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Heres a small list of some Genshin Impact fanfics I enjoyed. Theyre mostly all gen or where shipping isnt the main focus:
Traveler-centric stories: Sideréal: Aether and Lumine end in different places in Teyvat and journey to reunite with each other. [Ao3 Link] You Will Find Me Friend: Aether and Lumine are shapeshifting eldritch beings. This changes things. [Ao3 Link] Blind Aether: When aethers powers are sealed by the unknown god, his sight is as well. Character interactions and dynamics change. [Ao3 Link] Make Me Your Hero (Surrender Your Crown): The Traveler is an oddball. Some people adore them. Other people fear them. [Ao3 Link] Aether, What Are You Doing?: The Traveler is a video game protagonist. Everyone else in Teyvat is not. [Ao3 Link] Anemo, Anemo, Alliteration: Theres a meme about Anemo vision holders having dead family and friends. The archons sure have a lot of those, dont they? In which the Archons get anemo visions, and theyre all confused why. [Ao3 Link] Freedom is walking to Mondstadt and asking for help: Venti, Zhongli, and Nahida sign a contract with each other after the Archon War. 500 years later, Nahida escapes the Akademiya/Sumeru and invokes it. [Ao3 Link] Woe be the Wallet of the God of Wealth: Keqing tries to teach Zhongli how to manage money. She suffers. (Ao3 - Account required) If a Tree Falls in a Forest: Post-Sumeru Archon quest, Nahida and Scaramouche accidentally switch bodies for a bit. [Ao3 Link] A Humans Resolve: Furina chooses to accept the duel rather than going to trial. The prophecy still happens, but she gets therapy afterwards. [Ao3 Link] Past rebounds: Following the Fontaine Archon Quest, Furina gets visited by an Oceanid. Following that visit, Furina tries to visit other Oceanids. [Ao3 Link] Tiamming: Ganyu Character-Story. Plays with the idea that Ganyu was the main defender of the Liyue Harbor and silenced any enemies/detractors of Rex Lapis within the city. [Ao3 Link] Everfrost: Liyue Archon Quest AU. Rex Lapis is dead. The Fauti are probably responsible and are attacking the Liyue Harbor. Ganyu: Let me solo them. [Ao3 Link] God of Reflections: During the Sumeru Archon Quest, the Doctor chooses to attack Nahida rather than negotiate. Alhaitham temporarily takes over as Dendro Archon after Nahida is greatly injured. [Ao3 Link] Nara Agni and the Memory of Death: Hu Tao does the Aranara quest. Hu Tao Character-Story, and an exploration into death and its meaning. [Ao3 Link] Is This What Therapy Is?: Collei and Scaramouche get therapy together. They decide the best method is to get revenge on the Doctor. [Ao3 Link] Spectacle for Want of Power: Arlecchino and Lyney spar each other. Its just a simple training session and is totally not traumatizing. [Ao3 Link] If anyone else has any stories they liked, feel free to recommend them! Page 2 Ac tienen una lista de fanfics de Genshin Impact que me gustaron. 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Es solo una simple sesin de entrenamiento y no es para nada traumtico. [Link de Ao3] Si alguien ms tiene historias que les gustaron, sintanse libres de recomendarlas! Version "Luna III" Event Wishes Notice - Phase 1 r/Genshin Impact r/Genshin Impact This is the official community for Genshin Impact (), the latest open-world action RPG from HoYoverse. The game features a massive, gorgeous map, an elaborate elemental combat system, engaging storyline & characters, co-op game mode, soothing soundtrack, and much more for you to explore! Members Online Version "Luna III" Event Wishes Notice - Phase 1 I command you to skip Durin for me u/Scion-7-Dawn I command you to skip Durin for me Go to Genshin Impact r/Genshin Impact Above are two useful tables to help you determine how many pulls you should save. Examples on how to use the tables: Q: How many pulls should you save to have a 50% chance to get the featured 5\*? A: Refer to the first table. The third column with the row corresponding to 50% gives 80 pulls. Q: How many pulls should you save to have a 90% chance to R5 a weapon with Epitomized Path? A: Refer to the second table. The last column with the row corresponding to 90% gives 698 pulls. Q: How many pulls should you save to have a 75% chance to get C6+R1? A: Unfortunately, simply adding the above tables won't give you the right number, but you may refer to the link below for more tables suited to your needs. (The last image in the link gives 848) Link to more 5\* tables Link to 4\* tables How these tables were generated:(WARNING: Some Math ahead) The statistical model was based off this post. In summary, the probability mass function f and cumulative mass function F for pulling any 5\* character can be expressed as follows: PMF and CMF for 5\* characters Where p = 0.006 and d = 0.06, the base probability to pull any 5\* character else has any stories they liked, feel free to recommend them! 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Similar functions were established for the weapon banner, except p = 0.007, d = 0.07, pity starts at 63, and the guarantee is at 77. I am aware that this guaranteed number deviates from the official number of 80, but it's best to use the model that better represents the data (see this quote by Feynman). It is to be noted that the second item in the piece-wise function F can be expressed as a sum of terms of a recurrence relation of f to be more efficiently implemented in a programming language (there is a closed-form, but why). MATLAB was used to implement a Monte-Carlo simulation with 10 million trials, incorporating the rules of the 50/50 and Epitomized Path. A trial is concluded when the number of pulls needed to obtain the desired amount of constellations and/or refinements is determined, as opposed to a trial being a singular pull. The inverse cumulative distribution function and rand() was used to simulate pulling any 5\*. The values of F were tabulated such that each index corresponds to the number of pulls so as to utilize indexing. EDIT: I added some tables for 4\* characters and weapons (see above). It doesn't take into account 5\* interference, but a guaranteed 4\* at the 11th or 12th pull are rare events anyway, so it shouldn't affect the numbers appreciably, if at all. These tables used p = 0.051, d = 0.51, and soft pity at 9 for 4\* characters; p = 0.06, d = 0.6, and soft pity at 8 for 4\* weapons. There is no guarantee you'll get the 4\* you want but there is a "practical guarantee" listed at 99%. Some caveats: The model also doesn't take into account additional available pulls by starglitter and these numbers are assuming that you have a zeroed wish counter. The model was also based off data obtained prior to when Epitomized Path was implemented. In the previous title, MiHoYo "Honkai Impact", Honkai is the undefined force that tries to destroy humanity and grows stronger with the technological advancement of humanity. "Impact" occurs most often when a new Herrscher is born (someone similar to Unknown Goddess etc.). It is this birth that causes "Honkai Impact." I wonder what is behind the name "Genshin" and what Impact is in the context of the world of Teyvat. Is it possible that Honkai and Genshin are simply different names for the same phenomenon occurring in different universes? 4.0 Banners/More clarification/Characters Splash Art/Kit // dim/Gameplay with fixed CA mero/Gameplay memetrolls/Gameplay notaleaks/Signature bow/Lyney with bow/Lyney icd and particle info/Model render/Lynette/Splash Art/Kit / mirror/Mats / dim/Skill stamina clarification/6 Lynette showcase/Fremint/Splash Art/Kit / mirror/Mats / dim/Diver helmet states / MCKT / dim/Gameplay mero/General/Splash Arts / mirror/Character icons / kit clarification/Deviltakoyaki char mats/Map/Exploration 4.0 Fontaine Map / mirror/Multi layer map examples / Map overlaid on Whole Map / Map overlay via Teyvat Institute / Paimon boundary/Map with region names / Map with waypoints and subregion names/Extended map/Fontaine Entrance/Map with domain locations/Exploration4.0 Fontaine screenshot / statue of seven / of hydroculus in Fontaine/Exploration puzzles/mechanics/Diving mechanic/Fontaine fountain of offering / rewards/Swimming snip/et/Lyney in Fontaine city/Fontaine City tour/City exploration with swimming/Underwater 1 / Underwater 2/Kokomi swimming/Underground city/sneak peek at unfinished terrain for future/Random screenshot / random underwater ss / kazuha underground screenshot] Quests/Events Event names and rewards/Event tutorials/Main event free Bennett/Events in game/ArchonStory/Lyney story quest/WorldGeneral4.0 daily commissions/Archon quests and Lyney quest line count/Egeria lore/Entities 4.0 world boss icons / world boss / crab world boss / boss names/Enemy tutorial text/Enemy tutorial images/new human enemies in gamenew enemies in game/Critters/Poodles / animals / turtle/Poodles can be added to teapot/Items New Artifacts / w/ desc/Weapons/New BP weapons / Craftables, Fishing and Lyney's Signature // Craftables / Fishing/New BP sword in game / new weapons/Materials/Drops/Local materials/Enemy drops/Boss drops/Wings/Reputation Wings / in game / reputation gadgets/Craftable Gadgets/Others/Hydroculus model / bday cake / foods/Game modes Blessings/Disorders/Floors 11 and 12/12 infographic/TCG/New Characters / mode/LoL/UITeam join info clarification / setup image/Party setup video/Party switch animations/Auto destroy artifacts/Mechanics/Outsies and Pneuma Mechanics/Music/OST 4.0 / themes/Misc/Namecards / boss splash arts // individual mirrors/Artifact Strongbox / World boss + Abyss + diving mechanics misc info compilation/Constellation icons / Lynette 4.04.0 overview/Free lynette after ar25/Fontaine expeditions Go to Genshin Impact r/Genshin Impact Portugal (Portugal) Total: 60k mora, 80 adventurer's experience, 40 fine enhancement ore, 40 Jueyun Chili Chicken, 40 Stir-Fried Fish Noodles OLOH7G6217EU GGXG9V0689671 IREQ1PTFRYBX BNY6K5X4H10 HOFK0PBK481G NOXAP58FP96ED YKHC29118C54 KAV175E7G31I Page title 1 miss exploration, guys u/RockingBytheSeaside 1 miss exploration, guys Go to Genshin Impact r/Genshin Impact Dear Travelers, During Version 4.5, a new type of Event Wish: "Chronicled Wish" will become available. Here, we've gathered together some questions that you might be curious about to better explain the rules of this new type of Wish. Q: What is "Chronicled Wish"? What can I get from it? A: "Chronicled Wish" is a new type of Event Wish that allows you to wish for certain rerun characters and weapons. Travelers can obtain random 5-star, 4-star, and 3-star items from "Chronicled Wish." Unlike other Event Wishes, the item list of "Chronicled Wish" includes both 5-star characters and 5-star weapons. It also includes a number of event wish-exclusive characters and weapons. Q: What are the rules of "Chronicled Wish"? Is there a wish guarantee? A: Wishes for "Chronicled Wish" require Intertwined Fate. Before wishing, you must choose your "Chronicled Path" by selecting a 5-star character or weapon from the list of 5-star items. If the Designated Item is a character, the 5-star items you can obtain in the Wish will all be characters; whereas if the Designated Item is a weapon, the 5-star items you can obtain in the Wish will all be weapons. There are guarantees for both the 5-star and 4-star items in the Wish. A maximum of 90 wishes conducted will secure a 5-star item through the guarantee. When you obtain a 5-star item in this Event Wish, there is a 50.000% chance it will be the Designated Item. You are guaranteed to win a 4-star or above item at least once every 10 attempts. "Chronicled Path" Rules: After choosing a 5-star item as your Designated Item, if you obtain a 5-star item that was not your Designated Item, you will receive 1 Fate Point. Once you have reached the maximum amount of Fate Points (1 Fate Point), the next 5-star item you obtain through this Wish is guaranteed to be your Designated Item. Obtaining the current Designated Item or changing your choice will reset the Fate Points to 0. To take Version 4.5's Chronicled Wish as an example, if you chose the character "Dandelion Knight" Jean (Anemo) as your Designated Item, then the 5-star items you might receive would be limited to the image below (and would therefore not include weapons). As Jean is the Designated Item, if you were to receive the character "Dance of the Shimmering Wave" Eula (Cryo) instead, you would receive 1 Fate Point (the maximum amount). The next 5-star item that you'd obtain would then be guaranteed to be Jean. Q: When the "Chronicled Wish" event ends, will my accumulated wishes carry over to the next "Chronicled Wish"? How about the Fate Points for "Chronicled Path"? A: The wish guarantee count will continue to accumulate within "Chronicled Wish," and will carry over to the next "Chronicled Wish." The wish guarantee count for "Chronicled Wish" is independent of the guarantee counts for other types of Wishes. Your Fate Points will not be carried over to the next "Chronicled Wish." Your Fate Points will be reset to 0 when the current "Chronicled Wish" ends. E.g.: In the current "Chronicled Wish," you chart a course towards "Dandelion Knight" Jean (Anemo) but the first 5-star character you obtain is "Fleeing Sunlight" Klee (Pyro). As this character is not Jean, you obtain 1 Fate Point for "Chronicled Path." You make another 10 wishes during the same "Chronicled Wish," but don't receive a 5-star item, so you are still 80 wishes away from being guaranteed a 5-star item. You then don't make any other wishes during the current "Chronicled Wish." Once the next "Chronicled Wish" begins, your accumulated wish count is carried over from the last "Chronicled Wish," but your Fate Points for "Chronicled Path" are reset to 0. In the new "Chronicled Wish," you will be guaranteed to obtain a 5-star item after 80 wishes, and there is a 50.000% chance that it will be the current Designated Item. Q: Will the item list change between different "Chronicled Wish" periods? Are there corresponding rules for said changes? A: The items in each different "Chronicled Wish" period may change. For details, please stay tuned for "Chronicled Wish" event notices. Only event-exclusive 5-star characters that have already appeared in the "Character Event Wish" or "Character Event Wish-2" at least 3 times and have also not appeared in any recent Event Wishes will appear in "Chronicled Wish." Event-exclusive 5-star characters that have already appeared in "Chronicled Wish" may still appear in future "Chronicled Wishes" or other types of Event Wishes. December 30, 2024 Update. Starting from January 21, 2025, only event-exclusive 5-star characters that have already appeared in the "Character Event Wish" or "Character Event Wish-2" at least 2 times and have also not appeared in any recent Event Wishes will appear in "Chronicled Wish." Q: When will "Chronicled Wish" be available? A: "Chronicled Wish" events will be available from time to time. Please stay tuned to our official news for detailed information about when they will be available. That's all for this issue's FAQ. If you still have any queries about "Chronicled Wish," feel free to leave them in the comments section or stay tuned for future official announcements. For more detailed rules, please check out the "Details" section on the event page after the game is updated.

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