

Fate - Tale Of The Beasts

Introduction

Beasts, they are the calamities that threaten human history. They usually take the form of one of the seven deadly sins. And each Beast is strong enough to single handedly destroy the world if they are not stopped. Luckily, Beasts are not unopposed. Chaldea moves in to defeat each Beast, and Chaldea is sometimes assisted by the Counterforce. Which will summon a Grand Servant to help defeat the Beast.

But a new tale has begun, as you have now entered the scene. Here is +1000CP. Whatever you're planning, I hope you are successful.

Origin

Beast - Beasts are the calamities that threaten human history. And you can count yourself among them. How you were created is entirely up to you. Maybe you are the spawn of another beast? Maybe you just popped into existence one day. Maybe you're the mysterious Beast V. Either way you are now a Beast Candidate at the very least and you will likely become something much more.

Perks

(Because there are no other Origins besides Beast all perks are automatically discounted.)

Body Fit For A Beast - Free

Beast's aren't known for being weak. While you won't be destroying humanity with this alone, it's certainly a good start.

Your mental and physical capabilities are superhuman. You can tear through modern day steel like it was paper, toss a small house or two with only a bit of effort, and you're fast enough to outrun any non-magical land animal and have enough endurance to fight for an entire day before you get tired.

Your magical capabilities are also impressive. Instead of having magical circuits your body is made of pure magic energy. Which allows you great magical abilities. With only some basic training you could cast spells which only the greatest of modern day mages could ever hope to rival.

Interestingly enough. Despite the fact that you are a Beast, you don't have to hold any love towards humanity like other Beasts, nor do you have to destroy the world if you don't want to. In fact, if you leave the world alone it seems that the world will do its best to leave you alone as well. As long as you don't plan to destroy the world you don't have to worry about Chaldea and the Grand Servants.

And if you do plan to destroy the world, you will find that Chaldea and the Grand Servants only arrive as you are half-way through destroying the world already.

Independent Manifestation - Free

A skill which may be vital to what makes one a Beast. This skill allows you to exist and manifest in a time period and place of your own choosing. Furthermore, with this skill you can also time travel. Though it will take a couple of days for you to charge up the energy to jump to another time. Don't worry, You won't cause any time paradoxes and/or time shenanigans when using this skill.

Speaking of time, one of the reasons time paradoxes don't happen is because time seems to 'heal' itself. While major alterations to the timeline

will cause damage, minor things will simply be fixed and ignored. So moving a chair two inches to the right in the past won't change anything, essentially stopping the butterfly effect in its tracks. While this perk makes it so that any actions you commit in the past/future will automatically heal, if you want to bring time's ability to heal itself for the entire setting in future jumps it will cost an extra undiscounted 100CP.

Authority Of The Beast - Free

A skill all Beasts have, it's an Anti-Humanity skill that enhances your capability to harm existences that are classified as humans. Even if you were only as powerful as a regular human, you would be tearing through humans like they were made out of wet tissue paper.

In future jumps you can choose a species or group for this perk to affect.

Logos Eater - 100CP

A special ability possessed by Kiara, and now you as well.

It's a decently powerful skill by itself, but combined with your nature as a beast makes something much more powerful. This skill makes you deal much more damage against any being that has intelligence. This skill easily allows you to destroy any human in your path and even defeat some of the weaker servants. But if you were to use this skill along with **Authority Of The Beast** even a normal human could crush powerful servants like they were insects.

Bestia Coccinea - 100CP

You now gain access to seven 'crowns'. They take the appearance of seven draconic heads with long necks sprouting out of the ground. Your crowns are an even match for Goetia's Demon God Pillar's and just as loyal to you. Though they're not nearly as intelligent as the Demon God Pillars, your crowns are more like mindless yet loyal machines. You can also command your seven crowns' draconic bodies in battle or send them off to do tasks for you.

Aurea Poculum - 100CP

In your hand is the Aurea Poculum. A golden grail which is known to grant 'wishes'. This holy grail is not just an item, but a part of your very being.

Because you're connected to the Aurea Poculum, you've gained an ability to grant 'wishes'. Normally, this would work by collecting extreme amounts of magical energy to enforce something into existence. The bigger the wish, the more magical energy needed.

However, you found a much better energy source for the Aurea Poculum. Instead of using magical energy, you can use sin's as nutrients for the Aurea Poculum. All the sin that happens into the world will feed into your Aurea Poculum and grant it energy to cast 'wishes'. The more sin that happens in the world, the more energy the Aurea Poculum will gain. Though if you prefer, you may use magical energy to cast your 'wishes'.

However do note that you can't wish for truly impossible things. For example wishing for world peace will likely be impossible, but wishing for a giant tsunami to flood a city is certainly possible.

The White Beast - 200CP

You seem to have gained an ability for murder that very few beings have. I fear for any you consider your enemies.

At the start of a jump, you can choose a species or group to be your target. When a species or group is chosen, you gain an incredible ability to kill whatever unfortunate thing is your target. Your ability to murder your selected target is so strong that not only do your blows hit harder than they naturally should against your selected target, but you also gain a couple minor abilities to help you hunt and kill your target. Such as having the ability to automatically know where your targets are in a certain radius around you.

All The World's Evils - 200CP

An ability also held by Angra Mainyu. You can create and manipulate a black mud that contains All The World's Evils. This mud stains anybody it touches and melts them as if they were being digested, and does similar damage to one's mind, as it quickly drives your victims insane. You can also choose to corrupt the people your mud touches into 'Blackened' versions of themselves. Which makes them stronger and turns their personality to one for evil. The people you corrupt are unwaveringly loyal to you.

Heaven's Hole - 200CP

An ability similar to a Waste Hole or Black Hole. At will you can activate this ability which will drag all who dared to oppose you inside your own body, dragging them into your own internal universe.

The inside of your body is a separate universe of your own choosing. Whether it's a paradise of pure pleasure or an absolute hellscape is up to you. Anyone drawn into your internal universe essentially loses their existence, their consciousness liberated and their will melted. No matter how strong their body, or how much armor they have, this is meaningless when they enter your body.

It's nearly impossible to escape as well, only beings with an incredible ability to escape or great manipulators of spacetime could ever hope to leave, and that's assuming they somehow survive being inside you. If you desire, you may also choose to retrieve people from your internal universe.

Beauty Of Ten Thousand Colors - 300CP

With this perk you are undisputedly one of the most beautiful things in existence, only possibly rivaled by Kiara herself.

Now, your very appearance is a threat to others. The best way to explain it is an attack on all 5 of the senses. If someone even thinks that you are slightly beautiful for a moment then they lose their sight of self and instantly become just another minion for you.

Constitution That Accepts Every Desire - 300CP

It seems that just like Kama/Mara, you and the universe are fundamentally linked. You can now replace an area up to the size of a planet, with your own universe. You can control anything that happens in your universe using only a bit of magical energy to do so. Turning off gravity and removing the air from someone's lungs is child's play to you.

With enough time and practice, you can expand how big you can bring your own universe into the real one. With enough practice you could reach a point where you could replace the real universe with your own. Though beware, while you are essentially all powerful in your universe, there are people capable of striking your main body even through the universe itself.

You also have a second ability known as the Embrace Of Dreams. With this you are essentially a colony instead of a single organism. You can make copies of yourself at an incredible pace, creating dozens of them in seconds. You control your copies with incredible ease as well, controlling them as one would control a limb. Though in the end these are copies, and the death of your original body would mean the death of your copies as well.

Authority of Imperishability - 300CP

You have gained a special immortality that only one other has. Being crushed, burnt, thrown, even if the whole planet exploded you would still live and regenerate. However you have a weakness, you can choose what this weakness is, as long as it's something that some people of this jump can do. For Camazotz this was remembering his past, I wonder what it will be for you?

The 72 Demons - 400CP

Ah, you're quite the threat aren't you? You now find yourself becoming a similar being to what Goetia is.

Firstly, your body is made up of 72 Demon Pillars, each loyal to the end. These demon pillars are incredibly strong, as even one of them can be a great threat. Being able to fight evenly with a team of servants. Also, demon pillars are hard to kill and can revive other demon pillars. In fact, all of the

demon pillars can be revived from a single demon pillar given enough time. Someone has to take out all 72 pillars at once if they want to confirm your demise.

As a result of your unique biology, you have incredible strength and durability. You could easily turn a city into nothing but dust with a wave of your hand or play pinball with most servants. And only the strongest servants could ever hope to so much as scratch you.

Secondly, you seem to have inherited all of Solomon's skills and abilities with magic. With this magic you can do more things than I could ever hope to list. And the only being who could rival you in magecraft is Goetia himself. Even a temple outside of time itself is not outside of your abilities.

Mother Of All - 400CP

It seems Tiamat is not the only Great Goddess of life anymore, as you have become a similar existence to Tiamat.

Firstly, as a Primordial Deity you have a strength that is matched by only the strongest of beings in this universe. If you wished, you could bring a shockwave with every step you took. Take blows from the gods themselves and not be affected in the slightest. Even falling all the way to the underworld won't be enough to kill you, but your impressive body is just the beginning of your incredible might.

Secondly, you now have access to your own Sea Of Life. With ease you can create and manipulate a black mud that corrupts any and all it touches. You have enough control over your Sea Of Life to easily drown a city or two, you could certainly flood the world given enough time. Most importantly though, Anything your Sea Of Life touches is reborn at the cellular level and turns into one of your children.

All beings corrupted by the Sea Of Life are forever loyal to you, as they are your children. Should you corrupt a strong warrior you can make clones of them using the Sea Of Life, each as strong as the original was. You can also

design your own children using the Sea Of Life, you can make a wide variety of creatures, though it would take longer to make something stronger. You could make tens of thousands of humans in seconds, while making a great monster could take you a couple of minutes.

Lastly, you're immortal. As a deity of life, you cannot die as you lack the very concept of death. It doesn't matter if you are turned into a stain on the wall or completely obliterated until nothing is left. You'll be completely fine in a couple of hours, as you were never hurt in the first place.

However, be warned that there are two ways to remove this immortality. Firstly, there are a couple beings who can introduce the concept of death onto those who lack it. And if this happens to you, then you will find your immortality will disappear until you can find a way to remove your own concept of death.

The second way you can die if all other life ceases to be. If you find yourself the last living thing in existence, your immortality will also be removed.

Alien God - 600CP

It seems you were even more powerful than I previously thought. You're not just a Beast anymore, but something similar to the Alien God itself.

Firstly, your body is incredibly durable. You could take a direct hit from a meteor from outer space and it wouldn't even break your skin, much less actually hurt you. You're incredibly strong and agile as well. You could face all seven Grand Servants and come out with only some damage. And your power is so great that with great effort you can incinerate 99.99% of humanity.

You also have the incredible skill Gravity Manipulation, giving you a couple of abilities. Levitation is child's play to you, and making building as light as a feather is easy. Furthermore, you can create blackholes with hardly any effort, and can even make them as big as the earth.

Secondly, you have the ability to create Fantasy Trees. Fantasy Trees are giant tree like constructs that maintains and allows a Lostbelt to exist. Your Fantasy Trees are extremely tall, extending far above the clouds and up into the atmosphere.

As the Fantasy Trees mature, they are able to shoot out Fantasy Tree Seeds. These Seeds have body's harder than stone, can heal themselves, shoot off magical beams of energy, and explode if needed. The seeds help defend the Fantasy Tree. Though you will find that the Fantasy Trees are incredibly durable already, nearly impossible to destroy by most beings. Blows that will split mountains will barely break the skin of a Fantasy Tree. Though these trees can be weakened by events that happen in the Lostbelt, allowing them to be destroyed.

The Fantasy Tree's also help overwrite proper human history and chooses the highest authority in the lost belt and turns them into a Lostbelt King. Being a Lostbelt King greatly increases one's power and gives one the ability to help control the Lostbelt.

You can create a Fantasy Tree using Magical Energy, it will take a bit to make a Fantasy Tree, about a $\frac{1}{4}$ of your total magical energy this perk gives you.

You can choose who becomes the Lostbelt King of your Lostbelt, you can even make yourself the Lostbelt King if you choose. People you choose to become Lostbelts King will feel a slight loyalty to you, but beware as they are very capable of betraying you.

Once a Fantasy Tree is fully grown, it does two things. Firstly, a fully grown Fantasy Tree will provide you with more magical energy, increasing the rate at which you receive magical energy.

Secondly, as long as a single Fantasy Tree remains standing, you will be immortal and impossible to kill. Just like the other Immortality granting

perks, it doesn't matter how much one damages your body, you'll come back right as rain as long as one of your Fantasy Tree's remains standing.

Lastly, In this case that you die this perk also serves as an extra life. Upon your death you are split into 4 copies. Each not only being as powerful as your original self, but each copy also has great control of Fire, Water, Earth, and Air respectively. Your copy of Fire has enough control to burn down a city, while your copy of Water can cause great floods and tsunamis. Your copies share all senses with each other, allowing them to share knowledge of what each other see's and their situation no matter the distance.

In about a year's time as long as one of your copies is still alive you can return to your original form and can use this one-up again. And with some training you can split into your elemental copies without using the extra life if you desire.

Nega Skills

All Beasts have at least one Nega-Skill, and now so do you. You may choose one Nega-Skill for free and may buy more. Each additional purchase costs
100CP

Nega-Messiah: This ability nullifies any and all blessings from faith, an extremely useful ability to a beast or any race weak to holy artifacts and weapons. In fact, not only does this ability negate holy attacks, but you will find that your demonic abilities will do more damage against beings of faith.

Nega-Genesis: Nega-Genesis is a field that constantly surrounds your body and nullifies any and all noble phantasms. In future jumps as well you will find that it nullifies any special attacks or techniques that your enemies use against you. Though it will not protect you from any basic attacks from your enemies.

This skill also has a secondary ability, It allows you to create a new world by overwriting your world with the old one, this will instantly destroy any life that has already ended. And the only beings that can survive in this field are you children and allies as well as people who have not yet died.

Though your secondary ability is strong, do be cautious however as it takes several minutes to charge up and will leave you vulnerable if you do not have protection or are very durable.

Nega-Summon: This ability allows you to cancel all noble phantasms and in future jumps will allow you to cancel any special attacks or techniques that your enemies use against you. Though like Nega-Genesis it will not protect you from any basic attacks from your enemies.

Furthermore, you also have the ability to unsummon any summoned creatures with this ability.

Nega-Weapon: This skill allows you to wield the weapons and inventions of mankind better than even mankind themselves, making them stronger than they normally are. You could turn a regular human into a stain on the wall with a rusty old flintlock. And you can tear through a battleship with a single bullet from a decent assault rifle.

Not only are the weapons and inventions boosted when you use them, you can also control them with as if they were an extension of your body. You could make weapons float behind you and fire with but a thought, or control a tank even if you're not on it. Though you are limited to only a dozen weapons or a couple vehicles.

Nega-Self: This skill is a strange one. For any being you create you can choose to prohibit the process of growing up, the gaining of experience, and evolution through genetic combination.

However, it seems this ability has a special function. Similarly to Beast IV:L, any being you defeat and bring close to death you can choose to absorb, becoming something of a chimera. When you absorb something you gain the skills and abilities of the absorbed creature, and can use them even if you normally shouldn't be able to. You also don't have to physically show the creatures you absorb. You can absorb over a thousand monsters and look like a regular human as long as you have some human DNA in you somewhere.

You don't have to worry about any creatures you absorb breaking free, and if you wish, you may also fuse your alt forms together.

Nega-Desire: You're quite the corruptor aren't you? With this skill, corrupting most people becomes child's play to you. As you find yourself knowing exactly how to corrupt someone to your whims. People with strong wills can resist your corruption, but you'll be able to corrupt anyone with enough time.

Nega-Saver: With this skill, you'd find that you are much better at harming and charming saints and people of faith. You find yourself knowing exactly what to do to charm a saint and destroy all faith they may have had, but if you simply want to crush them under your heel, you'll find yourself quite adept at doing that too.

Companions

Import - 50CP

For 50CP you may import a companion or create a new one. Each companion has 600CP to spend on perks and Nega-Skills.

Canon - 50CP

Has someone caught your eye? For 50CP you may choose to take someone along with you on your journeys.

Drawbacks

Voiceless - +100CP

You can't speak, at best maybe growling that just so happens to sound like a word. You can't mindspeak either, though other methods of communication like writing are possible. This isn't a massive problem, but will make communication difficult.

Attention Of A Great - +200CP

You've caught the attention of a Grand Servant, and no matter what your intentions are, they consider you a threat to humanity that must be stopped at all costs. They will arrive mere hours after you arrive and they will know the general direction of where you are at all times.

Unlucky - +400CP

For some reason you just have horrible luck. Very rarely will things ever go your way. If something has a chance of going wrong, it probably will. You may have to face the same enemy over and over if you do not confirm their death.

Chaldea's march - +600CP

Your own Chaldea's radar now. Do not underestimate them. Not only will you have to face every servant they have ever summoned, they also have a pretty good idea of your abilities as well. They know every power you have taken in this jump, and have some hints about your other powers as well. I wish you luck.

ORT - +800CP

What did you do to gain the wrath of ORT? Whatever you did I hope it was worth it. You now have to engage and survive ORT. ORT is a planet eater, and is consider the toughest and most inexplicable creature in the world of Magecraft.

Luckily, depending on the time period you may have the help of Chaldea and or Camazotz. But even then this will not be an easy battle.

Ending

It seems your journey has come to an end. Like usual you have three choices. But what will you choose?

Do you want to **Go Home** to your original world?

Do you want to **Stay Here** in this world?

Do you want to **Continue on** to the next world?

Notes

I'd like to thank Valeria, FancyFireDrake and dragonjek for making incredible Fate jumps as well as inspiring me to make a Fate jump of my own.