



Fate/ Generic Crossover Fanfiction Jump V1.0

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Welcome, Jumper. I see you've come to explore more quaint options relating to the Nasuverse. Perhaps you just want to do two jumps in one? Whatever your reason, welcome to the Generic Fate Crossover Fanfiction Jump. Feel free to pick whatever Fate Crossover Fanfiction you want. And take these **2000 Crossover Points (CP)**.

Starting Location:

Wherever and whenever the plot may take place, Jumper's pick on the house.

Age and Gender:

Whatever you feel is appropriate, suit yourself, no judgement here.

Origins:

All origins are free this jump, on the house.

Drop in:

The Self Insert, eh? Real original, but then again, who's gonna judge in fanfiction land.

You are the (Shirou):

You are a version of Shirou Emiya. Let's see if a [Fake] can truly surpass the Original.

A Master of Chaldea:

You are a Master of Chaldea from Fate/Grand Order, pretty niche and good luck managing your relationships.

Servant:

You are a Heroic Spirit, you pick whether you are incarnated or not. Servant versions of Non-Nasuverse Natives welcomed. Refer to the servant supplement jump to establish your servant stats and noble phantasms. (If you wish, optionally you may get doubled the amount of servant points to spend there if you so choose).

The Protagonist(s):

for all your non Nasuverse native Main Characters, here's your slice of the cake.

The Side Cast:

Don't feel like being the one with all the focus? Take this one.

The Antagonist(s):

Ah, feeling brave today aren't we? Join the side of whoever is opposing the main characters.

Perks:

As always, all origins receive their 100 CP perk for free and a 50% discount on all other perks belonging to their origin.

General Perks:**Fanwanked Physics- Free**

For the purposes for this jump, and others after should you wish it, the local Crossover Metaphysics will work how you think it should work. Whether you believe that **Aura** and Prana can be used interchangeably or **Chakra** draws from a different source than what Magecraft uses, feel free to set the rules of the local Metaphysics of your jump.

Optional Artstyle- (100 cp)

View the world in any artstyle you wish, any artist you pick! From live action, to Ufotable, to Wada Arco, you now have the option to perceive reality in any artstyle you want! Just note if you pick Takeuchi there may be an excessive amount of Saberfaces... Comes with the bonus ability to view yourself from 3rd person perspectives if you are into that!

New Power Source Access- (200 cp)

Yes, Jumper, with this perk, you gain access to any power sources that any locals in universe you may venture to can access, whether that be **Aura, Chakra, other forms of magic, Nen, Ki, whatever floats your boat**. For an additional 100 CP, you gain a middling mastery of said power source, and for 200 CP more than that, you get full mastery of said power source, and have in reserve a near-limitless amount of whatever powersource you gain access to. **(Note that power sources that rely on other Entities actively lending you the power, ie Shards from Worm or Cleric Spells from DND, will not be subject to the unlimited reserves, however you can choose to supply your benefactors/partners with said energy just like how a Master supplies their Servant and also cut them off at any time if you so please.)**

Timeskip Training Montage- (300 CP)

Whenever you and your allies decide to dedicate more than a whole day to training, you all gain additional experience, mastery and reserves when applicable over whatever you were training on. (Effectiveness scales higher, the longer you train like this, from 1 Week yielding doubled results, a month yielding 5 times the results, a year yielding 10 times the results, to a maximum of 5 years giving you 20x the value of your total time trained).

Genre Change/I am the Rules!- (400CP)

Feel like completely diverging the tone and genre of whatever universe you are in? Well this is the perk for you. Whatever Authors and Supreme Authorities held power over these universes are no more, as you can forcefully change even the most grimdark of settings into a crack-filled monstrosity, or anything else in between or in reverse with a moderate amount of will and effort. Also comes bundled with protection against people who wield Meta powers such as Authors in their own works, 4th Wall Breakers, low tier Reality Warpers and Toon Force wielders. You decide what your reality ought to be, not them!

Drop In Perks:

A Free Identity- (Free)

A fiat backed set of documents allowing you to live as a legal citizen of wherever you may find yourself. Applies to any companions you may bring with you.

A Blank Slate- (100 CP)

Just by entering in, you have (probably) disrupted the state of events locally. Gives you toggleable protection against any form of precognition that sees into the future or retrocognition that sees into the past.

Absolute Recall-(100CP)

You are immune to getting your memory wiped unless you give consent and have perfect memory.

The more things change, -(200CP)

Jumpchan's guarantee that any events that transpire will always try to mirror the original work as closely as possible, reducing the butterfly effect as much as possible. (Toggleable).

Spiritron Hacker -(400CP)

The new class of magus that uses programming instead of Mystery to empower spells, with more detailed and precise the programming of the spell is the more powerful and efficient it is. You can create and turn any magic you know into a one time use Codecasts (The term used for spells of this type of magic) and activate it by passing Magical Energy through it. Also you get 10 high grade magic circuits so you can power your Codecasts and they have the special ability of being able to install or uninstall a reusable Codecast into each circuit without it affecting you no matter how powerful the code cast is, along with the knowledge and experience of a practiced Spiritron Hacker.

The Big Fix(er) -(400CP)

The perk you get when things need a major correction, giving you an innate sense of how to fix any problem you encounter in the most beneficial way to you or everyone, your choice

(doesn't guarantee you can execute it perfectly though). Also gives you the ability to redeem and fix even the most unforgivable of individuals, with enough time and effort.

Souvenirs for the road- (600/800CP)

Once per Jump, or every 10 years, you are able to fiat back one item of your choosing. That item will never be able to be destroyed permanently, always coming back after a day, and guaranteed to function as intended even when outside its particular universe. For an additional 200 CP, you can even take these souvenirs to Gauntlets and Challenges, counting it as part of your body mods.

A True Magic-(800 CP)

Makes you capable of wielding a true magic of your choice. As for what they are, you may either choose one of the canonically detailed ones (2nd, 3rd, 5th), use the variants depicted in other Fate Jumps (Denial of Nothingness for example) or make a custom 1st, 4th or a newly discovered 6th true magic along the same basic "Impossible Conceptual Magic" guidelines as the rest.

You are the (Shirou) perks:

Perfect Househusband- (100CP)

All Shirous are perfectly capable of single handedly maintaining their residences, knowing innately how to be a perfect househusband. With Cooking in particular, the effects are especially noticeable as in this regard, you are at the peak of human skill in cooking, capable of giving people foodgasms if you so choose.

Hero of Justice- (200CP)

As an aspiring Hero of Justice, you know especially how heavy your ideals weigh on yourself. Grants you mental fortitude and pain tolerance matching the level of Shirou Emiya himself. Also grants you an easier time negotiating and generally interacting with others who aspire to save civilian lives.

Eroge Protagonist A- (400CP)

The red strings of Fate really are tangled with you, Jumper. Increases the chance of gaining the affections of others of your preferred sex/gender tremendously, and for those who already love you, their love is boosted to maximum levels. Also allows for everyone who pursues you romantically to get along somewhat and allows for actually stable polygamy. Just don't try the high jump technique with this, other people need romance too.

Unlimited Blade Works- (600 CP/800 CP)

The Ultimate Technique, of almost every Shirou, the one representing their signature Element and Origin. For 600 CP, you gain Sword as an additional Element and Origin to you, the ability to invoke your own version of Unlimited Blade Works (has to be filled up manually) with your own customisable Aria, though it must be of relatively the same length as the original and you gain 27 Magic Circuits of Average quality. You also gain proficiency with any weapon that may count as a "Sword" and may wield swords to just below their most skilled previous user's level of skills. Additionally, you gain proficiency with **Structural Analysis** and can use it just by focusing with your sight, especially if the object in question counts as a sword. You also learn **Tracing**, **Reinforcement** at a mastered level and **Alteration** at a high

level. For 800 CP, you gain every servant skill of Archer EMIYA's at his level and his memories, skills and experience. You also gain significant advantage when fighting any variant of yourself, whether from an alternative future, past or present. Also, you gain the ability to combine Unlimited Blade Works with any other Reality Marbles you may possess and you get the data of everything in EMIYA'S UBW. You may choose not to be negatively affected by this knowledge.

A Master of Chaldea perks:

Just Another Day At The Job- (100CP)

Jumper, you will and have experienced a lot of things, from comically weak gods, time loops to invasions by other universes. Nothing really phases you anymore, and negative effects on your mental health are severely reduced and non-existent despite the ridiculous situations you find yourself in.

Evil, Be Thou My Good- (200CP)

For someone on the side of the Angels, Jumper, you sure don't have a problem getting along with others of differing alignments. You gain the capacity to bond with, understand and befriend people regardless of where their personal alignment may stand.

The Time of Parting Hath Not Come -(500CP)

For some reason, Jumper, goodbyes are never forever with you. Gain the ability to summon any past ally of yours once per jump, no matter their power level or if they are dead or alive. Doubles the effectiveness of any perk or ability that prevents your permanent death. In the event that your chain ends or you spark, you will be able to summon your allies without any limit on quantity or cooldown when back in your original world.

Grand Jumper of Chaldea -(800 CP)

You gain the ability to manifest a copy of a version of Chaldea that contains every servant in the original FGO Game. You are limited to bringing along 6 Servants with you for combat purposes, unless whatever you fight is deemed a large enough threat to the world/Humanity. Can be taken as a reality marble like Iskandar's Reality Marble, but with 6 Servants instead of 1 at a time.

Servant perks:

Why is King Arthur a Girl? -(Free, Servant origin only)

It appears that the archives are definitely incomplete, Jumper. No matter how much people, myths and recorded data state otherwise, you are able to select any appearance of your choosing once per jump. Alternatively, this option also allows you to be a Demi-Servant or Divine Spirit Host. (This however does not give you more additional abilities than allowed by the servant supplement).

People Die When They Are Killed -(200CP)

Well, normally at least. You gain advantage in combat against those who have defied Death in some manner, being able to do up to 1200% the amount of damage to these Individuals, the amount increasing by 100% for each time they have defied Death. (Gaining any form of

immortality or being revived in some manner including being summoned as a servant counts as 1 time)

The Archer Class is really made out of Archers -(200CP).

For all intents and purposes, any "weapon" you wield (including your body parts if you use martial arts) share any bonuses, proficiencies, and perk effects that are normally applicable only to a specific type of weapon. (I.e. A perk that lets you cut anything with a sword will now let you do the same with your fist).

Conceptual Advantage- (600 cp)

Well, Jumper. Moving on to the big guns are we? You gain the ability to use raw conceptual warfare and invoke concepts with any of your noble phantasms. For example, using a noble phantasm infused with the concept of [Destruction] would be able to destroy anything it hit, unless it was hit with something that was infused with an opposing concept such as [Creation]. This ability is more effective if the bearer possesses Divinity, and weakens in feasibility the more Divine your target is. (Divinity in the Nasuverse means that you and by extension, your actions have more conceptual weight to them than normal, being validated by the World. To gain Divinity, normally one must be worshipped as a God and/or, you must be descended from one or have ties to them. The same rules apply outside the Nasuverse after the jump, the more worshippers and praised your name is, the higher you rank in Divinity)

True Name Invocation -(800 CP)

By taking this perk, you, Jumper are able to invoke your true name, taking the concept of invoking your Noble Phantasm's full name to a new extreme, imposing the Concept of Yourself onto the world. You transform into the Metaphysical Embodiment of your true self, for example, for someone whose true name is The Fire That Burns All, they will by invoking Their True Name be transformed into the very concept of such, becoming the very embodiment of the concept, a force of nature that has dominion over what is described in their name, being able to burn away things such as event causality, existences, injuries and the like. Essentially, you become a god of yourself and everything that encompasses you, allowing you to impose your domain over even other deities. Take heed that this is a move to not be used lightly, only able to be used once every 5 years as any more will risk Conceptual destabilisation, and loss of identity, never becoming the person you once was again. This passively allows you to break out of any Reality Marbles and be unaffected by Marble Phantasms. In future jumps this evolves into being able to resist being pulled into mindscapes and any ability that alters the terrain against your will. You automatically gain awareness of what your true name is after purchase.

The Protagonist(s) perks:

Main Character Syndrome -(100CP)

Why does the world seem to always revolve around you, Jumper? Every main plotline seems to lead into you, anything you do could lead to amazingly improbable events occurring, and through it all, you keep progressing. Grants you a small degree of Plot Armour, protecting you from suffering from any accidental or minor mishaps that may transpire from your adventures.

Everyone Needs Friends -(200CP)

Need Allies Jumper? With this perk, you will find that recruiting others to your cause will be far easier, letting you communicate directly and precisely your plans and intentions without any misunderstandings.

Yer A Magus, Jumper. -(400CP)

The basic jumper magecraft package, consisting of 50 High Quality Rank Magic Circuits, knowledge of what your Origin and Element are, and a few basic spells thrown in like Reinforcement, Structural Analysis, Projection, Gandr, and even some basic runes.

Familiar Faces -(600CP)

You gain the toggleable ability to summon anyone you know/knew as a heroic spirit, even if they aren't a companion. (Note: does not guarantee summoning of the specific individual you want unless you have a suitable catalyst for them, just gives you a 1 in 3 chance of summoning someone you know/knew when toggled on). [Also you still need to prepare the magic circle and do the chant and everything that you would normally need to summon a heroic spirit]

The Stu Variant of Isekaitis -(1000 CP)

Really Jumper? Fine, be OP. Gives you toggleable Full Plot Armour. No matter who or what opposes you, they will fail and you will succeed in your goals. Unless they have Anti-Plot Armour abilities. Then, you are on your own, Jumper.

The Side Cast perks:**Nothing bad ever happens to the Jumpers- (100CP)**

You are immune to the effects of any local running gag. Even if it should be lethal under normal circumstances, you can shrug off any sort of damage which wasn't delivered with the intention of killing you.

Just another filler episode -(200 CP)

Allows you to fast forward when things you deem unimportant are happening and skip right to the action. Additionally, once per Jump, you may declare something that has happened during this "Time-Skip" as "Non-Canon", rendering it effectively non-existent and reverting its effects. If it is a major event or something you couldn't personally prevent, this attempt will fail without using up this ability.

The Butt of the Joke -(400 CP)

Know those insufferable characters whose only purpose in the stories seems to be being the punching bag? Well, this perk allows you to designate someone as the butt of the Joke once per jump, causing them constant non-fatal harm and humiliation.

We did it offscreen -(600 CP)

Bestows upon you the ability to conduct maintenance and repairs on anything you own or use instantly as long as a major plot point or conflict isn't happening. You may also use this Perk to perform a "Anime Timeskip", allowing you to perform off-screen training at a rate of around 2 weeks per day spent.

Hero of Another Story -(800 CP)

Gives you protection against being dragged into the main plot, allowing you to seamlessly blend into the background when needed, unnoticed by allies or enemies. You also gain a small degree of plot armour, enough to prevent you from instantly dying once every 30 days.

The Antagonist(s) perks:**Above Good and Evil -(100CP)**

What's the deal with this DND alignment crap? You know what you want and won't be defined by rudimentary phrases such as "Good" or "Evil", only your wishes and goals. *Abilities that rely on alignments and the concept of Karma shall not cause harmful effects to you and you may bypass protections based on such.*

Send in the Minis -(200CP)

From Mooks and minions to goons, good help is so hard to find nowadays. Sometimes, you just need a near endless wave of disposables to throw at your enemies. With this perk, you get the ability to form chibi versions of yourself who all have 1% of your powers and physical abilities but 10% of your intelligence and be able to produce a 100 of them every hour. They are loyal to you, but sound out only one word and speak like a Pokémon to others, you however perfectly understand what they say.

Why Are You So Damn Likeable? -(400CP)

You may be their enemy, Jumper, but you definitely make them question that. Lets you maintain friendly relations with your enemies when you aren't in direct conflict with them. You can even go go-karting or golfing with them when you aren't being Villain of the week.

Always 10 Steps Ahead -(600 CP)

Cautious much? You gain the ability to determine what your enemies will do next and anticipate their counters to your actions. This ability works better the more you know about them, so outside variables may always trip you up, but still, even Moriarty and Holmes may be impressed at your planning.

All the World's Evils -(800 CP)

An Authority gained by a certain Shirou Emiya, now yours to wield, Jumper.

To invoke this ability, this aria must be chanted; *"Those who see children die, the soldiers who witness their killers, the paupers in the ditch who stare at the castle. From them I take their agony, their Wrath, their curses."*

This Perk allows the user to fashion and use a virtually infinite number of curses that can bring pain, misfortune, despair, disaster and ruin to those they are used upon. These curses can be in the forms of spells, be infused into objects or take the form of monsters such as snakes or demons that will be subject to your will. These monsters can be dispelled by a simple mental command. These curses are fiat backed to be upgraded to conceptual curses should you will it, enabling you to be able to curse vague concepts such as "people on boats" or "people wearing yellow clothing", however the range of this use depends on how much divinity you possess as defined earlier.

Items:

As always, all origins receive their 100 CP item for free and a 50% discount on all other items belonging to their origin. The Protagonist(s), Drop ins, Servants and Side Cast gain discounts for 3 items of their choosing and 1 100 CP item for free.

General Items:

One Fate series DVD/Game of Your Choice-(Free/25CP each additional)

You may choose 1 full set of DVDs and games depicting the events of 1 Fate franchise. This may even come in both while there is no such thing, creating a fully fledged adaptation of what already exists. Want an OVA series about Fate/Extra and its derivative games like C/C/C or Extella? Sure. 25 CP each you may take a second, third and so on series to gain this Item for.

Black Key- (100CP)

A blade used by the Church, has the power to hold someone in place by stabbing their shadow. Also doubles in effectiveness against non-human creatures. You get 10 everyday.

Infinite Mapo Tofu -(100 CP)

Rejoice, for your hunger woes are solved!
Can be made as spicy as you please.

Specific Catalyst of your choice -(200 CP)

A catalyst that guarantees a specific servant will be summoned. (You pick what servant it is, can be changed every 5 years).

Magic Mobile 9000 -(200 CP)

A signature vehicle just for you, Jumper. Goes up to 300 miles or 483 km per hour, and has infinite fuel. Appearance is entirely up to you. Will respawn after 1 day if destroyed.

Stylish Magus Mystic Code -(300 CP), discounted for Master of Chaldea.

A stylish suit in the style of the Clocktower that guarantees to hold up in combat and increases your spell potency by 150%.

The Entire Fate Series Compilation -(400CP)

Every single piece of media that is related to Fate and or the Nasuverse.

You are the (Shirou) items:

Iconic Outfits- (100cp)

All of Shirou Emiya's outfits, and a copy of Archer EMIYA's outfit and those that Nameless wore thrown in for good measure. If destroyed, they will reappear in your possession after a day.

Kanshou and Bakuya- (200cp)

The Favoured Weapons of Archer EMIYA. Boosts the wielder's magic resistance and physical endurance one rank in Fate Servant Terms. Attracts each other like boomerangs. As noble phantasms, they are far stronger than regular swords, even magically reinforced ones. Can be overloaded with prana for a big boom. If destroyed, they will reappear in your possession after a day.

Emiya Residence- (300 CP)

A copy of the house of Shirou Emiya.

Comes with infinite plumbing and electricity fiat backed. Magic circle included. Will appear anywhere of your choosing once per jump. If destroyed, will reappear in a place of your choosing 7 days later.

Avalon: The Everdistant Utopia- (600CP)

The legendary sheath of King Arthur, grants the user regeneration good enough to regenerate even limbs. Halts the ageing process of whoever it is implanted into. By invoking its true name, it functions as an absolute defence, requiring an attack from beyond the 7th dimension to pierce it. By default it recognizes you as its owner, however it does possess the same compatibility with any version of King Arthur you may encounter and works twice as efficiently in their presence.

A Master of Chaldea items:

Lucky Saint Quartz Ring -(100CP)

A small token that helps boosts your odds 10% against the gacha odds of summoning the servant you want. Raises your luck by one rank.

Basic Supplies-(200 CP)

The basic resources needed to sustain all of Chaldea for 10 years. Includes Food, Water, Fuel for magical reactors, sufficient money for every employee's wages, and also a hard drive containing all of the internet until right before the Incineration of Humanity happened and some computers, tv screens and tablets. Use these wisely, Jumper to make your stay in Chaldea more bearable for everyone. Can be purchased multiple times.

More Command Seals-(300 CP)

Gives you 3 extra command seals that regenerate at a rate of 1 per day, in addition to any you already possess.

Shield of Galahad-(400CP)

A fragment of the roundtable, used by heroic spirit Galahad. Has two functions, firstly, it acts as a summoning circle, allowing anyone to summon servants using it and also by invoking its true name, Lord Camelot, it forms a conceptual defence dependant on how strong the willpower of the wielder is.

Spirit Origin Briefcase-(400CP)

Want to make sure you summon your version of the servants you know? Well, no fear, with this briefcase, every spirit origin you summon will be automatically stored here, alongside their memories and strengthening data. In future jumps, evolves to contain the necessary data to resummon anyone you've summoned.

Also allows you to import 6 servants directly from your FGO account if you possessed one, completely grafted and all, bond levels and everything into the briefcase to be summoned later.

Black Barrel Replica-(600CP)

The same as the one Mash will wield, with the Habetrot upgrade applied for free. By using up a command seal, this weapon will fire at a conceptual level, measuring the lifespan of the target, imposing a limited lifespan on them, effectively making this an anti-immortal weapon, scaling higher the more powerful the target is. With just magical energy, it's a really overpowered gun. Use only when needed, Jumper.

The Storm Border-1000CP/1200CP

The same as the one Chaldea uses in the later lostbelts, a huge ship capable of air and sea travel. For an additional 200 CP, the Shadow Border is included.

The Antagonist(s) items:**Convenient getaway button-(100CP)**

"They always get away just in time the first time."

A button that when pushed, ejects you out of any sticky situation you may face, launching you into your base, another time period, singularity, lostbelt or anywhere safe. Only works once per jump.

Stupid Hot Makeover kit-(300CP)

Makes anyone who uses it amazingly attractive, able to seduce even the divine. Emphasises the best features of the user for maximum effect.

Holy Grail-(600CP)

Why are there so many of these things? A source of near infinite magical energy, allows you to establish a singularity by wishing for something. Can be purchased more than once, can give servants physical bodies and summon 7 servants of your choice. (Is not omnipotent, cannot counteract things that are all powerful or anything that would contain more energy than the grail).

Stupidly Overpowered Superweapon- (1000CP)

Takes the form of any weapon you wish. Capable of destroying the planet or anything specific that is planet level or weaker you want . However, 3 specific conditions must be fulfilled to use it. It must be a specific day of the week (You choose on purchase), it has a 72 hour charge time that cannot be accelerated, and upon activation, the target and anyone observing the target immediately knows that something is trying to destroy them is charging up. (Also forms a massive surge of energy detectable by anyone with suitable means). It has building level durability, and if broken dissipates into smoke harmlessly, and will only regenerate the next year.

Companions:

(Anyone you convince to accompany you of their own free will doesn't cost anything to recruit, the paid companions option just guarantees they will come with you.).

Import- (First 10 free, then 100 CP per additional 10).

All imported Companions gain 600CP to purchase perks and items. They may not import any more Companions.

10 humans of your choice-(300 CP)

Up to any 10 people who are not heroic spirits.

Mashu Kyrielight- (200CP) (Free for Masters of Chaldea).

The Kouhai of Chaldea, Mashu is a Designer Baby and Demi-Servant housing the Heroic Spirit of Galahad, Knight of the Round Table. Armed with Lord Camelot, a powerful Barrier Noble Phantasm, and an incredible will, Mashu happily joins you on your adventures. While normally her death at the hands of Beast 1 would see Galahad leaving her body, this option allows you to recruit her with Galahad still inside. (You may also choose to recruit Mashu with the Orithinax Armour in exchange for her defensive capabilities being reduced and her gaining the Black Barrel Replica and Bunker Bolt.)

Artoria Pendragon- (200CP) (Free for you are the (Shirou))

Artoria Pendragon, the Once and Future King of Britain, King Arthur. Many names, many titles. This young woman and "Father" of Sir Mordred is a powerful Servant. If bought with this, Artoria will come fully equipped with Excalibur, Avalon and Rhongomyniad as well as her trusty steed. No doesn't come with the Prydwen, the (literal) bastard is still using it as a surfboard.

You may also use this to buy Saber (Alter), Saber (Lily) or Artoria (Avalon) aka the Fey who took the same appearance as Saber or may be her Avalon Lostbelt counterpart more directly, in spite of a lack of genetic relations.

The Waifu/Husbando package- (200CP)

Any Fate Waifu or Husbando of your choice.

The Harem Protagonist Package- (400 CP)

Up to 30 individuals of your choice.

Tamamovitch Koyanskaya- (200 CP) (Free for the Antagonist(s))

The embodiment of the Tunguska event, will act as your hyper competent beautiful secretary (or so she says). Trust her at your own discretion, though if you offer her some specimens that exist in worlds without humans, she may be more compliant with working with you. Has fox tails but rabbit ears. Keeps her ability to instantly travel between lostbelts. (Upgraded to being able to travel through alternative histories after the jump, but only with herself and 1 other person).

Maximum Mikon package- (900CP)

The entire Tamamo Nine, and Amaterasu herself. Be a good goshujin-sama to them, Jumper.

Too Many Seibahs Package- (900CP) (Discounted for you are the (Shirou))

Every single saberface. Mercy be onto you, Jumper.

One Radiance Thing- (1400CP)

Why is this an option? What kind of messed up Jumper are you? Can take the form of a girl or boy if you choose.

Drawbacks (will be reverted after the jump):

Character Insert -(Free)

You may be inserted as somebody of your choice, this will not give you any extra powers or Abilities.

Saberface Syndrome-(100CP)

Your face looks like a clone of Arturia Pendragon's face.

Why am I a girl? -(100CP)

You are genderbent to the opposite gender, or into the form of a cute girl for those who don't have a gender.

What Are You Saying? (100CP)

If you are in ancient times, you like to use modern slang and if you are in modern times, you like to use a more flowery type of speaking (a la Shakespeare). In either case, anyone whom you talk to will comment on that every once in a while.

Shady Wizard Vibes -(200CP)

The Smug Aura, the untrustworthiness, it all blends together to make you to be perceived as shady and untrustworthy by anyone upon first meeting you.

May You Live In Interesting Times-(300 CP)

You can never go anywhere for more than 3 days without some event that requires your attention to resolve it from happening.

Give Me A Break (300 CP)

Ever heard of a destructible environment? Now whenever there is a battle in your vicinity any structures have a tendency to break a lot easier than they should. Not only will it make it easier for anything to suddenly collapse on you, it will also make it more difficult to keep any battles of yours hidden from the populace.

Low Mana Reserves -(300CP)

Constantly keeps you at low Mana levels, making you unable to sustain more than 1 servant at a time, or cast more than basic Magecraft for the duration of this jump.

A Berserker Am I?- (600 CP)

Your communication skills are reduced to Spartacus levels.

Not good at this magic thing- (600CP)

Any attempt at Magecraft or Magic blows up in your face (literally, ala Familiar of Zero).

Gacha Hell-(600 CP, only for Masters of Chaldea).

Any attempt of summoning has a 50% chance of spitting out a black key or plate of mapo tofu.

Enter the Servantverse-(600 CP)

You start out in the Servantverse and need to survive the events of Saber Wars 1 and 2 to escape to Chaldea.

Another case of Amnesia-(1000CP)

Forget everything except your name for the duration of this jump.

Saturday morning Villain-(1200 CP, only for the antagonist(s))

No matter what scheme you try, you will always lose to the protagonists in the end and be befriended by them for the duration of this jump.

Quantum Timeline Lock- (1200 CP)

Lose access to any powers and items that do not originate from a Nasuverse Jump.

End

So you've survived your time here? Impressive. You now have a choice to make.

Stay here, and continue your residence.

Go Home, and end your chain, return to your world of origin with everything you've gained.

Continue on, there is yet more to come. (Move on to another jump).