

Generic Fate Mini Perk Addon [Miniature Edition]

v1.1

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Welcome to the Generic Fate Mini Perk Addon created by yours truly. This small supplement is meant to be used alongside any other Jump from the Type Moon Series. It will only have what I consider to be the staple abilities for this series (Well, from somebody who mostly viewed the series from fanfics), so there won't be that many Perks here.

Take **1000 Choice Points** for this supplement.

Perks

Everyone gets **two freebies** and **three discounts**. Discounted Perks are 50% off.

Mandatory Willpower Perk X [Free to all]

Your willpower is eternal and indomitable. You have the power to stare down the grim reaper itself without feeling and showing even an ounce of fear. You could lose all your possessions and witness the deaths of all your loved ones and still keep going. Pain doesn't make you falter; you'll always move forwards and never backwards. Nothing will stop you from trying to achieve your goals.

Circuit Quality Rank Up [100 CP | 50 CP | Undiscounted]

Some Type Moon Jumps give you top quality magic circuits, others give you average quality circuits or even middling quality circuits. This perk upgrades all your current magic circuits into "high quality magic circuits", the highest quality even. Just remember, the higher quality your magic circuits are the more fuel you'll get out of them for magecraft. Additionally, each additional 50cp spent here will gain you another 20 magic circuits.

(To be honest, this perk only exists because I don't want to leave you with leftover points.)

Kirei "Fucking" Kotomine [400 CP]

Like Kirei Kotomine himself, your body is a work of art. You can punch hard enough to cave in someone's chest, crush their heart, and have the concrete wall behind them form cobwebs. Your kicks launch an opponent several meters into the air and break their ribs, and you can throw a person through a third story window. Your blows shatter concrete and steel like glass, you can run at speeds that rival sports cars, and your durability is just as extreme. Your frame is riddled with corded musculature, hard enough to stop mundane knives and make other bladed weaponry a non-issue for you.

But Kirei's not only known for his exceptional body, no, he's also known for his exceptional skill in combat. And like him, you could now easily beat most enemies in a Grail War in direct fights. All mundane objects you come across are deadly weapons in your hands, and real weapons only surpass even that. A spear or dagger might easily break the sound barrier if thrown by you. You can land the most outrageous trickshots with both guns and bows, bullet fire isn't capable of keeping up with you, and you're ambidextrous and capable of blocking or catching bullets with a sword or your hands alone.

In terms of skill alone, you could even keep up with and stall heroic spirits in their own weapon disciplines. A Saber Class might just meet an equal when faced with your skill in swordsmanship, an Archer Class might weep once they see how you effortlessly replicate their shots, and of course you easily beat a Caster Class or even Assassin Class servant in direct combat. You can also combine magecraft with any sort of fighting style you are capable of, integrating the best of both worlds. Only brute force would allow them to best you, but we all know how David versus Goliath went...

Skill Overlap [400 CP]

Have you ever noticed how some perks or abilities share similarities but are different enough in nature to not stack with one another? Yes? Well, then this ability is perfect for you. All of your techniques, perks, powers and abilities that share similarities will be seamlessly combined without losing any of their strength. No, they'll even become stronger than they were before since they're now made up of more foundation than before. Your reality marble combines with your domain expansion, your sharingan merges with your six eyes, your "strong fist style" merges with your "dragon of dojima style", your two different gamer systems merge into one, etc. All the strengths will be combined without having to worry about any of the added weaknesses. Your combined powers and techniques will be seamless and in perfect sync while sharing the strengths of both worlds.

Charming Protagonist [400 CP]

You now find yourself with the effortless and natural charisma of your typical harem protagonist. Your invisible force of character passively attracts the people you yourself would be attracted to. Your words now carry a certain weight and people listen when you speak. Even to people outside your striking zone you'll appear to be likable and charismatic, your aura naturally pulling a vast amount of people into your circle of friends that are compatible to you either as allies or romantic conquests. You even have the mandatory skills to keep a harem satisfied and strifing, and the skills to keep your friendships alive beyond your harem. As long as you don't actively mistreat anybody, you'll easily be able to maintain multiple relationships.

Symbiotic Magic Crest [400 CP]

The pride of any magus lineage. A magic crest is a set of independent magic circuits bestowed upon one by their predecessor. It's created by forging some of your own circuits onto the crest, and the crest takes the form of an engraved marking somewhere upon the body. It's possible to store spells in the crest, and it serves as an "additional magic circuit pool". Normally there'd only be one magic crest per magus family since they're passed down through the lineage while increasing the amounts of circuits and spells stored inside of it.

Your magic crest is different. It grows with you in power, and passively increases its amount of magic circuits as yours increase. It'll always at least mirror your quantity and quality of magic circuits. Your magic crest allows you to store spells and techniques for all the energies you possess, and it'll integrate all other magic crests you currently possess or will come to possess. Your magic crest also allows you to steal and cannibalize the magic crests of other people, but this process is just as long and dangerous as the original surgery to pass down a magic crest. But the best part of your magic crest is that it'll never be stolen or otherwise separated from you. Instead of passing yours down you'll be able to "birth" and engrave a magic crest onto others without yours losing any power during the process. You can decide which abilities their magic crest will share with your's, and if they'll be allowed to birth new ones. You can also always take their magic crest away and gain the newly amassed power.

Essentially your magic crest functions like a symbiotic magic circuit battery. Your magic crest gives you a boost equivalent to 60 top quality circuits + the amount and quality of yours.

Unlimited Blade Works: Royal Arms [400 CP]

Unlike the original UBW, your Reality Marble allows you to register all kinds of medieval weapons and shields and transform them into your royal arms. You are able to summon your armaments and launch them at your opponents at the speed of your thoughts. You can teleport to any of your Royal Arms, granting you immense flexibility on the battlefield. If you register a temporary copy, such as those summoned by Shirou Emiya, then these copies will become a permanent part of your arsenal. Your Royal Arms' distinctive feature is their symbiotic growth with your own strength. They evolve into extensions of your prowess as you continue to grow stronger. These arms belong to you alone and thus cannot be replicated by anybody else. If one of your royal arms is destroyed, resummoning it instantly repairs it. This perk effortlessly combines all subspace inventory, weapon conjuring, and fast-equip skills like Unlimited Blade Works, Gate of Babylon, and their ilk.

Unlimited Blade Works [600 CP | Can't be the freebie]

The signature ability of the Heroic Spirit EMIYA and many Shirous alike. Like him, you can deploy a reality marble, which is a magical space that reflects your inner world. This reality marble acts as a factory that produces countless famous swords and records all the weapons you encounter. You'll be proficient in using all the weapons recorded in this reality marble, inheriting the combat skills of their original wielders. You can use this ability without any limitations as it is your ultimate skill as a magus. This also allows you to reproduce Noble Phantasms of other Heroic Spirits. The weapons you project will only exist temporarily outside of your reality marble, as reality rejects their existence. You can also modify the weapons to your liking by reinforcing them like EMIYA with his Caladbolg II and Kanshou and Bakuya. Unlimited Blade Works focuses on close combat weapons like swords, spears, and halberds, making it impossible to record or reproduce modern weapons such as guns. While shields and defensive armaments can be also reproduced, it takes a lot more magical energy and the effects are not as long-lasting. You can analyze weapons you encounter with just a glance and then project them for later use within your Reality Marble. Like Shirou, you'll be able to quickly identify and counter weapons being fired at you from the Gate of Babylon. You'll be able to project the same weapons to defend yourself, but the quality of the projections is slightly lower than the originals. Your weapons can be summoned into your hands or you can make them levitate and fire them as projectiles. Once your Reality Marble is activated, all your weapons are available for use. However, using and destroying weapons within the Reality Marble adds to the energy cost of maintaining it, which can be very expensive. You start out with an empty UBW and will have to fill it up yourself.

Full Unlimited Blade Works [300 CP | Undiscounted]

For another undiscounted 300cp your reality marble will be filled with all the weapons and noble phantasms that Archer EMIYA had encountered in his lifetime and Grail Wars. From Kanshou and Bakuya, to Caladbolg, and even to Rho Aias, everything EMIYA has recorded in his reality marble you'll possess as well. You also gain all of Archer EMIYA's Class- and Personal Skills, and even gain all of his experience and knowledge. Have fun being a Faker, Jumper.

Gate of Babylon [600 CP | Can't be the freebie]

The king's treasury and the signature ability of the first Heroic Spirit Gilgamesh. Like him, you have a vast and infinite realm of storage where all the countless treasures you'll gather during your chain can be stored. Your vault can be accessed by summoning golden portals, your gate, and anything inside your vault, everything marked as your treasure, won't be able to harm you. You can summon multiple gates everywhere in the air and fire your treasures at your enemies as projectiles or use them for combat. The speed at which you can fire your projectiles rises with your experience with this skill, and with your power. You can control and materialize any of the weapons or treasures stored within your Gate. Your Gate's range spans as far as your eyes can see, making this ability extremely versatile, as you can summon swords, spears, shields, or any other object stored inside from virtually any distance. Your treasury will include anything "forged" or "created" that you store in your vault, even powerful legendary weapons such as *Ea*, the Sword of Rupture, or even weapons of the gods themselves. You can store anything: from swords, to jewelry, to cars, to planes, or even the noble phantasms of other heroic spirits. Once you store an item, it'll count as your property and will be fiat-backed to follow you in your chain. No one can utilize your treasures against you, their usage and the right to enter your vault can only be granted by you. Your vault starts out empty and you'll have to fill it up yourself. But there's one thing you *do* have stored in your vault.

Enkidu, the Chains of Heaven. The Noble Phantasm entrusted to Gilgamesh by his closest friend. Enkidu is able to bind even gods to stop their escape, their strength and durability growing stronger the more divinity their captives have. Your chains are different since they scale with your own strength instead, and will grow only stronger as you do. They'll also increase in strength and durability the more an opponent struggles against them. You're capable of taking out the entire length of the chain from your Gate to use in conjunction with other weapons, or you can simply summon a part of the chain. Enkidu can be summoned from anywhere your gate can reach, elongate and contract without any shown limit, and multiple individual sections can be summoned at one time. The blade on the front of the chain is capable of acting as a striking weapon when launched at a high speed, and you can summon a single length to wrap around an opponent so you can drag them towards yourself by pulling it. You can also summon numerous segments that instantly wrap around your opponent in order to bind them for your projectiles. The longer an opponent is bound by you, the more sustained damage will be inflicted on them. Your chains are capable of binding the space around themselves, and they can even render transportation ordered by a command spell completely useless.

Full Gate of Babylon [300 CP | Undiscounted]

For another undiscounted 300cp your vault will be filled with all the treasures and technology that Archer Gilgamesh has gathered in his lifetime and Grail Wars. From the noble phantasms, to his youth potion, even as far as his stored food, everything Gilgamesh has amassed you'll possess as well. You also gain all of Archer Gilgamesh's Class- and Personal Skills, coupled with his experience and knowledge. In future worlds your treasury will be stocked with all creations from mankind or the setting's equivalent. Go forth, Jumper! Be the ruler of humanity that you're meant to be!

Last Words

The choice points gained here are meant to be used in **this supplement only**. Yes, the supplement can be used more than once if you *really* want to.

Change Log

v1.0

Initial Supplement Creation.

v1.1

Added Full Unlimited Blade Works.

Added Full Gate of Babylon.

Added Circuit Quality Rank Up.

Added Symbiotic Magic Crest.

Granted one more discount.

Corrected some iffy writing flow.

Added Last Words Section.

Notes

1. This is meant to be small, so please don't complain about the sparseness of perks. Be polite about it, and I *might* add something.
2. I only added the abilities that I think of when I hear Type Moon. Since we also have multiple different Jumps which already covers most of everything, ~~and I didn't want to do a repeat fuck up as with my last Fate Jump~~, these perks seem to be enough for me.
3. As I said before, this is meant to be used alongside a Type Moon Jump. Especially for cases where people go "Man, I'm in Kara No Kyoukai and I really wish I had [Insert Staple ability that casual viewers think about when hearing 'Fate' or 'Type Moon']"
4. Just fyi: UBW RA + UBW + GoB + Skill Overlap = BUSTED