

Lord El-Melloi II Case Files



Jumpchain by Ze_Bri-On
v4.0

Three years after his defeat in the Fourth Holy Grail War (depicted in Fate/Zero), Waver Velvet returned to the Mage's Association's Clock Tower in London, to resume his studies in magecraft. He became employed there as a lecturer for third year students, and quickly became popular among the mages who lacked individual influence and long family histories, eventually revolutionizing thaumaturgic education. He rescued his dead teacher's house from ruin by compiling the man's leftover notes and research, and in doing so earned the title "Lord El-Melloi II," the man who revived the house of Archibald. His mediocrity as a magus prevented him from

advancing in practical skill, but in time he became one of the greatest professors in the Clocktower.

Now if only the mages around him could stop murdering each other and getting him involved.

The Nasuverse is a deceptively familiar world, on the surface. Here, however, almost every myth and legend is literal - though incomplete - truth. Most of the World's mystery, and thus magic, has declined and faded, lost with the ancient Age of Gods, strangled by the engines of progress, though beneath the surface there are still some who cling to the remnants of ancient powers, hoping to advance their craft to the point where they can travel to the Root of the World, also called Akasha, and gain access to True Magic, a power beyond mortal ken in this era.

There is nothing the mages of this world will not do to achieve this. No depth they will not sink to, no sin they will not commit. Fortunately, they are kept mostly in check by fear of the general public rediscovering their existence and a handful of other supernatural creatures and organizations, such as the Holy Church, who are fairly shady themselves.

This is the world you shall spend the next decade in, whether you chose to embrace the shadowy secret societies of the World of Magi or not. Here's 1000 CP to help you get settled.

You enter this world at the beginning of the anime, sometime in 2003.

+1000 CP.

Origins

Students and drop-ins are 8+1d8 years old. Researchers and Teachers are 20+2d8. Or 100 CP to choose freely. Likewise, your sex stays the same unless you pay 100 CP to change it.

Drop-In (free) You arrive in this world with no history but whatever you brought with you. You are unchanged in every way.

Student (100) You are a young mage, sent by your family to study in the Clocktower in hopes that you will better yourself and your family's craft.

Teacher (100) After completing your own education, you turned towards the next generation, probably for political reasons. It is now your duty to educate young mages in thaumaturgy on behalf of the Mage's Association.

Researcher (100) You are the magus distilled. Having completed your magical education, you hunkered down and started doing what every mage dreams of: searching for the Root through research and experimentation.

Policies Officer (200) You have abandoned the search for the Root in favor of protecting the World of Magi from crime and exposure. In short, you're one of the police officers of the mage world, though that is overly simplistic.

Coconspirator (100) You are a friend and ally to "Doctor Heartless," aka Kurou Adashino, who intends to bring back the magic and Mystery of the ancient Age of Gods, destroying the Age of

Man in the process. This is, of course, a high crime in the World of Magi, but your actions are currently secret, as is your association with Kurou.

Location

You may choose to begin anywhere in England that you could rationally be at - even Avalon, its equivalent on the Reverse Side of the World, if you can come up with a passable excuse.

Perks

Discounts are half off, except for 100 CP perks, which are free for their origins.

Elementary Thaumaturgy (Free) You know the most basic levels of magecraft. You can use the simplest forms of Structural Analysis, Gradation Air, Reinforcement, and Alteration. You know some rudimentary formalcraft, and how magecraft works in a very general sense. Still, even such a minor magic user needs the mental fortitude to face death and pain, so you have that as well.

Family Research (Free) Mages pass knowledge down their lineage, and yours is no different. You have extensive knowledge of a subject such as magical archeology, the human genome, or Mystic Eyes. Once your skills are up to snuff, you will be able to perform numerous mysteries that most magi cannot. Additionally, some Thaumaturgic Attribute has been passed down your bloodline, which adds meaning to elemental magecraft, making it more effective and versatile.

Self-Defense Training (Variable) Every modern mage has some training in mundane combat, whether in hand to hand or with melee weapons. It's hardly unimpressive, but hardly a match for professionals. You get that much for free. For 200 CP, free to Policies Officers, you may instead

be one of those professionals, with the skills of a low level Sealing Designation Enforcer, Executioner, or mercenary Spellcaster. For 400 CP, you are something truly special, able to consistently defeat all but the best modern magecraft, even with average magical skills. For 600 CP, you are one of the greatest living fighters, and one of very few humans who can comprehend an attack from a Servant. With the right magical abilities, you might even keep up with one, for a brief time. For 800 CP, you have surpassed what simple physics and biology should allow and developed a degree of Mystery, reaching an explicitly supernatural level of mastery over your weapon of choice and to a lesser extent martial arts. The trappings of modern society and the Age of Man should prevent this, but in your case, miraculously, they don't. You're still no Sasaki Kojiro, but you're certainly closer than most. Regardless of what tier you chose, any magical abilities and weapons you buy here are fully integrated with your fighting style.

Elemental Affinity (Free/100) Everyone has an affinity for some component of the world, but you get to pick yours. All magic pertaining to this element - symbolically or literally - comes significantly easier. Most mages have affinities relating to one of the Five Great Elements (fire, water, earth, air, and ether) though some have more esoteric affinities like Imaginary Numbers or more mundane affinities like Swords, so you may choose whatever you'd like. The first purchase is free, but you may purchase this up to four additional times.

Magic Circuits (Free/200) You have the equivalent of twenty average magic circuits, open and ready for use, which allow you to generate magical energy. This perk may be purchased multiple times, with the first being free. Students get an additional purchase free. If you

purchase the Magic Crest item, purchases may instead be used to improve upon it at an equal rate rather than adding to your innate circuit count.

Freelancer (200) You have an in-depth understanding of modern tactics, weapons, and mercenary work. As long as your fighting skills are up to snuff, you'll be able to make a living as a hired gun, bounty hunter, or assassin, even without magecraft.

Magecraft (200) You are an expert and experienced but ordinary mage. You are fully trained, and specialize in a particular style or discipline. See notes for examples to choose from. You may purchase this perk multiple times for additional specialities. First purchase free to all but Drop-In and Student.

Essential Humanity (200) Unlike Le Chien, you don't need to worry about being driven mad by your own magecraft. Some unique trait of yours allows you to happily dodge the negative, personal side effects of your own powers, including being twisted, corrupted, and irradiated by them. You'll still die if you overspend your lifeforce, badly botch a spell, or actively sacrifice your existence, but at least you can do beast magecraft without issue.

Fairy Heart (300) Your heart was stolen by fairies. This does not have any physiological consequences, but does make you slightly more than human. You are now able to access mysteries that no longer exist on the planet's surface, enhancing your powers significantly. Unfortunately, relying on this is agonizing and dangerous. Post-jump, your heart is restored, and you may safely and painlessly tap into this power.

Pride (400) You have the knowledge and skill of an exceptional mage, especially in one particular specialty. This may be purchased multiple times, and is discounted when you already have some grounding in that discipline from another jump. This stacks with the discounts from Once a Century.

Brand (600) You are amongst the greatest living mages. While you are still specialized, your skills are on par with such exalted figures as Ruffleus Nuada-Re Eulyphis, Kayneth El-Melloi Archibald, and Inorai Valualeta Atroholm, even if your magic circuits aren't up to snuff. This can come with a ridiculous name, if you really want one.

Modern Hero (600) You have the vanishingly rare traits necessary to become a Heroic Spirit in the Information Age. Indeed, you seem almost destined for it. You are more bold, more cunning, and more powerful than your attributes imply, and since you have the mind, body, and spirit of a true warrior, they imply quite a bit. You have the Luck to shape your own destiny, your actions have increased historical impact, and you can reach comparatively ridiculous heights of power through training and adventure, which never traumatizes you. Fame is also helpful, but martial achievement will allow you to develop great strength and wisdom, often in defiance of social and magical conventions. Furthermore, you have a unique, Sybil-like connection to the Heroic Spirit you have not yet become, and may call upon the Noble Phantasms and Skills you have already earned, from your own linear perspective.

Making Friends (100, Free Drop In) You have a certain predisposition to making friends. For some reason, people simply like you more easily than you should. All of your traits and actions

will be seen just a little bit more positively than they normally would be, even by those who are already your enemies.

Sybil (200, Discount Drop In) You have a high affinity for astral bodies, and an instinctive connection to spirits, death, and the dead. Naturally, you have intuitive insights in such phenomena, and can learn to invoke Heroic and Divine Spirits, and borrow their powers. In future worlds you may use this magecraft to invoke local heroes and gods in addition to those from the Nasuverse.

Mysterious (400, Discount Drop In) Your soul is a self-updating Record of Mystery, akin to a Servant, only moreso. This makes whatever supernatural powers you use accepted by the World and similar as possible, if not as natural. While other mages have to worry about the decline of magecraft, the dilution of Mystery, and the degradation of their Thaumaturgic Foundations, such phenomena never weaken you. In fact, damage to the underlying system never weakens you, so long as you do everything right. Furthermore, while you may need to adapt somewhat, none of your powers are weakened or inhibited by changing times or locations, regardless of how sensitive they ought to be.

Gray (600, Discount Drop In) The blood of the Pendragons flows through your veins, and unlike Gray, it's genuine. At some point in your youth, your face and body suddenly changed into a copy of King Arthur - I mean Artoria. For now, this means your sex is automatically set to female and you can reinforce your body well beyond what's possible with modern magecraft, but you may pay 100 CP to be male and take on the appearance of Proto-Arthur instead of Artoria. You can also utilize Artoria's Noble Phantasms, should you acquire them. In time, more of your royal

heritage will show itself, until eventually you inherit Artoria's draconic nature and power, halting your aging and making you into a phantasm in human shape. This will make you all but immune to hostile magic, and give you a Dragon Core, which can generate vast quantities of magical energy. Post-jump, your Saberface appearance becomes an alt-form.

The Once and Future King (300) Forget what I said about your ancestry showing itself later, as you have already finished that development. Unfortunately, you have not quite become King of Knights, and are only on par with her youthful incarnation, though you retain your own identity. Still, you can manifest Caliburn, and are quite formidable already. You now share Artoria's fantastical sword skills, clairvoyant instincts, and personal charisma. You have a great mastery of the Chivalric code, and are a supernaturally skilled ruler and general, regardless of the era. You can call upon the Hammer of the Wind King, enhance yourself with jets of mana, and ride any beast or machine known to man. Requires Gray and Modern Hero.

Studious (100, Free Student) You are a professional student, if there ever was such a thing. You also have a deep seated love for discovery and learning, especially when it comes to the supernatural, but you've also got the skills and mindset to manage your time, take excellent notes, efficiently search libraries, write great papers, and remain engaged with even the most boring of lectures and textbooks.

Natural Talents (200, Discount Student) You are, quite unrelated to your other traits, particularly well suited for a specific branch or style of thaumaturgy, such as bounded fields or formalcraft. You'll find it substantially more intuitive, precise, and potent than your usual magecraft, but you don't start with any understanding of it. See notes for examples to choose from. Naturally, more

narrow talents are more potent. This may be purchased multiple times, and also applies to equivalent magics from older times and other worlds.

Mystic Eyes (400, Discount Student) Mystic Eyes are an ocular mutation that grants a magus unusual abilities such as petrification, high level hypnosis, and lighting things on fire. Naturally, most pairs only come with one such power. You've got a pair of your own, or a similarly unusual canon advantage, such as clairvoyant pure eyes, psychic telekinesis, oni ancestry, or the Fraga bloodline. This can be bought multiple times, but is discounted if you only buy it once.

Furthermore, the price for each purchase after the first is twice that of the one before it, and you cannot purchase Mystic Eyes of Death Perception or the Wishcraft Thaumaturgy Attribute here. Those two are simply too potent for this.

Once a Century (600, Discount Student) You are a rare magical prodigy, with talent and potential that appears only rarely. Not only are you a natural innovator, you can become exceptionally skilled in any branch of thaumaturgy with a fraction of the usual time and effort. Additionally, you have already gained access to a rare or totally unique mystery, such as a Kaleidosword or Noble Phantasm. You also get a free purchase of Magecraft or the discounted version of Pride. Either way, further purchases of both are discounted.

Quite Grand (300) Frankly, you are a literal genius, especially with thaumaturgy, wherein you share a league, but not a level, with Touko Aozaki. You learn and innovate with blinding speeds. Your potential is no lesser, and within a decade or two, you could be recognized as one of the greatest magi to ever live, no matter what your circuits look like. Additionally, because of magecraft's imitative nature, you yourself are a swift and natural copycat. Regardless of what

system you use, you can magically reproduce or duplicate everything from technology and mystic codes to faeries and Flat Escardos, once you've studied them a little. From there, it is surprisingly easy to expand on their principles, or refine your facsimiles. There are limits, but yours are far beyond your peers'. Naturally, it would be easiest to replicate Fragarach with Irish Ogham or Norse Runes than Numerology or alchemy, but don't let that stop you, especially if you've got the sword in front of you. Requires Once a Century and Modern Hero.

Teaching Aid (100, Free Teacher) You might not have a teaching degree, but you deserve one. You know exactly how to organize a syllabus, grade papers, lecture effectively, explain clearly, and keep a classroom full of rowdy teenagers mostly in line.

Moral Magecraft (200, Discount Teacher) You have a talent for breaking people out of sociopathic mindsets, overcoming cultural inertia and turning people around to your way of thinking. When you earnestly endeavor to instill morals, even mages will pause to listen, and perhaps even change their ways. This is most effective when you have the respect of those you are attempting to change, and a touch of authority doesn't hurt either.

Great Detective (400, Discount Teacher) While you don't have the skills of a true detective, you have a quick, analytical mind and are highly perceptive. You notice what others generally do not, and can find more information when need be, thereby narrowing down the perpetrator. You can also see through attempted cover ups and manipulations with incredible ease.

Visualization (600, Discount Teacher) You have superb visualization skills, which allow you to teach what you cannot do. Indeed, you are an absolute master of all magical instruction, even if

you aren't much of a mage. Regardless of your own skill, your students will be some of the best in the whole Mage's Association. You are also very skilled at figuring out unconventional and more efficient applications of magecraft, including those involving modern technology. This applies just as well to powers from other worlds.

Hero Creation (300) You've gone beyond Waver Velvet now. Like England's most famous mage, you know the techniques and arts necessary to create a truly exceptional king. You can also utilize these arts to turn ordinary folks into all sorts of other heroes, and you're still an incredibly skilled teacher outside that. You can instruct at astounding speed, such that even your students won't understand how they can learn so fast. Indeed, you could teach almost anything to anyone, regardless of their temperament and talent, and often despite your own skills and disposition. When necessary, one thing or another can generally stretch. Even better, your students never forget what you teach them, even if you slow down a bit. Requires Visualization and Modern Hero.

Experiment (100, Free Researcher) You are at home in a lab. You know all the procedures of experimentation, can keep detailed and accurate notes, and will never accidentally violate a safety protocol. You also have the ability to compose for the less educated, and a knack for correctly connecting cause to effect, which would make you a half-decent detective, though it is nowhere near infallible.

Funding and Grants (200, Discount Researcher) You are positively blessed with opportunities to find funding for your research, and unusually charismatic when you ask for grants. You could

find any number of patrons, even in the World of Magi, where secrecy is more precious than lifeblood.

Practical Eugenics (400, Discount Researcher) Whenever you beget a sapient being by natural or supernatural means, you may choose to give them copies of any perk you possess. This decision can be made at the moment of creation, or during gestation. From there, it will continue to appear within their direct descendents. It doesn't work on capstones and above, but it does apply to certain items, races, and origins as well. If you want to retain some control, you may place conditions on this inheritance, or otherwise make it partial.

Lord of the Clocktower (600, Discount Researcher) You have the position of the Clocktower's most elite. You can even pick which department or invent a new one for yourself. In this and all future worlds, you will have vast stores of connections, favors, influence, and wealth, both mundane and otherwise. You are well trained in the subtle arts of politics, intrigue, manipulation, and negotiation. Additionally, you are highly resistant to curses and attempts to assassinate you are often foiled by happenstance.

Old Nobility (300) Like Luvia, you carry yourself with a noble bearing. Indeed, none can question that you are a true and rightful ruler, though reactions may vary. Regardless, your skills as a leader and politician grow with your own thaumaturgic skill and might. Others will flock to your banner, and you've an unusual talent for caring for your domain with magecraft. Requires Lord of the Clocktower and Modern Hero.

Investigator (100, Free Policies Officer) You are trained to carry out systematic and formal inquiry to examine and discover the facts and events of an incident or allegation, even when that incident or allegation is supernatural in origin. Unfortunately, such dictionary-definition detective work is often imperfect in the face of a mage's strange and unpredictable abilities.

Stability, First and Foremost (200, Discount Policies Officer) As a Policies Officer, it is your job to create stability in the Clocktower, and act as a deeply necessary check on the impulses of a fiercely competitive, heavily armed subculture with zero-sum goals that encourages a disregard for human life. Even from the Barthomeloi family's pocket, you've got what it takes to do your job, as you have the bureaucratic and social skills necessary to find insatiable element and strike deals between opposing factions. Furthermore, you can almost clairvoyantly intuit what is necessary to maintain stability in any situation.

Witch Hunter (400, Discount Policies Officer) You've got superb mystical senses and a high resistance to any sort of influence that hopes to throw you off the trail. You're also trained in both the mundane and mystical arts of tracking and discretely tailing suspects.

High-Speed Incantations (600, Discount Policies Officer) You know how to speed up your spellcasting without sacrificing efficiency, effectiveness, or stability. Currently, you're only twice as quick, but with practice you might be able to do magic in a tenth the normal time. Also, neither nervousness nor the strains of combat will interfere with your spellcasting, and you're very good at interrupting and anticipating the spells of others.

High Speed Divine Words (300) Your education can trace itself back to Hecate or a similar deity. Though such powers should have passed from the planet's surface, you can condense several minutes of chanting into a single word, and if you have the skills to use them, access some of the witch goddess's divine mysteries, or a similar set. Already, you know the very basics of ancient sorcery, and can pronounce the Divine Words of Greece, or whatever land your teacher called home. Requires High-Speed Incantations and Modern Hero.

A Trustworthy Face (100, Free Coconspirator) You're very skilled at deflecting blame and ingratiating yourself to others, including the investigators chasing you. You will also never confuse your alibis or expose yourself by saying the wrong thing at the wrong time.

Philosophical Hermit (200, Discount Coconspirator) You have the skills to survive on the run or in hiding. Even without a hint of magic, you could infiltrate and evade a surveillance state. You know exactly how to bypass borders and checkpoints, set up fake identities, disguise yourself, lose trails, and maintain a cover, among other things. When it comes to magic, you're quite talented and almost as skilled, and can evade tracking spells and create convincing false leads.

WhyDunIt (400, Discount Coconspirator) You can predict what people will do long before they do it and with the benefits of such foresight, maintain the premise of your innocence, or at least keep people out of your hair. Furthermore, you can create labyrinthine plans of such complexity and potency that a single elite mage could bring all of magical society crashing down.

Lostbelt King (600) You have somehow circumvented one of the dangers of actually changing the world in this setting, specifically the deletion of your timeline. About a day before your

timeline is going to be erased, altered, or deleted, a sort of alarm goes off in your mind, warning you of what is to come. From there, you may declare yourself or a historically significant figure to be the timeline's "king." Upon doing so, the timeline is henceforth a Lostbelt, over which the king gains a sort of Divine Authority. So long the Lostbelt's king remains alive and within it, the timeline will persist, without causing any of the problems its mere existence should.

Furthermore, any attempt to alter it simply fails. Departing for a new jump or Going Home does not count as leaving, and post-Spark, you no longer need to remain within your claimed timelines to preserve them. In the case of competing claims, the more defining figure of the timelines or the most mystically powerful becomes king.

Jumper of Emptiness (300) You've taken things up a notch, and gained several new and incredibly potent abilities. You are now capable of easily traveling between timelines and textures. The latter can be used to access the myths and legends of any world and culture. Furthermore, you can resurrect deleted timelines in the same way you can protect others, and even if you aren't the king, you hold a Divine Authority over them. With a complex ritual and vast quantities of magical energy, you can now break down the barriers between Textures, allowing you to instantly resume the Age of Gods. If you hold Rhongomyniad, or a similar pillar of the world, you could do so more efficiently, skip the ritual, and control the process precisely to create hybrid Ages, such as histories where the gods grow in strength with humanity and whatever comes after it. Finally, regardless of how important you become, you may choose whether or not your observation has any effect on quantum physics and phenomena of that nature. On a related note, Zeltrech might want to talk to you regarding the Fate Strange/Fake timeline. He can't get too close to it himself, or its peculiarities will be imposed on the whole multiverse, but if you're willing to take a look... Requires Lostbelt King and Modern Hero.

Items

Items in this section are restored or replenished a week after being destroyed or expended, unless specifically noted. You gain a 300 CP stipend to spend on this section alone, and one floating discount, to be applied to any one item of your choosing. If applied to a 100 CP or cheaper item, it is free instead.

Creature Comforts (50) Enough with top quality booze, cigars, and tea to fill a large duffel bag, in whatever proportion you're in the mood for that week. Indulging a little will always make the day more bearable.

Fancy Shoes (50) A pair of fancy shoes, just your size and style, which never wear out or need cleaning. More importantly, they act as a memento for an important life decision of yours, and never fail to remind you of it.

Catalyst (50) A historical artifact left behind by a long dead famous or supposedly legendary individual. It doesn't have any magical powers, but it's got magical uses, and it comes with enough authentication to prove it's the real deal. Unlike most items, this will not be replaced until the next jump or decade if destroyed, stolen, or sold. In exchange, you get a new one from your new setting every jump.

Rail Zeppelin Ticket (50) A standing invitation to Rail Zeppelin's exclusive, annual mystic eyes auction. You may bring one guest, and they will allow you to send someone else in your stead,

even for money. Post-jump, you may invite yourself to a similarly exclusive event or auction once per year, or sell the chance, and no one will mind.

Mystic Eye Killers (50) Something Father Karabo, Reines, and probably Wills would have benefited from. These glasses are just your size and prescription, perfectly fitted to your face and style. All of those features are self-updating, but they are joined by one other quality; the ability to nullify any and all of the wearer's ocular powers, thus preventing uncontrolled usage. As added bonuses, they protect you from spells cast through eye contact, and also dial other sensory abilities down to whatever level is manageable.

Family Library (100) A collection of several dozen mystical texts and hundreds of notebooks which contain all the information necessary to learn common magecraft, and a great deal of information about your family's magic and research in particular.

A Phone and Computer (100) Exactly what it sounds like, and as a bonus it can be updated into each new setting's equivalent. It will never be out of date or need recharging.

Military Ordnance (100) A collection of rifles, pistols, grenade launches, and combat knives. You have three of each, and plenty of ammunition, plus carrier cases. It also comes with a few dozen landmines and some C4 explosives. The whole collection is weirdly easy to sneak through airports and across borders.

Nice Clothes (100) A full and fashionable wardrobe that somehow continues to fit you perfectly no matter your form. It can even update for whatever the current local fashion is.

Research Supplies (100) All experimentation demands resources. You receive a steady supply of whatever mundane resources are required for your research - yes, including gems if you use jewel magecraft, no you can't sell them to get rich - arriving on the first of every month. Does not come with any living humans to experiment upon, and cannot exceed the worth of a small pile of gems each time.

Hostage Crest (100) Through some apparently legitimate means, you have come into possession of another mage's family Magic Crest. While you can't bear it yourself, you could take it apart to steal their knowledge, but they haven't discovered too much yet, so it's much more useful to use it as leverage over them. Per whatever agreement you've come to, you'll need to return it after a decade if they serve you satisfactory, but until then they're fully under your power, and will do almost whatever you ask. They aren't an incredible mage, but they are reasonably skilled, intelligent, and influential. Post-jump, you get a similarly valuable piece of leverage on someone similarly useful every jump or decade.

Mage's Workshop (200) This is a warehouse attachment, though it can be imported into future jumps instead. Either way it is perfect for any aspiring thaumaturgic researcher, a structure of your design the size of a manor house that's all set up for magical experimentation, with an empty surrounding area, and all necessary equipment provided. It's self-maintaining and has all the relevant utilities. As a bonus, something about it reduces the severity of any and all laboratory disasters by an order of magnitude, though resources, samples, and test subjects will have to be procured elsewhere...

Black Keys (200) A collection of several dozen holy blades used to combat magic and spiritual beings. They are especially good for destroying unholy creatures such as vampires and demons. As blades go, they are well forged but ultimately subpar weaponry, but they make up for it with holiness. Due to their nature as a religious Mystery, they are most potent in the hands of a Catholic, but since you are a Jumper, yours will register as such. Also comes with an even larger collection of roughly a hundred Ash Locks, which are a more common holy weapon with a variety of forms.

Volumen Hydragrym Meido (200) An autonomous mystic code designed with a simplistic personality, created with the appearance and function of a maid, though it also has some pretty impressive combat and computational abilities. It can be condensed into a vial for easy transportation.

Magic Crest (300) A collection of magic circuits has been implanted into your body, and perfectly integrated. It adds the equivalent of twenty extra circuits to your arsenal, and has several useful attributes. Most famously, it has a series of familial spells engraved upon it, which can be cast intuitively, or learned from the Crest itself. Additionally, as long as magical energy flows throughout your body, Crests are very good at keeping you alive. Of course, they are fragile, and difficult to repair, but this one is special in several ways; it and any later additions will regenerate to pristine condition a year after it is damaged or destroyed. As Crests are transferable by nature, sections that are given or traded away won't regenerate in this manner unless destroyed or reclaimed. You also won't need to worry about it or any additions to it decaying with age, poisoning a relative of yours, or being rejected. If taken with Brand or Lord of the Clocktower, it has an additional fifty circuits or equivalent.

An Argument for Arrogance (200) Select one Magic Crest in your possession. It is now the ultimate justification for magical elitism, and has been upgraded into a form that enhances the affinities and talent of its bearer in a manner and to an extent corresponding to the mysteries inscribed upon it, including later additions. It is not a particularly good ratio, and will never make you a Tradition Carrier, but it will allow later bearers to learn and use the corresponding spells and principles more quickly, easily, and precisely. Requires a Magic Crest, from this jump or another.

Family Fortune (300) Every first rate mage (except Lord El-Milloi II) is wealthy, both in currency and holdings. By purchasing this, you receive similar wealth, which can be converted into local currency and possessions, then adjusted for inflation and deflation at the beginning of each jump, at which point it is replenished.

Divine Body (300) A body part, left over from a god of your choosing. Though they are probably long dead, this remnant can act as a magician's deific patron, though not as effectively as a living god. For reasons unknown, this particular carrion is not affected by the Age of Man's conditions, and places no restrictions on what bloodlines can use it, nor what styles of magecraft it can be used in. If eaten by yourself or a companion, it will not be restored later. This may be purchased multiple times.

Variant Grail (300) A miniaturized, but effective, knockoff of the Fuyuki Grail System, complete with blueprints, which are edited as necessary. When provided by vast quantities of mana, this chalice can manufacture and dispense Command Seals, then summon a powerful familiar

called a Servant, complete with modern knowledge. Unfortunately, it cannot maintain multiple Servants, grant wishes, or reach the Root. Furthermore, since the Chaldean system was never invented in this history, Servants do not remember subsequent summonings, though their main bodies on the Throne of Heroes will.

Add - Grim Reaper (400) Morgan le Fey's replica of the Atlas superweapon known as Logos React, this Mystic Code takes the form of a talking box in a bird cage, with a personality designed by you. At your command, it can transform into a massive and surprisingly dangerous scythe known as Grim Reaper. In this form, it can consume both magical energy and spiritual bodies, boosting the user's physical abilities in the process. It grows as it does so, somehow without reducing your combat effectiveness. It can also be turned into a hammer, a shield, and probably a few other forms as well.

Rhongomyniad (400) You gain access to the Mystic Code's true form: the Lance That Shines to the Ends of the World, the holy spear of the King of Knights. Besides being an incredibly powerful spear, it is capable of launching beams of magical energy at one's enemies, which are stronger when one acts in accordance with certain knightly ideals. It is also a pillar of the World, which means if it breaks, the Age of Gods shall return and consume the Modern World or whatever world you unleash it upon. Best not to allow that to happen, but if you do, Rhongomyniad will reform post-jump, optionally restoring the barrier between reality and illusion in the process. Oh, and don't worry about that whole "turning into a sociopathic goddess" thing. Add will protect you from that. Requires Add - Grim Reaper.

The Clocktower (400) Yes, the whole thing. It is hidden and protected by a large number of powerful bounded fields, equipped with dozens of laboratories, classrooms, and libraries, which will be inserted into new worlds. The residents have no particular loyalty to you, but they'll never become openly hostile without excuse, and they'll forget it after that jump. For 1000 CP instead, the magi are replaced by loyal followers each jump, though they remain reluctant to act outside their role as such, and only the average and ordinarily elite mages will recur.

Spiritual Tomb of Albion (400) Beneath the Clocktower is the monster-filled, mystical labyrinth created when the dragon Albion attempted to depart for the Reverse Side of the World after waiting too long, only to end up fused to the earth around him and be trapped in a pseudo-undead state. It is a place of enormous danger, but also enormous opportunity. This Spiritual Tomb will come with you to future worlds, though there are no mages within unless you bought Clocktower, in which case they will be as loyal as those there. While no human has yet managed it, it is possible to enter the Reverse Side of the World by traveling far enough down this labyrinth. If you do so in future worlds, you will find some realm of layer of existence where local myths and legends reside - or whatever equivalent exists. Discounted with Clocktower.

Spiral Manor (400) The headquarters of an Eastern society of mages, and a peer of the occidental Clocktower. Mages from this organization utilize Philosophy Magecraft, which is reliant on a massive Mystic Code called the Disc. Both Disc and manor come with you to future worlds, and will not become hostile without at least a flimsy justification. For a 1000 CP instead, all of the middle and lower tier members are replaced with loyal followers, and you have full access to the Disc's power.

Extended Family (500) Only one child can inherit the family's Mage Crest, and thereby continue approaching the Root. At least, that's the way it is in most families. Yours, which roughly recurs each jump, has a unique trait, similar but infinitely more potent than the Edelfelt's Sisters Attribute. So long as the family regards itself as a single clan or house and remains one political institution, any member may utilize portions of family Crest implanted into other members, even simultaneously. Helpfully, the bearer finds this process painless, the connection is quite difficult to exploit otherwise, and you know rituals to limit access to this inheritance. Furthermore, for the purposes of mystery dilution, the family counts as a single individual. Unfortunately, the family only numbers about two dozen, but while not completely obedient, they generally respect you as the household's head or heir, and care for you on a personal level. Dead members do not respawn, but upgrades (unlike numerical growth) carryover, and each jump you may determine how sociopathic they generally are. Just to confirm, you do have a Magic Crest, right?

The Holy Church (600) The Roman Catholic Church's supernatural underbelly, which utilizes magecraft and holy mysteries to protect humanity and support their mundane counterparts. This organization will follow you into future worlds. In modern jumps it simply integrates itself into that world's Catholic Church. If there isn't one, it will appear retroactively as a major world religion. Members and holy items may take on local forms, identities, moralities, and magical or holy abilities, when applicable, though you may also import them in previous or hybrid states as well. These are followers, not companions, so individuals do not carry over from world to world, but upgrades do. The Church will never become hostile towards you unless you give them legitimate reason to, and they'll ignore less legitimate reasons to dislike you, like you using magecraft or not being a Catholic, as applicable. For 800 CP instead, you are considered an

important and trustworthy leader of the Church, though if you try to do something directly contrary to their mission, they will side against you.

Companions

Old Friends (50/300) You may import one companion per 50 CP you spend, or eight for 300 CP. They gain 600 CP to spend on origins and perks, and 300 to spend on items. They may not, however, take drawbacks.

Canon Character (100) You may select a canon character to attempt to recruit to be your companion. Not any Nasuverse character, specifically someone who appeared in the Lord El-Melloi Case Files for more than a cameo. You must convince them to follow you on your adventures, but they will automatically regard you favorably and you are guaranteed to meet them at least three times. Divine Spirit Iskandar is not an option.

Servant (400) You receive 1000 SP to spend on the Fate Servant Supplement, to build a Tier One servant. If you choose Iskandar, then you get Waver Velvet for free, and they share one companion slot.

Students (400) Discount Teacher. A group of six young and bright students that count as a single, collective companion. They're fiercely loyal to you and more than willing to follow you on your adventures.

Best Friend (200) A magus the same age as you. They get a free Magic Crest, and you have 600 CP to build them, and 300 CP to buy them items. They are a trusted friend and companion from your past in this world, and will be more than happy to follow you to strange new worlds.

Drawbacks

Take as many as you like.

Continuity Shift (+0) The original novels and the anime based on them are subtly different. You may use this to freely pick which one you land in.

Remember the Past (+0) All of your previous Type-Moon jumps now took place in the same continuity as this one, though you won't be able to encounter your past self during your time here.

Zero Apocrypha (+0) Canonically, Fate/Stay Night and Fate/Zero take place in similar but distinct timelines, as justification for inconsistencies between the two. This story takes place in the former, but is primarily informed by the latter. Or, it would have, as you are now in the Fate/Zero timeline. Just as something roughly like Fate/Zero happened in the Fate/Stay Night timeline, something roughly like Lord El-Melloi II's Case Files and Adventures will now happen in the Fate/Zero timeline. Alternatively, you may choose to go to the Fate/Apocrypha timeline, wherein something *else* vaguely Fate/Zero-like occurred, and still encounter something very much like Lord El-Melloi II's Case Files and Adventures will now occur.

Papist (+0) If you find the Mage's Association too distasteful but still want the benefits of an organization, you may take this drawback and be a member of the more moral Holy Church, the secret underbelly of the Roman Catholic Church concerned with rooting out demons, vampires (AKA dead apostles), and heretical magi. You keep your origin and any perks and items you bought, but you are instead a Church equivalent. If you're a Researcher, expect to be researching how to kill things the Church doesn't like. For instance, you're a Student, expect to be an Executioner in training or learning how to be a researcher so you can help discover new ways to kill things to kill things the Church doesn't like. Or in seminary. Sensing a theme here?

Shy (+100) You are shy and easily embarrassed due to a lack of social interaction in your formative years.

Someone Else's Face (+100) Your face... it isn't yours. It belongs to someone else, and this will bother you every time you look at it. No amount of illusions, surgery, makeup, accessories, or shapeshifting will change this.

Haven't Lost It (+100) And you won't. Fate will conspire to keep you from getting any form of R-rated fun or affection for the duration of your stay.

Inserted (+100) Instead of having your own in-jump identity, you are now inserted in place of a canon character of your choosing and must make sure things go at least as well as they originally went - from that character's idea of "well."

Beastly (+100) Beast Magecraft is nearly extinct because it has highly detrimental effects on its user's long-term sanity. Specifically, it makes them more animalistic over time. You have learned its basic practices, and are already feeling the effects. No perk or item, Essential Humanity included, will help you mitigate, undo, or ignore them for the duration of the jump. On the upside, you may keep your understanding of Beast Magecraft after the jump, and any degradation you've accumulated removed, but unless you have something for it I'd advise against practicing.

Physical Frailty (+100) Like a certain substitute lord, you've neglected to exercise properly, and have been left physically weak with poor stamina as a result.

Sadistic Little Sister (+100) You have a younger sibling, possibly by adoption. She, along with being a talented mage, is a sadist with worryingly sociopathic impulses that never misses an opportunity to torment you. If you take a liking to them, you may make her a Companion at the end of the jump for free.

Wrestling Fanatic (+100) You're crazy about wrestling. You know dozens of pros off the top of your head and won't stop going on about it.

Family Feud (+100) One of your grandparents belonged to a powerful and respected family of magi. Then they ran off to get married without family approval, eventually resulting in your bloodline. The other side of the clan holds a bit of a grudge, and one of your cousins has struck up a particular rivalry with you specifically. They aren't actively malicious or violent, but they are your equal as a mage, and have a personality that conflicts with yours. They also may complicate your romantic pursuits, as they have a similar taste in partners. Annoyingly, the two

of you tend to run into each other. Post-jump, you may take them as a companion if you really want to.

English Name (+100) Your name doesn't make any sense. Strangely, people will actually notice this, which will get on your nerves. Attempts to change it will result in even more ridiculous aliases.

That is Not a Name (+200) It's hard to follow the naming schemes of other cultures, so it makes perfect sense that a lot of people around here have such...unique names. Unfortunately, you are wholly unable to take such linguistic butchery seriously, and will definitely laugh the first time you hear each ridiculous moniker. Unfortunately, many of the people attached to those names are both powerful and petty, so...

Technophobe (+200) Many magi hate modern machines, and are consequently terrible with them. Normally, you'd be an exception, for obvious reasons. Now, you aren't. In fact, you're one of the worst. You think email is some kind of mystic code for telepathy.

Heartless Alliance (+200) You have allied yourself with Doctor Heartless, and become part of his plan to restore the Age of Gods, and with it both mystery and magecraft. You fully believe in his mission and will not be turned aside, but unfortunately his - and now your - greatest enemies now know your plan.

Hunted (+200) Something about you has attracted the attention of a group of particularly unscrupulous magi. They want to rip it out and use it as a research sample. They aren't so

brazen as to act against a fellow magus openly, but they're more than willing to torture, kill, and politic to get what they want from you, if they think they can get away with it.

Untraditional Magecraft (+200) Your style of magecraft is of a particularly modern variety. Its short history makes it less effective, less stable, and less predictable than more orthodox schools, and mainstream mages scorn you for it.

Amnesiac (+200) Something went wrong about your entry into this world, because your out of jump memories were left behind, and won't be returning until the end of the jump.

The Jumper Case Files (+200) You just can't seem to stay out of trouble. Wherever you go, you seem to find danger or disaster. But more importantly, mysteries that will interfere with your personal and professional life unless you can solve them promptly.

Seriously Though, Why Did They Do That (+200) All your perks that grant investigation skills are disabled for the duration of the jump, and if you haven't got any then you're just a terrible detective all around. Only worth half if you don't take The Jumper Case Files.

Talentless (+200) To your eternal shame, you're simply not any good at practical magecraft. No matter how much you work, no matter how much you know, you will never be better than average. Helpfully, this does not account for your magic circuits, but it will haunt you, and is worth double points with Once a Century, and triple with Quite Grand. Fortunately, there are ways to circumvent talent, most of them immoral...Incompatible with Grand Aspirations.

How Wizardry Should Be In the New Century (+200) As a young man, Waver astonished, amused, and infuriated his mentor and classmates with a paper by that name, at least in one timeline. It seems you read it, and took its central message to heart, far more than he ever did. You are now an outspoken critic of magi elitism, particularly against those with newer and weaker lineages. Unfortunately, as the objects of your criticisms are both mages and elitists, you'll probably be dealing with scorn at best, and the occasional assassin at worst. Good luck.

The Budget of a Hollywood Movie (+200) That's how much debt you're in. And no, nothing you have from out of jump will pay for it, because you've lost those for the duration of the jump. You don't strictly have to pay it off, but operating under it for the duration of your stay will be a major hassle.

Actually Pay it Off (+400) You must now pay the debt off before the decade's through or chain-fail. Maybe some of the mages would be willing to help for a few favors? Requires The Budget of a Hollywood Movie.

Mysterious Jumper X (+200) The menace of the Saberface has spread to include dozens of individuals across the world, even in modern times. You hate this fact with a burning, but not necessarily murderous, passion. Their very existence just makes your blood boil from how dumb and unoriginal it is. And you keep running into them!

Daddy Issues (+200) Like Melvin and Olga Marie, your dad (or possibly your mom) cut ties with you at a young age, for some reason that was not your fault. This has left you with some abandonment issues, and possibly a desire to prove him (or her) wrong.

The Strange Attracts the Strange (+200) Scaled leveled encounters are essentially a physical law of the Nasuverse, and you'll be getting a personal demonstration. Your nature as a jumper is now counted towards this, and even if you're on jump one you will consistently encounter the weird, the unusual, the supernatural, and the dangerous in day to day life, by apparent coincidence.

A Body Too Weak to be a Mage (+300) You have clinical albinism, and a terribly weak constitution. You will vomit blood when stressed, among many other health issues, which will make it very difficult for you to be a mage. For double points, you're in exactly the same boat as Melvin, and need constant magical medicine to survive.

Moriarty (+300) Before you gained your current identity, "you" did some murder, and covered it up to the best of your own cunning. Unfortunately, the Great Detective will soon be on your tail.

Third Generation Mage (+300) Your lineage is as old and venerable fresh toast. Your family's wisdom is as deep as a puddle. Your power is as vast as a thimble. Or so the rest of the World of Magi will say, often to your face. Whatever the truth, your family research hasn't turned up anything worthwhile yet, and your Circuits are half as potent and half as numerous as they should be. If you have a Crest, this applies to it too.

Phantasm (+300) The World destroys that which contradicts its laws. Apparently your out of context powers were just that, because until you leave this jump they're all suppressed, and short of totally rewriting the world's laws, that's not going to change. It has also taken offense to

your items and technology, so any out of place in the Nasuverse's version of modern Earth is inoperable or inert. You keep your warehouse, and this can be fought, but remember; you're fighting the entire world, which is also its own self contained multiverse. For double points, it is now absolute, and your warehouse is sealed shut.

Flattened (+300) There's something wrong and alien about the way your mind works, Jumper. Like having a gun barrel where a camera lens should be. You have no empathy or conscience, and your moral compass is just plain weird. Hopefully you'll find someone reliable to latch onto and keep you in line.

Grand Aspirations (+300) Grand is the highest level of magical achievement there is. It is the level beyond Brand - which is the point where one's very existence can revolutionize an entire field. It is also the level you must reach before you're allowed to leave or end the jump. All out of jump knowledge of magecraft is sealed for the duration. Hope you're got some accelerated learning, longevity, or supernaturally impressive intelligence boosters, because the number of magi who have become Grand in the Association's history is absolutely tiny.

Flanderize (+300) Mages have plenty of sociopathic tendencies in canon, what with all the murder and disregard for innocent life, but now it's being turned up to 11. Every single mage in the world is a baby killing serial killer who only works with others out of *very* begrudging enlightened self-interest (with some Type Moon protagonists being the only exceptions), and the Holy Church will be populated by zealous fanatics more fit for Warhammer 40k than the Nasuverse. Somehow, this ridiculous amount of evil will not cause them to collapse under the weight of their own insanity, nor will it damage their ability to interact with the outside world.

Escaped the World of Magi (+300) Only to be drawn right back in. Someone you care deeply for, probably a child, has been struck by some curse or affliction that you cannot cure. Nor can most magi. It will take exceptional, specifically magical resources to save them, but you're willing to seek them out, at great personal cost and risk.

Sealing Designation (+300) The Mage's Association has declared you to be an unimaginably precious research specimen. Significant resources are being turned toward pickling your internal organs, but if you're scary enough, they just might back down... or at least become more reasonable. For double points, this is your second time around. Apparently you have previously gotten out of it, only to land in hot water again. Unfortunately, they're unlikely to trust you a second time, but you never know.

The End.

Now that you have reached the end of your decade in the Nasuverse, three options lie before you.

1. Go Home - You tire of adventure and strange, foreign worlds. It is time to return to one of the worlds you have previously known, to make yourself a permanent home.

2. Stay - Despite its flaws, this version of Earth has grown on you, and you intend to stay the rest of your days.
3. Onward - The end of one chapter of your life, and the beginning of another in another jump.

Notes

Canon styles of magecraft include alchemy, astromancy, curse arts, druidcraft, formalcraft, gravekeeper secrets, holy sacraments, jewelcraft, kabbalah, necromancy, numerology, onmyoudou, puppet mastery, modern runes, Shugendō, (Apache) shamanism, spiritual evocation, spiritual surgery, summoning, tuning, witchcraft, zoology, and many others. There is also a Chinese system of thaumaturgy known as Philosophy Magecraft, but you should not take that without the Spiral Manor or Mysterious, as it is reliant on the Philosophy Foundation (AKA the Disc), which is not easily replicated. Equally, I wouldn't take Shugendō or onmyoudou without Mysterious or Divine Body, as they are reliant on the latter. Some religious styles are restricted to devotees, but you may bypass this by buying it.

Besides individual styles of magecraft, Natural Talents will also allow you to pick such disciplines as mental interference, familiars, healing, material transmutation, shapeshifting, golemancy, illusion, combat, shell projection, and Rayshifting, to name a few examples.

For those not in the know, Heroic Spirits are essentially Einherjar, if Valhalla existed outside of time. Once taken there, the soul of a dead warrior will develop powers and abilities based on their legend, and can be summoned by living mages under certain circumstances.

Mysterious will help deal with things like your Foundation degrading or your divine body wittering, but mana shortages. Generally speaking, if the mechanisms of magic are damaged or missing, but there's nothing wrong with the caster, Mysterious will compensate, but it can't provide magical energy, material components, specific dates and times, individual locations, or anything like that. So you can't build a workshop where your magic's easier and enjoy its benefits everywhere and forever, or something like that. It just provides a certain "power floor," so to speak. Normal is the operative word in normal potency. Adaption may be necessary - mind the leylines - but to name a few other examples, Mysterious would allow Vetch from Earthsea to use spells from Roke and the Reaches interchangeably, a Toran from Deltora Quest to retain up to half their power away from their marble city, Dresdenverse common ritualists to share their lore, and Katara from Avatar to waterbend after Admiral Zhao killed the original moon spirit, though she wouldn't necessarily have the full moon's strength (as there was no longer such a thing as a moon to be full) or any special protections against the other issues killing an actual god causes. It would not help Mr Wednesday with his belief drought, but an Old One from the Dresden Files would automatically win the Oblivion War if they had it. The difference is that the first has a mana shortage, while the second's connection to the human plane is subject to mortal awareness. That isn't to say Wednesday would not benefit from it at all; popular gods can lose coherent identities, and certain powers may be lost as beliefs change and are forgotten, which are both fates Mysterious would sidestep.

If you become a Heroic Spirit with Mysterious, you could potentially be summoned as a Servant, even in a Tsukihime world, or a timeline where the Servant Summoning System has degraded past usability. Mages could also use you as the foundation of a new summoning system, which

would work under such circumstances. In fact, depending on the details, you might have very broad applicability.

As a Record of Mystery, you can share positions such as True Magician with others. Essentially, you count as having died and passed on your True Magic. This would similarly apply to, for instance, Raildex Magic Gods, but not the position of a Sorcerer Supreme in Marvel, since the latter are specific, albeit transferable, containers/identities of power.

Becoming draconic with Gray has a number of implications I'm not really going to go into, such as growing stronger with age at a glacial but infinite pace, being weaker to weapons specifically meant for fighting dragons, and access to Camelot-era mysteries.

Outside the Nasuverse, Gray and The Once and Future King ensure that mystic forces regard you as either King Arthur, or an acceptable proxy. Make of that what you will. The only two I'll nail down are Raildex, in which you'll be the Arthurian equivalent of a Saint or a Valkyrie (though unlike a Valkyrie being Gray and a Saint should be perfectly compatible), and the Classic World of Darkness, you'll get the appropriate Legend background, possibly enhanced such that you get some resistance to paradox while acting appropriately, and can add your Avatar rating(s) to Legend rolls.

Magic Resistance in the Nasuverse has more to do with a spell's sophistication and the mystical / conceptual "weight" of a mystery than raw power.

Mystic Eyes can give you powers that do not appear in humans or exist in the current era. In that case, please weaken them appropriately.

In case Quite Grand wasn't clear enough, while you could probably reverse engineer almost any magical item with a single Structural Grasp or Identify spell, not everything is actually replicable with every magic system, or at all. Rules can be bent, but not broken per say, and just as the entire system of magecraft is generally inferior to what came before, knockoffs may be fundamentally lesser than their originals. This depends on a number of factors, the most notably the mystery's rank or metaphysical weight. Furthermore, it's usually easiest to recreate something supernatural with the magic system and style it runs off of. That said, replication (and expanding principles) can mean multiple things. For instance, duplicating microwaves might mean projecting a microwave, enchanting a box to act as a microwave, or reproducing a microwave's effect through spells. Equally, recreating Faye could mean producing minor fairies wholecloth (which is beyond the realm of modern magecraft under normal circumstances), but it could also mean turning people into such by studying Waletta's precedent. Of course, you could also give formless spirits the shapes and power of woodland fairies, but that hardly requires *your* sort of genius. Regardless of your exact goal, you'd probably have an easier time if you based your creations off of the great fairies called A-Rays, but lower ranked fae are generally more accessible. It's also generally best to have eyes on the original when you're replicating them, but you can do without if you know enough. Naturally, a broader knowledge base and multiple examples helps, as do alternate methods of creation, and you can shorten the development time further by sacrificing aspects, quality, longevity, and efficiency, but that's almost besides the point.

Re; Practical Eugenics. Perks with variable benefits, such as Elemental Affinity above, may be made to fit themselves to the individual, or to reflect your own decision. There are two exceptions; ancestry and knowledge are locked in.

You may determine when or how Practical Eugenics perks manifest. It can bypass some restrictions on powers and abilities, but not all of them. Posterity who can trace their lineage to you through multiple lines of descent cannot get multiple copies of the same perk, unless multiple copies were given to a single offspring.

Practical Eugenics also generally allows retroactive offspring, mystical adoptees, and certain imports to inherit. This includes vampiric siring.

If a hereditary perk or power is somehow altered or upgraded, then you may pass on either the original or altered form, unless that upgrade is reliant on another perk, in which case you must pass on both to achieve the same result.

Practical Eugenics resists attempts to “jailbreak” it or otherwise remove its CP limit. You can get to 1000 CP max.

As a mercy, the dead of failed Lostbelts are not erased from existence with their timelines. They’ll find their ways to surviving afterlives, or their own will persist, as applicable. Also, even though the manifestation of Divine Authority should erase the Age of Man, a Lostbelt King won’t - though the world should expect to get more magical, mysterious, and wondrous in general and

otherwise be filled with a few new myths and legends. At least a few new Heroic Spirits will likely result.

Lostbelt Kings may abdicate the throne, or otherwise pass the position to others.

If you have more Crests from other jumps, or acquire them later, they may be seamlessly merged with the Magic Crest item, conferring its benefits upon all Crests involved. Furthermore, it is definitely not a dormant demon god in disguise. If taken with Spiral Manor, the item may, at the buyer's discretion, be replaced with an Eastern equivalent called Philosophy Key of equivalent pedigree.

Adding more circuits to your Magic Crest also increases the number, quality, and stability of the spells within it. Not all of your spells have to reflect your family research, but most should.

If An Argument of Arrogance is taken with Brand or Quite Grand or Once a Century and Pride, you gain the knowledge necessary to similarly upgrade other crests. It's a complex ritual that requires a skilled Tuner, roughly on par with creating a new crest.

The enhancements of An Argument for Arrogance are proportional to the number, quality, and stability of the spells upon it. Stability is a function of time. Additionally, it doesn't serve as a general talent booster; it only applies to the specific spells upon it, plus similar spells and (to a lesser extent) the style they're inscribed in.

Variant Grail can summon local heroes post-jump. Don't ask how that works if there is no Throne of Heroes.

As an example of what importation does to the Holy Church item, you take the Holy Church and if you import them into Star Wars you'll get a Catholic Church with adherents and clergy belonging to species from all over the galaxy, with doctrine expanded to include them.

Executioners could be armed with the Force, blasters, their original powers, and their original weapons (updated with local technology), or a combination thereof. They will also behave appropriately for a Star Wars faction, even a secret one, rather than one from the Nasuverse.

I'm going to officially remain silent on whether or not God and His intervention counts as a holy power, a member of the Church, or neither, at least until we get more information about the canonical Church. But I would assume that, in any setting where belief can create deities, and there isn't a local version already, importing the Holy Church will create one retroactively, if you didn't bring one with you. If you yourself have the ability to create deities through worship, then you may do so retroactively by importing.

If the local Catholic Church already has a supernatural underbelly, you may have them exist side by side, merge the two, or overwrite the original. In the second and third cases, you may rewrite the morality of the native conspiracy, and the Church as a whole, with that of any previous version of this item, if you so desire. Be careful with that one; it can result in a retroactive unconcealment of the mystics.

Changelog 4.0. Fairly extensive general rewrites. Decreased price of Researcher. Renamed Off the Grid to Philosophical Hermit, Mastery to Pride, and Student's Lifestyle to Studious, and Bloodlines to Practical Eugenics. Replaced Fast Learner with Natural Talents. Buffed Holy Church. Added Freelancer, Essential Humanity, Fairy Heart, Modern Hero, boosted capstones, Creature Comforts, Fancy Shoes, Catalyst, Rail Zeppelin Ticket, Mystic Eye Killers, Military Ordnance, Hostage Crest, An Argument for Arrogance, Divine Body, Variant Grail, Spiral Manor, Extended Family, Zero Apocrypha, Family Feud, Engrish Name, That is Not a Name, extra levels of Talentless, How Wizardry Should Be in the New Century, Mysterious Jumper X, Daddy Issues, A Body Too Weak to Be a Mage, Moriarty, Third Generation Mage, second level of Phantasm, Escaped the World of Magi, Sealing Designation.