dying is nice

Antimatter Legion -0cp

The Destruction faction, about as straightforwardly villainous as it can get because the one goal is destroying everything

The Family -0cp

The Harmony faction, propaganda out the ass babyyyyy

Genius Society -0cp

The Erudition faction, SCIENCE SCIENCE SCIENCE SCIENCE if you ain't a pioneer genius mad scientist you ain't getting in fucko

Intelligentsia Guild -0cp

The Erudition faction, if you're too much of a scrub to be part of the Genius society you can still join these guys and seek knowledge anyway

Interastral Peace Corporation -0cp

The Preservation faction, capitalism but space, MONEY MONEY MONEY, almost literally a cyberpunk dystopia, all the worst shit of corporate rule with no government to put them in check because they are the government, are currently working to make their currency the only currency in the universe

Masked Fools -0cp

The Elation faction, haha random funni, pretty much just hedonism

Knights Of Beauty -0cp

The Beauty faction, chivalry but space, seen as delusional by everyone else

History Fictionologists -0cp

The Enigmata faction, fuck the truth all my homies hate objective facts, spread lies and misinformation because fuck the past, basically everyone hates their guts and they're about as infamous as the Antimatter Legion due to all the damage they cause to culture and history, can optionally be a riddler which focus on language instead

Garden Of Recollection +100cp

The Remembrance faction, deals in memory, every member is a memetic entity meaning they have no physical presence and exist mainly in mindscapes and simulations but also means they're more vulnerable to cognitohazards, can optionally be a Cremator which destroy memories

Self-Annihilator +400cp

Why would you do this to yourself, Nihilty faction and basically those that end up decaying to nothing and dying because existential depression is apparently too much

Races

Human -0cp

Boring ass basic bitch humans

Automaton -0cp

Robots

Celestinae -0cp

Look largely just like humans, elf ears optional, basically ageless but have to deal with Mara

Foxian -0cp

Kemonomimi fox people, roughly 300 year lifespan

Borisin -0cp

Or something like that, werewolves basically

Vidyadhara -0cp

DRAGOOOOOOOOOON, also reincarnation shenanigans

Heliobus -0cp

Fucking space ghosts, can possess people and manipulate their thoughts, since they can't die being sealed or scattered when the jump ends will count as dying for the purposes of failing your chain

Halovian -0cp

Like humans but with halos

Pepeshi -0cp

Looks like children with a ball of fluff attached to their head

Intellitron -0cp

Fancy robots

Memetic Entity -0cp (Mandatory to Garden Of Recollection)

You don't have a physical body and basically only exist as a consciousness, hopefully you're in some dreamscape or simulation, also you're particularly vulnerable to memetic hazards because of this

Perks

General Perks

Playable Anime -0cp

Beauty perk

Follow Your Path -0cp

Style perk, can re flavor the aesthetics of any of your supernatural abilities however you like

Praise Of High Morals -100cp

That praise of high morals thing, you get it from minor and inconsequential acts of kindness and selflessness, and can expend them for similarly minor but nifty rewards

Anti-Organic Equation -600cp

You can corrupt and control all machines in a large area around you, based on Sugata from the Wardance questline, maybe a Path perk of Destruction?

Divine Immortality -800cp

You can't die due to some curse or other, it would take powers on the level of an Emanator or greater to kill you especially if their powers are particularly destructive or killy, beings on the level of Aeons can definitely kill you though, see Blade and Mydei

Emanator -800cp (Must be a Pathstrider to take)

You're an Emanator of your chosen path, cannot take if not a Pathstrider, planet busting power because of course

Path Perks

Trailblaze Perks

Hearts Filled With Wonder -100cp

You'll find that people you meet won't generally be too biased against you from their own prejudices and will give you a chance to form a positive relationship

Space Anchors -200cp

You can place down space anchors which you can use to teleport to any other space anchor you've placed before (or any other space anchor another Pathstrider of the Trailblaze placed that you have visited), when your chain ends you can use it to travel across settings, but during your chain you'll be restricted to the current jump, also this can be blocked with the right powers or technology by those that might want to do so for whatever reason

Forming Connections -400cp

You regularly tend to meet people who are good-natured and talented enough to be relevant, basically the noteworthy characters of the world, also they are pretty much always hot because of course, it wouldn't take you very long to be at minimum a friendly acquaintance of practically everyone important in the universe, also you'll generally be able to get along with pretty much anyone if you put in a bit of effort

Blazing New Paths -600cp

You always end up stumbling into the plot wherever you may be in a form that allows you to quickly become allies and perhaps friends of whoever you would align with the most, or involve yourself as a respected neutral party if you think either side of the conflict has a point, do note that big stories where you save the world or whatever aren't all that common and that you'll mostly be dragged into minor shenanigans which will allow you to better the lives of a lot of people

Nihilicity Perks

Resisting Annihilation -???cp

Nihilite perk for Acheron still surviving despite being an Emanator of Nihilite

World Perks

Herta Space Station Perks

Jarilo-VI Perks

Xianzhou Luofu Perks

The Power To Choose -200cp

Based on Sugata from the Wardance questline, you know a vaguely buddhist-ish mantra that helps even innately evil or violent beings choose to be peaceful and compassionate if they put in the effort to change

Penacony Perks

The Family -400cp

You're part of the Family, pretty high up even, only reason you're not equal to Sunday is because he's at the top, in other worlds you'll be able to quickly rise in the ranks to achieve a similar position

Legion -600cp

You're a hivemind of yourself, similar to the fixer guy

Amphoreus Perks

Oronyx's Miracle -200cp

That one fancy ability from Tribbie from Amphoreus to fix infrastructure using memories of the past to metaphorically rewind time, but it's really just repairing things

Chrysos Heir -600cp

You're one of the Chrysos Heirs, so you'll be deeply involved in the clusterfuck but will eventually get a Coreflame out of it, whatever that does, also when you slay the god/titan you're associated with you become a demigod which is something like a powerup I guess ("both human and divine, bearing Amphoreus' fate"), in other worlds you'll be similarly dragged into the plot in an important position

Faction Perks

??? -200 or 400cp?

Firefly's mech transformation thing, Stellaron Hunter perk

Super Hacker -400cp

Silver Wolf's hacking nonsense, Stellaron Hunter perk

Blessed By Gaiathra Triclops -600cp (IPC faction perkline)

Based on Aventurine's obscene luck

Items

General Items

Phone -0cp

Just a phone, impressive file size and can connect to the extranet from anywhere as long as your connection isn't being cut or jammed actively by something or someone, you can text people and take photos with it

Synesthesia Beacon -100cp

Mind-related fancy gadget, can block memetic hazards to some extent, also universal translator

Stellaron -600cp

Plot device, see what it does in Jarilo-VI and Penacony, can easily go way out of control but can be harnessed to do very fancy shit

Path Items

World Items

Herta Space Station Items

Jarilo-VI Items

Xianzhou Luofu Items

Penacony Items

Dreampool -100cp

Penacony item for one of the dreampools used to enter the dream, in other worlds it lets you enter any other dreamscapes there might be around and maybe even exploring memories infused into it rather than dreamscapes

Amphoreus Items

Dromas -200cp

Very docile massive dinosaur-looking mount, even first-time riders can steer them easily, Amphoreus item, they have white stumps and touching those stumps pisses them off so be careful when mounting them

Coreflame -600cp

Makes you a demigod with powers related to the Titan of your choice, more research needed for examples

Faction Items

Companions

New Faces -100/200/400cp

import/create

Welcome Aboard -0cp

Canon

Drawbacks

Old Memories +0cp

Continuity toggle with Hi3rd

Long Life +0cp

Stay extender, mention interesting things to see like Belobog's future in Jarilo-VI and the aid they receive from the Xianzhou Luofu, the possible acceptance of the Cartwheel temple and thus peaceful Borisin in the Xianzhou Alliance, witnessing whatever path Penacony will ultimately take, and ??? for Amphoreus

The Dreaded Black Screen +100cp

You'll frequently black out and see only black with white subtitles describing what's happening rather than experiencing stuff yourself, it doesn't generally happen for particularly major things but it can be jarring

Curse Of Death +200cp

Your powers automatically damage anyone you come into physical contact with, enough to kill anyone at a similar level of power to yours, those who are hostile to you aren't as vulnerable to this so no abusing it, based on Castorice

Scenarios?

Notes

>Can I be an Aeon?

No.

Fun Combos

Abundance Path + Emanator = The Xianzhou Alliance is going to hunt your ass down until the end of time

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