



By PsychoAnon

It Begins

Fuyuki city doesn't know what it's in for. One Rin Tohsaka, the craziest bitch in town, is about to summon her saber Servant, actually Satan, for the latest Murder Death Kill contest.

This is the abridged parody of Unlimited Blade Works created by Project Mouthwash. Rin is a psycho with 100% maximum no chill, Shirou is obsessed with saving all pipes in front of him, Saber is bae-ber and Shirou's tiger mom, Sakura is really passive aggressive and Archer really wants to kill Shirou. In other words, it's not all that different from the original story.

Long story short there's this thing called a Holy Grail War held in Fuyuki City where 7 heroes are summoned from across time and space by wizards to kill each other so that the last team standing can make a wish on the Holy Grail, which is actually a big hole in the sky currently corrupted by black goo.

You're showing up in this wacky timeline as Rin summons Archer. Will you participate in the Murder Death Kill? How will Shirou save every single pipe? Who will win Bae-ber's heart and fine ass? Let's find out. Take this gift of abstract points and get outta my face.

+1000 MP (Murder Points)

Origins

select your origin. Perks and items are 50% off for matching origin, except 100 point matching perks and items which are free. All origins can be taken as drop-ins.

Pipe Guy

You have a dream. An extremely stupid dream. You wanna be a hero and save every pipe in front of you. Every person too. People are basically pipes when you get down to it. Everything in your PTSD riddled heart tells you that this is the only path for you, no matter how stupid it is. Alternatively, you might be a more cynical version of yourself from the future.

Crazy Bitch

Time to bring out 100% maximum no chill energy! You're a borderline psychotic mage from a prestigious family that grew up here in Fuyuki and made it everyone else's problem. You're locally renowned and feared in equal measure. Mostly because you keep planting bombs everywhere.

King of Baes

You are a warrior from a far-off time, dedicated, nay willingly Enslaves, to your solemn duty. You are also bae. How did you end up in this time, this place? Probably the Holy Grail War, silly. Perhaps you'll find what you're looking for in this era.

Evil Mage

You are a sinister modern mage. That is to say you are a modern mage. No slimy behavior is beneath you, no means or method too low to accomplish your goals. Or you could just be chill, I don't know you, bro.

Dream Girl

You are a servant. Not the heroic spirits summoned from throughout time and space, but rather someone who has dedicated themselves to another and ensuring their success and happiness, likely at the cost of your own.

The Worst

You're just bad. Like, actually the worst. A massive dickhead, a douche canoe, a villain in the truest sense of the word when that word doesn't mean a peasant farmer. You're so evil you may even have some connection to... the Catholic Church!

Race

Human

You're just a normal person. A normal person who almost certainly knows magic, but a normal person nonetheless. Thanks to being a human you'll be able to receive a set of 3 command seals and the opportunity to summon your own servant to participate in the Murder Death Kill, receiving them as a free companion.

200/300 - Tiny Murder Machine

The Einzberns sure do love making homunculi. Case in point - you. You're an artificial being made from magic, superior to normie humans in one or several aspects such as your significantly increased endurance and ability to take severe damage without dying. For 200 MP, you're a scrub tier homunculus like the ones that look after Illya. While you may not have her crazy magic abilities, you have physical strength equivalent to a B rank servant.

For 300 MP, you're just like Illya. You've got a natural affinity for all types of magic and a ridiculous amount of magic to sling around due to having way too many top notch magic circuits crammed in your body. It's so much that you could create and control multiple little familiars, each of which are powerful enough to be considered a "mini-mage" in their own right. Well, you could if you ever learned how to do magic like that, at least.

In either case, you can get command seals and a servant to participate in the Grail War just like humans can.

Servant

You are a heroic spirit, legendary warriors summoned from the Throne of Heroes beyond time to do battle again and again, usually for really stupid reasons. Often servants spawn in as some sort of fetishistic variant like "bride servant" or "swimsuit servant". In any case, as a Servant you are a mythical warrior far beyond humanity with cool ass powers any spunky teenage anime protagonist would want. To flesh out your "build" as a servant, either use the Servant section in this jump or alternatively use the Servant Supplement, gaining +1000SP to use in that document.

As a Servant you will be bound to a master and forced to participate in the Holy Grail War, your nature and duty weighing you down. You can optionally take your master as a companion if they survive to the end or the jump.

Servant Section

These options can only be purchased by the Servant race. You can select your Class freely.

300/400/600/1000 - Power Level (must buy one)

Servants are not all built equally. They've all got different strengths and weaknesses between their raw stats, skills and Noble Phantasms but some legends are just more legendary than others.

For 300 MP, you're on the level of Medea; you have some powerful tools or perhaps notable combat might, but you're likely heavily lacking in something else that could allow even a modern magus to beat you if unprepared. For 400 MP you're on the level of Cu Chulainn or EMIYA, significantly stronger and likely more well rounded, actually built to battle other servants. For 600 MP you're as strong as Artoria at full power or Heracles, top tier when it comes to battling other servants and potentially having broken skills or Noble Phantasms like Godhand or Excalibur. For 1000 MP, you are a servant equal to Gilgamesh. Not only should you have multiple broken Noble Phantasms, you could have thousands of them with something like the Gate of Babylon. Regardless of what makes you so strong, you're an even match with Gilgamesh himself.

Free - Spooky

Heroic spirits are effectively ghosts. This has several implications - for one thing, only magic attacks can deal damage to servants since you don't have a truly physical body, though this goes away if you do have a physical form. For another, you can "disappear" and hover around your master invisibly, only detectable by those who can sense magic beings like other servants. You can even walk through walls.

Free/100 - Do As The Romans

Servants get an info dump when they spawn in to get the 411 on what's happening, yo. It might give some confusing information on which slang is up to date. Besides that, lots of general information gets put in there so they can generally navigate the society around them like a normal person there would. You've got this benefit automatically, but for 100 MP you can keep this benefit in future worlds, getting the same info at the start of every jump.

200 - Alive

Servants don't have physical bodies. People can touch them and vice versa but they're made of magic, and need to be supplied with more magic while using their master as an "anchor" to keep them from blinking out of reality. Somehow, you've become the exception and are a servant with a physical body. You don't need a master to survive in the world and can generate your own mana. This is a massive advantage over other servants, with the only sacrifice being you can't do ghost stuff like phase through walls or disappear anymore.

Perks

Free - Magic, Bitch!

You're a wizard, jumper. You've got magic wires running through your body which process magic energy to let you cast spells. You can do stuff like reinforce a pipe to make it pipe-ier, or conjure stuff from thin air or shoot magic bullets. You've got an above average amount of magic to throw around and know the basics of magecraft, which is reinforcement magic (put magic in stuff to make it stronger), gradation air (makes temporary objects out of magic), hypnotism (mind control) and formalcraft (basic magic rituals).

Free (Forbidden for Servants) - Command Seals

Three magic seals have been emblazoned on your skin like a tattoo. These command seals serve as a link with your servant that gives them your mana to fuel them and, as the name suggests, lets you command them by expending one of the seals. The effects of the seal are powerful - you could temporarily enhance the power of your servant or warp them to your side, or even make them kill themselves. Or you could do funny shit like make them speak in limerick. The more general the order the less effective it is, especially on a servant with magic resistance. Be warned that you only have three and when all three are spent your servant will disappear.

200 - Magecraft Expertise

Most mage families specialize in their own particular type of magecraft focused on a specific idea, developing that idea over the decades and even centuries to become a formidable art. You've got a mastery of one of these schools, be that Tohsaka gem magic, Einzbern Homunculus creation or whatever the hell the Matous are doing with those penis worms. Maybe you've got your own unique but equally impressive magic skill set. ...Pipe magic? Mayyybeeee? You can buy as many expertises as you can afford.

Pipe Guy

100 - Save Everyone

Saving everyone in front of you. Some would call it a stupid dream, perhaps even vaguely defined and poorly thought out. Still, it's yours and you have the heart to pull it off. When someone else is in danger you can cast aside all fear and concern for your own well-being to rush in and save them. Doing this for people very quickly makes them like you, maybe even love you if you play your cards right. This is a dumb mindset for dummies, but it's also how heroes are.

200 - New Game Plus

This whole “Holy Grail War” thing’s old hat to you. Been there, done that. Literally, you actually did this before and remember everything that happened like it was yesterday. You can remember all the events that will transpire in this war because at some time in the past you lived through these same events. The issue is that inconsistencies will start to pop up. Butterfly effect and all that. You'll still have tons of useful info, but there's almost no way everything will go how it did before. This same experience will happen in future jumps, remembering the events and characters as if you'd already gone through them once before.

400 - I WANT THAT

Look at that! That cool thing that guy did! You want that and you can have it! You've got a knack for copying things you've seen other people do, like mimicking someone else's magic after watching them use it a couple times. How fast you'll copy the skills depends on your “compatibility” with them. If you were fighting someone who was literally you then you could replicate something as complex as a reality marble after experiencing it just a few times.

600 - All Levels Including Physical

There is a concept imbued deep in your being, so intertwined with who you are that it defines virtually everything about you - pipes! Okay, it's probably not pipes, but this concept is so natural to you that you can perform ridiculous feats of magic with it so strong they're borderline true magic. If your concept was “sword” you could replicate and conjure full on Noble Phantasms out of thin air as an idiot that barely knows magecraft.

1000 - I Am The Bone of My Sword

There is a whole world inside you, a core of your being. You have mastered the legendary magic known as a reality marble, able to project out this “inner world” to bring you and everyone around you inside it. This inner world’s appearance reflects who you are as a person and has some incredibly powerful magic imbued into it, like the ability to store and replicate countless legendary weapons you've encountered or summon past allies to your side. You can manifest more minor versions of your marble’s abilities even outside the reality marble; you could summon just one or two weapons from inside, for example. A reality marble can only be maintained for so long due to the world's logic trying to crush it. You can maintain yours for about half an hour due to being extremely experienced with it. Summoning it may or may not require a chuuni chant.

Crazy Bitch

100 - 100% MAXIMUM NO CHILL!!!

Why just live life when you could kick its fucking ass?! You give the most effort and energy possible to everything you do, be it a wizard fight, summoning a servant or even just the batting cages. You're a seemingly endless wellspring of energy and motivation (as long as you didn't just wake up). Combined with your confidence, you feel like you can do anything! Fuck yeah!

200 - Dat Ass

Holy shit. You have an ass that countries would go to war over. Like, oh my God, it's just, ugh! Get outta here with that thing! If Helen of Troy were a butt that's where she'd be. You can see that thing from space! ...The point is you're hot. Hot and weirdly charismatic enough that people can forgive "minor" things like trying to kill them 70 times to form a relationship with you. May your ass be forever dummy thicc.

400 - Sick as Fuck

You are truly blessed. It seems like you're really good at pretty much everything you try your hand at. A world class martial artist, an expert magus, a straight A student, an excellent baseball player - there's basically nothing you don't have a notable amount of talent for. You might not be on the level of super geniuses in their fields like Rin is for magic and Kuzuki is for martial arts with this alone, but there's virtually no field you couldn't become a bona fide "expert" in.

600 - Magic Prodigy

This Murder Death Kill is a battle of mages. You're gonna show them you're the most kick-ass mage around. You're a once-in-a-lifetime magic prodigy that's naturally attuned to all 5 regular elements, which basically means you can do whatever magic you damn well please. You pick up and make new magic concepts and spells extremely fast, can get a good understanding of magic you encounter just by looking at it and you can sling around spells like nobody's business. That last one is because you're super efficient with your magic and have lots of extremely high quality magic circuits inside your rockin' bod. You're so talented that with enough study you might one day be able to grasp and acquire True Magic. Show these other bitches how it's done!

King of Baes

100 - Fight Mania

Feel the beating of your heart, the rush of adrenaline coursing through your veins, the sheer ecstasy of knowing that one wrong move could spell your end! You've got a major battle boner going on. Where some might cower at the idea of fighting a 12 foot tall berserking Heracles it just makes you more excited. As a warrior you're completely fearless and not just ready, but excited for anything. You still know your limits and are willing to flee when outmatched.

200 - Tiger Mom

You have a form even more fearsome than any legendary warrior - tiger mom mode. By taking someone under your wing as if they were your own child you can train them up to snuff in whatever skills you possess in record time. A doofus who doesn't know the first thing about sword fighting could be trading blows with heroic spirits after just a week or two under your tutelage. Tiger mom is proud.

400 - Bae-ber

If there is one constant and absolute fact of reality, beyond the laws of the universe and logic themselves, it is that you are bae. The “bae-ness” which shines forth from your being enlightens all to your greatness and makes everyone desire you, from teenagers to the greatest warriors in history. Virtually no one can resist this pull and the more time they interact with you the more powerful it becomes. Beware, for all want to make the bae theirs, and many by force if necessary.

600 - Dargon

You know who's really cool? You! You know what else is really cool? Dragons! Coincidence? Surprisingly not! You've got a dragon somewhere in your family tree and that means you've got a mana core, basically an OP mana generator that gives you more magic to work with than most servants, let alone normal mages. Not only do you have tons of mana, but you regen to full over the course of just a day no matter how much you spend. You also know the “mana burst” skill, letting you massively amp your stats by spending mana. Servants can't regen mana unless alive, so keep that in mind.

Evil Mage

100 - Your Best Friend

Tricking stupid and gullible idiots is easy for a genius like yourself. By just denying whatever bad shit you did, nobody will really punish you for it unless they directly saw you do it. Even if it was mega obvious it was you, as long as they aren't seeing it right in front of their eyes they probably aren't gonna do anything about it. Why would they wanna hurt their very good best friend? May be less effective against the sociopathic or extremely violent.

200 - Crybaby

“Waaaaaahhhh, waaaaaahhhh, baby want stronger servant, baby want second chance!” That's you now. That's what you sound like. Whining is a weirdly effective tactic to get what you want. If you wanna be the master for the Grail War instead of your way better sister then go ahead. Hell, if you want another servant then go ahead (it's your funeral) what, who said that, definitely not me. It won't always work or work immediately; you really have to wear them down or target someone who's just super done with this bullshit. The more ridiculous your demands, the less likely they are to acquiesce.

400 - It's All Coming Together

As expected, your grand master plan that you totally had all figured out from the start has gone off without a hitch! You definitely haven't been winging things this entire time basically shitting your pants in terror, it definitely wasn't dumb luck that all the other servants are dead and you're somehow still in the running, and it definitely won't be said nonexistent dumb luck that carries you to the end of this thing. All strategy and skill, baby!

600 - Am I Dead?!

Death isn't coming for you, jumper. The world has other (possibly worse) plans in mind for your fate. As a result, things that should really kill you just kinda don't. Being cornered by other masters in a Grail War after you tried to murder them? They'll let you off with a warning. Smacked around by a heroic spirit unfathomably more powerful than you? You'll walk it off. Falling 100 feet directly onto your face? Somehow fine. Even if you got warped into some horrific Eldritch flesh monster somebody would save you and you'd make a full recovery. You could still die, but that plot armor be dummy thicc.

Dream Girl

100 - Drama Queen

From the deepest depths of Hades you came, uttering prose which portend the darkest of fates. Basically you can talk like a crazy edgelord chuuni drama teacher. Talking like this not only gives you a mysterious and menacing aura, but you can constantly threaten people and they'll take it as a quirk of your personality rather than a legitimate threat on their lives.

200 - Manic Pixie Dream Girl

Your life isn't defined by what you want. Rather, it's shaped and defined by ensuring that those you support reach their own happiness. In other words, you are a manic pixie dream girl. This supportive nature of yours makes you incredibly appealing as a lover. Even the most jaded and heartbroken wench would fall head over heels for you because the way you treat her makes her feel like the most special girl in the world.

400 - Assassin

You were born at a young age. And soon after, grew with age. You grew to become the perfect superhuman assassin. There's less ways to kill a man you don't know than how many you do and you've been trained to use any weapon for this aim. Your intense training gave you a body that's basically at the limits of what a normal person can achieve, which is to say you can run as fast as a car and punch through brick walls. Infiltration is another specialty of yours, whether it's sneaking through a government facility in a cardboard box or killing a guy and stealing his identity for a decade without anybody noticing. You're the perfect killing machine.

600 - Conceptual Ass Kicking

Heroic spirits are selected from among the strongest and best fighters in history, but somehow you're so good at kicking ass that your raw ass kicking skill surpasses most of them. You have a lifetime's worth of training and experience with a type of fighting, be that a particular school of martial arts or a type of weapon like the blade. As a genius in martial arts of all kinds, you elevated this fighting style to supernatural levels that could even contend with servants. You could have a snake martial art so unpredictable even Artoria's instincts get completely caught off guard and unable to react to it or a technique like the tsubame gaeshi that lets you strike simultaneously from three directions at once. True Magic? More like true wobbly punches.

The Worst

100 - Mongrels

These lesser beings dare show themselves in your presence? How presumptuous of them! Your smug aura mocks and terrifies those lesser than you, causing possibly even some of the mightiest warriors to tread with caution and the most obnoxious assholes to shut their mouth for a second. This only really works on those weaker than you, but with how great you are I'm sure that's a long list.

200 - Backstabber

Is there anyone more trustworthy than you? I don't think so! That incredibly menacing and evil energy you're giving off doesn't trigger alarm bells with me or anyone else you interact with. Even those who absolutely hate you still wouldn't suspect you of treason until you revealed it yourself and outsiders don't seem to figure it out either. You can't keep getting away with this!

400 - Catholic Karate

Every Catholic priest is either a pedophile or really good at kicking ass. Thankfully you're in the latter camp. You've been blessed with special enhancements from the church that give you stats comparable if not superior to Kuzuki (see the Assassin perk) and a holy enchantment that makes your strikes hit creatures of the night exceptionally hard. You're also warded somewhat from evil influence.

600 - King of Heroes

You are special. Better than everyone else, a force so great the world itself trembles in your presence and all the world's evil would fail to overtake you. So unbreakable is your will that no force can corrupt or control you regardless of its power or influence, not even Angry Matthew himself. Additionally, you are 2/3rds divine which causes all those without divine blood in your presence to feel innately inferior to you and significantly enhances your physical and magical abilities. It also lets you float in midair to flex on the peasants harder.

Items

You gain an extra +200 MP to spend on this section

Pipe Guy

100 - Tool Shed

This is your personal sanctum of justice. Inside are all the random objects that you need to save via reinforcement magic. It's mostly pipes - tons and tons and tons of pipes. It's a good place to go when you want to be left alone and save pipes in peace. There's also a weirdly important looking magic circle but that's probably not important.

200 - Nice House

For a broke bitch you have a really nice home. This is a traditional Japanese house that's pretty big and has lots of rooms. There's even a dojo inside with practice swords and other martial arts training equipment. There's a bounded field around the house that alerts you to intruders whenever someone comes inside without your permission.

400 - Cool Swords

I bet you want these, huh? These are twin swords made for each other, so much so that they can attract each other like magnets. Being full-on Noble Phantasms, these swords are quite strong and grant the wielder a decent amount of magic resistance, plus they do bonus damage against anything that could be considered a “monster”. You can summon and dematerialize them at will.

600 - Avalon

A legendary artifact is inside your body for some reason. Avalon, or at least a piece of it, is inside you and it grants you life-saving power. The shard massively increases your lifespan to let you live hundreds of years in your prime. Arguably more importantly, it grants you the ability to heal from things at a ridiculous pace. Almost cut in half by Berserker? You'll be up and at 'em the next day. Fucked up your entire magic circuit network? You'll be good in like an hour. You could even regrow limbs and organs.

Crazy Bitch

100 - Bombs

Explosives are a mages' best friend. Sure ain't diamonds, those bitches are expensive as hell. Bombs are cheap as hell, especially when you make them yourself and plant them in your classmate's desk. Purely a hypothetical situation. The point is you've got tons of improvised explosives.

200 - Special Gem

Ooh, pretty! This gem is filled with tons of magical energy, so much that it could even revive the very recently deceased. That's just one example but it could be used for any number of powerful spells, about as powerful as a small-scale Noble Phantasm. Once the gem's energy has been expended it will slowly replenish magic energy, only getting all of it back after a decade of time. This process can be sped up by using your own mana or rituals to refill it.

400 - Wizard Tools

Every good mage has their own magic "stuff" they've built up over time. This item gives you a workshop tailored to performing the magecraft you specialize in and contains items and equipment representing years of work. It could be incredibly valuable gems filled with months' worth of magic energy or enchanted items that enhance your ability to use your magecraft. Whatever it is, anything that would be "used up" like the gems will come back after a month.

600 - Family Crest

Ah yes, the family crest. We both know what that is and therefore it doesn't need any further explanation, but I will now proceed to explain it. This is like a magic tattoo on your body, but actually spiritual and not physical, containing the knowledge of centuries of research in some school of magecraft. Not only does just having this give you all of that accumulated knowledge and make you a master of that magecraft, but it also gives you tons of extra magic as it's made up of a bunch of magic circuits. It's made to be passed down and so you can pass it down if you wish, including whatever extra knowledge you added to it, and you'll get it back at the start of the next jump. This will happen every jump.

King of Baes

100 - King's Hammer

Beware the mighty hammer of the king! This is actually just a baseball bat, but it has the nifty attribute of being virtually unbreakable. Even if you threw it with superhuman might through a metal fence or brick wall it wouldn't so much as dent.

200 - All The World's Burgers

A king deserves a mighty feast! You have all the burgers and sandwiches anyone could ask for, of any type and from any restaurant. You can conjure this food at any time, which will make it hard to not to get a little chubby without a powerful will. You also get the kingly (cardboard) burger crown, showing all that you are the rightful king of burgers.

400 - Carnwennan

Where were you keeping this? This is a magic dagger from magical Britain which has the power to let the user become completely invisible. This acts as a powerful form of “presence concealment” that bypasses extra senses like Servants’ natural ability to sense each other, leaving the user nearly undetectable even by servants and mages alike. Certain natural tells like sound still remain effective for finding the user.

600 - Sword of Kings

Excalibur is a weapon so legendary that just the sight of it is an immediate giveaway that the Servant using it is King Arthur. Its raw might as a weapon/Noble Phantasm is nearly unrivaled as when fueled with enough mana it can emit massive beams of energy capable of parting the clouds and obliterating mountains. Your version also has an enchantment which can cloak it in a barrier of swirling air to make it invisible and hide its identity.

Evil Mage

100 - Sick Axe

Damn, bro, that thing is cool as fuck! You've got a really big axe that's enchanted to hit even harder than it looks like it would. The one downside of the axe is it's even heavier than it looks, so you have to be mega strong to use it. Big axe mode engage!

200 - Orphan Lab

Mana farming technology has advanced in recent times. Used to be if you wanted to fuel a servant you'd need to do it yourself, but now we can melt orphans! That's right, this cutting edge facility is stocked with tons of orphans to liquid and then turn into crystalized mana. I'm gonna be real, it's not actually that efficient. It takes like 5 orphans to make a little mana crystal. But hey, there are TONS of orphans here so it's not like you're running out any time soon.

400 - Penis Worm Dungeon

Welcome to the penis worm room! These penis worms are actually magic creatures called crest worms. They grow by uh... we don't talk about that. Anyways, they're kinda like their own magic circuits and you're linked to all of them so you can use the mana they have like it's your own. You have a lot of these things. You can also perceive what they perceive. They make for a very good source of extra magic and you can make even more by uh... you can make even more.

600 - Sick-ass Mansion

Now this is living! You've got your own castle like the Einzbern mansion, complete with a heavily guarded forest filled with landmines. Not only is it massive and magnificent, but it has a great deal of homunculus servants to do your bidding and make your toaster strudels. The final secret it contains is rooms for making more homunculi along with tons of research and materials relating to the art of golem creation.

Dream Girl

100 - Fake Identity

You are a perfectly normal citizen. Nothing unusual about you whatsoever. It says so right on this card. You've got a complete set of stolen ID info that lets you take the role of the person you stole it from. What happened to them? Don't worry about it. You've also got some normal job like high school teacher that you can slide into. You get a new one in each jump.

200 - School

I don't know how, but you apparently own a whole high school. The school is weirdly gravitated to by “main character-y” type kids with special powers and scary personalities. Perhaps you could shape these young minds, or alternatively creep them out and troll them.

400 - Contacts

Killing people is easy enough, but what about after? You know some guys who can help clean and cover up your crimes. They're well connected enough that they could even get you a new identity if you needed it. What they want in exchange is for you to kill people for them, though you'll still be paid for your services if you agree to take out the targets they give you.

600 - Temple

High atop a hill is a beautiful Shinto temple. Clearly some work has been done on it by a mage because the ground is overfilled with mana. There's so much mana constantly coming into this temple that it might as well be endless and it has a bounded field around it that prevents entry for heroic spirits from any direction but the front staircase. That staircase is guarded by a summoned heroic spirit that totally is a saber, acting as the guard dog protecting your territory. This temple is your fortress.

The Worst

100 - Backatabbin' Knife

Backstabbing is usually more of a metaphorical term but you're so bad you literally do it. This knife is just for that purpose, enchanted so that when it is used to stab someone in the back it'll inflict significantly more damage than it should. A deliciously evil weapon.

200 - Black Keys

You've heard of throwing knives but how about throwing swords? Black keys are 3 foot long swords made to be thrown from between your fingers like daggers. They are powerful weapons against the unholy and are even somewhat effective against magical beings like servants or magic familiars. They're hard to learn but they're pretty damn cool.

400 - Average Catholic Church

This is a perfectly normal Catholic Church. You can tell by the basement full of starving, emaciated orphans. The orphans are a surprisingly very efficient source of magical energy either for yourself or for fueling a servant. Beyond that, this church has a protecting and warding aura that seems to deter anyone from attacking others or pursuing targets inside. This is just a deterrent though, so the truly determined will still probably just do what they want.

600 - Spare Seals

You might have come a bit overprepared for this conflict. Instead of 3 command seals you've got 33 command seals. Not only that, but you can link them to different targets rather than just your servant if you have one, though it might take some work. The seals will replenish every six months. The objectively correct way to use these is to force your servant to do stupid and humiliating things for your amusement.

Companions

100 - Companion Import/Creation

Don't be the only one stuck in the middle of some crazy shit! Bring your friends along! You can import/create two companions per 100 MP spent here, granting them each an origin and 600 MP to spend on any options. Alternatively, you can import/create just one companion per 100 MP, granting them the same benefits but +1000 MP to spend.

Free - Wacky Characters

Wanna bring the goofy goobers you encounter here with you to future adventures? You can bring them along for free as long as you can convince them to agree to it. I doubt Archer would take much convincing.

Free (must have Command Seals) - I Summon You!

Meet your partner that will accompany you through the Grail War. You have a +600 MP stipend for the Servant Section to build them (or +1000SP if you'd prefer to use the Servant supplement) and they get an origin, plus +300MP to spend on anything in the jump (including more stuff in the Servant Section).

100 - Mommy

In your darkest hour, a beautiful woman came to save your heart. This beautiful, nurturing and mature woman is like a mother to you, and also your girlfriend. A mommy gf, if you will. She was very lonely before she met you but now that she has you she wants to take care of you and protect you at all costs. She makes you food, cleans and lays out your clothes, manages your sleep schedule... yeah, she's a little controlling. She's also extremely overprotective, since if anyone dared to hurt you she would immediately activate her extremely refined reinforcement magic and beat their ass. She's a powerful magus who effectively has the "On All Levels Including Physical" perk for the concept of being a mommy, plus a reality marble that can heal all your wounds and ailments and keeps you perfectly safe while inside. She makes you feel very safe and warm.

200 - Galgamesh

Kneel before the queen of heroes, mongrel! This is a version of Gilgamesh that has been summoned to the modern day but as a beautiful woman. She's every bit the OP asshole the male variant is, though she's become fascinated with you for whatever reason. She seems to find you at least amusing enough not to murder even if you get on her nerves, though getting her to do what you want and wrangling her proves a difficult task.

Drawbacks

+100 - Trolled

How wonderful, it seems your friends are comedians. Those you're close with and even strangers love messing with you. Whether it's being purposefully obtuse and insisting you're Satan or straight up using command seals to make you speak in limerick, you're in for a lot of annoyance.

+100 - Wack Slang

Oh snap! This Holy Grail War is dope, straight fire *picture of a fire emoji*! Y'all's vocab is totes anachronistic and confusing, straight up. You're constantly spitting fly slang words from different time periods, all in the same sentence. This is so not skibidi.

+100 - Totally Sneaky

You are a master of stealth and espionage! It's obvious by how you loudly yell about it while sneaking around. You can totally keep a secret too and won't blurt it out in the middle of a conversation, revealing your entire evil plan. A modern James Bond, you are.

+100 - You Suck

You're actually the worst. Not only are you evil but you're puppy kicking, orphan eating level evil. You only really have a good time if you're making others suffer and it's very hard to resist the urge to do so. Why are you such a bastard, exactly? Who knows, probably something to do with the Catholic Church.

+100 - Passive Aggressive

Oh, you got another drawback? That's cool... totally not inconvenient or anything... You're very soft spoken and act like a doormat, not putting up a fuss about things like being neglected or abused since you really don't wanna go through the trouble. If things get any worse for you you'll probably go through a full on mental breakdown.

+200 - Angry Whispers

Evil mud - everything always comes back to evil mud. You got some evil mud in you and now Angry Matthew is trying to convince you to bring it into the world by summoning the holy Grail. The more and more it talks to you the more reasonable this course of action seems. The bits of evil in you are also amplifying your negative personality traits and desires.

+200 - Bae Wars

You are a prize desired by all. Unfortunately, many are willing to take the bae they desire with their own two hands. Powerful beings and figures will attempt to kidnap you and make you their love slave. This includes heroic spirits like Medea and even that asshole Gilgamesh. You'll have to fight for your freedom or at least count on the few friends you have that aren't trying to rape you.

+200 - Two Letter Word

One word vexes you thoroughly - no. You are entirely defenseless against the word no. If someone tells you that you can't do something then you'll quietly sit by and accept it. You'd love to protect your incredibly vulnerable and stupid master but he said you're not allowed to, so now you can't. This doesn't apply so much to enemies, but to anyone you're more friendly or neutral with this word is a sure killshot.

+200 - Friends Like These

Haha, your best friend sure is wacky. It's totally quirky the way she set up sixty nine death traps today specifically for you! What a kidder! For some reason this incredibly hostile best friend is somebody you really love, so you'll turn a blind eye to their regular attempts on your life. Guess this is just something that's happening now.

+300 - Superhero

Saving everyone in front of you. It's a pretty crazy and stupid dream, but hey, PTSD and survivor's guilt are some crazy drugs. Due to the trauma you've suffered you will always try to help and save everyone around you, even if it's just fixing their stuff or carrying things for them. People tend to take advantage of this. Your stupidity is far beyond that, though. You'll gladly throw your life away for someone you just met even if it's not a good idea. You would jump in the way of an attack meant for a servant and take it right on the chest as a normal dude because you'd rather you die than anyone else, even if that person will immediately die as a direct result of your death. You don't think these things through, you just act. That's what makes you a hero.

+300 - Gilgamad

Gilgamesh is super pissed off and wants you dead. You probably creased his ancient Babylonian Jordans or something. He's easily the strongest servant in this whole Grail War and now all that power is being put into wiping you out. If you run he'll find a way to catch up; if you hide them he'll find you. You'll almost certainly have to kill him before he kills you. He won't even hold back against you like he supposedly does against everyone else.

+300 - Speak of the Devil

...and he shall appear. A version of you who suffered a terrible fate and became a counter guardian has been summoned as a Servant and is now focused on taking you out to try to make sure they never exist. They're basically you but vastly more experienced with your abilities and with a bad attitude. They're also sexier than you. The battle between you and yourself is inevitable, but it might be possible to talk them down and convince them that your path was correct after all. Either way, it's time to kick your own ass!

The End

You've survived the Murder Death Kill, huh? You've had a crazy and weirdly pipe-themed ride, but now it's time to make your final choice.

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