

Fate Hollow Ataraxia

Various spoilers may be contained herein for various Fate franchises, especially Grand Order.

Imagine if you came to a version of Fate where nearly everyone survived the Holy Grail War. Wouldn't that be something? Yorokobe! Welcome to Hollow Ataraxia. Unless your name is Kotomine, I suspect you'll like it here.

Start with a 1000 CP (or a 1000 SP instead if choosing a servant background).

Location - Fuyuki, Japan

Age & Gender - Roll 1d8 + 12 or Roll 2d8 + 20. Pay 50 CP to choose whatever age. Gender is the same as a previous jump. Pay 50 CP to change it. Age and gender may be freely chosen if a servant.

Backgrounds

All backgrounds grant a 50% discount under their respective perks/item categories, all 100 CP options are free to their respective background (including drop-in).

Drop In (free) - You'll wake up in a park in Fuyuki. No memories, no ID, nothing. You weren't there, then you were. People exist when they appear.

Student/Teacher (100 CP) - You're a student (or teacher if too old) at Homurahara. You were not raised a magus but happened to bear witness to what happened in the HGW. You were unaware of your magus abilities as they were latent. Miraculously, the moment at which you appear in this world, you will suddenly realize your powers and be able to wield them at full power according to what you purchase.

Magus (200 CP) - Born and bred to carry on your family's magical legacy, you are a cold hearted magus. Sort of. Tsundere may describe you better. You're better than average, but you're not a genius at magic or especially talented either.

Church Official (200 CP) - You have been raised by the Church all of your life. Magic is blasphemy that must be dealt with. Whether exorcising demons or spreading the joys of mapo tofu, your life has always been lived in service to the Church.

Servant (free) - You're a heroic spirit, one of many. You will take on a spiritual form that can manifest physically (essentially a soul able to interact with the world around it) and you will be granted great power from your summoning. On the other hand, you'll be tied to a Master, without them you will disappear, and to boot they get command seals to force you to do whatever they want. Rather than 1000 CP, you will start with 1000 SP.

Command Seals - Free

If you're a master, gain 3 command seals per servant. They don't replenish, but they can force your servant to do whatever you want or give them a significant magical boost. It is possible for them to be resisted to some degree or another, but even the best can't fully resist the power of the Command Seals. If you're a servant, your master gets this instead. Outside of the jump, you (or your master) will get these command seals, 3 per servant, and they will replenish at a rate of 1 per week. They can no longer be used to force your servant to do anything, rather they can be used to give that servant access to your entire mana/magical pool/anything jump related or compatible without draining any of it from yourself. It will only give them a quick burst, no more than a couple minutes of access.

Servant/Master - Free

If you're a master (any background that isn't Servant), you gain a free servant. Refer to the Servant Addendum at the end of the jump for details. If you're a servant, you gain a free master instead. Companions may be freely imported into the servant or master roles with the appropriate 1000 SP or 1000 CP granted to them as well (though they can not take drawbacks). Servants and masters become companions if they are willing at the end of your jump. Additionally, non-humanoid companions or pets can be imported as servants and will be granted a humanoid form (in addition to whatever level of humanity you wish for them to acquire).

CP/SP Conversion - Free

You may convert CP to SP at a 1:1 ratio. This can come from your master or yourself. Conversion doesn't work the other way around unless otherwise noted in the servant supplement.

Magic Circuits - Free/Variable

These are a psuedo-nervous system that spreads itself throughout one's body that allows one to perform Magecraft, converting Life Energy (Od) one naturally produces and the Mana in the air into usable Prana. All Origins except the Servant Origin start with 20 Magic Circuits of average quality for free. By paying 100 CP you can increase the amount of Magic Circuits by an additional 30. By paying an additional 50 CP you can increase the quality of your Magic Circuits. Either may be purchased multiple times.

The quality of your Magic Circuits dictate how much Prana each circuit can store and use at a time, as well as how well one can perform Magecraft. Examples of quality goes as follows: Average (The average Magus), Above Average (5x the average Magus), High (10x the average Magus), Very High (Tohsaka Rin/Luviagelita Edelfelt/20x the average Magus), Highest (40x the average Magus).

Magic Crest - 300 CP (Free/Discount for Magus)

Formed as a tattoo somewhere on the body (which can be hidden at will post-Jump), this is a series of Magic Circuits that were given a more stable form in order to act as an archive of

thaumaturgical capability that's passed down through one's family, who add some circuits each time, in order to give the next generation an advantage. This crest has 100 of them.

Despite being passed down from your ancestors, these circuits share the same level of quality as your natural in-born ones. The advantage of having circuits in the form of a Magic Crest is that each circuit is permanently specialized to perform any spell without any somatic or verbal components, and at a much lower cost than normal, while still producing and storing Prana for general use. Choose a field of Magecraft that your family specialized in, your Magic Circuits in this crest are now specialized and acts as an archive to generations of high-quality magical research into this field. This item can be combined with any other Magic Crest you may have at no additional cost.

This perk is free for Magus backgrounds for the duration of the jump, but will disappear after. For 150 CP a Magus background can retain this crest outside of this jump.

What Good is a Sword without Its Sheath (Companion Import/Creation) - 50-300

Pay 50 CP to import or create your own companion (can be purchased multiple times). They get a free background with 600 CP to spend, but they can't take the class benefits in this jump (for instance drop-in doesn't get 200 CP for items) but do retain the freebie 100 CP perk/item and discounts. They also can't take drawbacks, nor can they take the servant origin. Pay 300 CP to import or create up to 8 companions. This only applies to companions not imported elsewhere in this jump for free (such as your servant/master).

Seek without End (Canon Companions) - 200

For 200 CP you may take any willing non-servant character from Hollow Ataraxia (must appear in the story) as a companion.

Drop In

Gain 200 CP towards items (if a Demiservant, the restriction to using the CP on items is lifted)

But That's Impossible - 100

You are something that isn't. An existence that never should have been. Consequently, if you remove yourself from the plot of the universe you are in and keep your head down, any and all forms of trouble will not find you. To be clear, you literally have to stay out of anything plot related, and you must also not do anything noteworthy. Essentially you have to live a very boring version of your life. Once this is broken, this perk fails to work anymore for the remainder of the jump. Be careful not to anger Jump-chan too much, okay?

Well That Was Fast - 300

You acclimated to your new environment really quickly, didn't you? Within days you can learn to fit in with a group of people, learn their language and culture, and act like you belong. Doesn't matter what you look or sound like, you'll be treated just like one of them, just like you belong (such as if you met a group of aliens). It won't make them unquestionably loyal to you, but you will be treated like you are part of that community and given the full respect you would expect the average person in said community to receive.

Time Loop - 600

You can create a 7 day timeloop at any point you want. You must set a condition that needs to be met in order to break said timeloop. Once set, this condition can not be changed and the timeloop can't be broken until said condition is met. You and anyone else aware will lose all memory of said condition. You and anyone you specify will be aware of the timeloop. If said timeloop's condition would be impossible to meet, the timeloop will not trigger. Shorter loops within loops are possible, but the first loop must always be 7 days. No powers, items, or anything can change these conditions for these powers (no impossible infinite timeloops, no longer timeloops, no protecting yourself from the timeloop, etc.).

Note: The longer a timeloop continues, the more people will become aware of it. Those with high levels in things like intelligence, wisdom, or perception will wake up quicker, with those who are experts or geniuses in such things becoming alert almost immediately. Timeloops have a minimum range of the average city size for the world you're in and can encompass roughly twice the size of the Earth at maximum; time outside of the area affected by the timeloop will be paused, resuming only when the timeloop is broken, and always matching the point at which you leave the timeloop (so if you leave the loop on the 6th day, 6 days will have taken place as well outside of the timeloop, but if you break it on the first day then no more than perhaps a couple hours will have past). Additionally, these loops can not be cast on the same person for a minimum of 5 days, with the exception of the caster themselves. Meaning if you cast a timeloop in a city (e.g. Chicago), unless you remove every single person affected by the timeloop from

your radius, you won't be able to cast a timeloop in that city for 5 days (though you could go somewhere else, so long as there's no one who was involved in the previous timeloop).

Capstone: You can now create timeloops for anywhere from 24 hours to 7 days and no longer have the 5 day cooldown. These timeloops work the same way as above, with one caveat: You can select only certain people to enter the timeloop (you don't have to enter), and time in the timeloop will be linked to whatever time is passing for you on the outside. As an example: You lock an enemy in a 7 day timeloop with a condition that can be met to free them (remember, the condition must be able to be met to create a timeloop). They go through the timeloop 4 times. Assuming time is moving at the standard pace for you (it's based off how you are perceiving/experiencing time), this means that they would appear from the timeloop 28 days later on your timeline. Please note that if you do this, you can only create such timeloops once every 7 days based off of the way you are experiencing time. An entity that is targeted by this capstone version of the skill will have a 5 day cooldown period before they can be affected by the capstone version again (the non-capsone version will still work on them).

Note: When using this capstone version of the skill, the timeloop becomes a sort of alternate dimension that simulates the initial world from before the timeloop. Those targeted will retain any changes accrued during their stay in the loop (things like scars, knowledge, etc. are all retained), but the world of the timeloop disappears. This does not apply should the caster of this skill also be part of the timeloop, in which case the world around you pauses until you exit the loop. This is because the perk is working off of the Jumper's reality/time.

Student/Teacher

Get a bonus 300 CP stipend towards anything specifically in the Student/Teacher section.

Cooking EX - 100

You aren't a master chef, but you might as well be. You are essentially the perfect home cook with the knowledge on how to cook just about anything, as well as exactly what to cook to please someone.

Harem Protagonist EX - 300

It seems that somehow you attract multiple, viable romantic candidates to hang around you all the time. They all seem to get along while also competing for your love. Due to this skill, they will also suddenly become okay with sharing you. In fact, anyone who would normally want a romantic relationship with you will be perfectly okay if it's part of a harem. Just be warned, any suitor who is okay with a harem may choose to have a harem of their own, such details must be worked out between you and your suitors.

Best Housewife EX - 600

You gain the ability to become extremely caring and empathetic. Any and all of your abilities are increased when in service of your family. Your spouse (or spouses) can borrow any powers you willingly allow them to (though you will be denied access to said powers while they borrow them). Your children will all have peak human abilities, in addition to at least above average magical abilities if said universe has magic (you don't need to possess it yourself, nor their parents).

Capstone: You can optionally share all of your powers with your spouse (or spouses). There is a caveat: Each power you have can only be shared once, meaning only one of your spouses can share that power with you. If Spouse A has Power B, then Spouse B can't have Power B, but can have Power A, which would deny it to Spouse A as an option. You may shut off your shared powers at anytime and restart them as often as you like, but you may not reallocate which spouses can share which powers for a 1 year period after setting who gets what. For any power not set to be shared with a specific spouse, you can still share it with any and all of your spouses while denying said power to yourself (so like in the original description before the capstone).

Magus

Get a bonus 400 SP stipend on the servant supplement (if taking a canon servant for 1000 SP, you may instead elect to take a 200 CP stipend to spend on any part of the jump OR may give a companion a bonus 400 CP/SP stipend).

Defenseless Pride - 100

You have a knack for acting haughty, a really good ability to knock anyone else like you down a peg or two. When it comes to random trivia or things you are experienced in, you will always be able to beat someone at explaining it or understanding it better, enough to make them feel like they are still a rookie. If you are sufficiently advanced enough, they may even want you to become their mentor.

A Big Chest - 300

You can choose any one storage item, no bigger than a very large wardrobe, and grant it TARDIS-like storage conditions, allowing it to be much bigger on the inside than on the outside. Just make sure to leave it open if you go inside it, and don't touch the magical stick that comes along with it. Seriously, don't do that. While allowing for virtually infinite storage, it can not surpass more than a quarter of what your warehouse/warehouse addons can store and the item has to be able to fit as well (a car can't be shoved into a chest for instance). In addition, things will basically pile on top of one another, making finding what you want to get harder than one might think if they have a huge collection. You may switch which item has this enchantment, but only one item can have it and you must empty out everything contained in the original item.

Playing With Jewels is Dangerous - 600

As a wise and competent magus, you decided to play with the family jewels. Turns out it blew up in your face, creating a weird sort of portal between various alternate dimensions. Unlike another magus, in your case you didn't leave some rip in the world that needed to be repaired, rather the rip was formed in the basis of your soul. You have gained the ability to copy things from alternate universes (within the jump universe you exist in, not between jump universes). You can now see all possible outcomes in 5 second bursts for 2 seconds into the future. This will not overwhelm your mind.

Capstone: Due to the rip in your soul, you've become effectively immune to anything that would otherwise touch or affect your soul. Your soul is now 100% immortal and absolute. You also get the ability to correct anything that has been misplaced through time travel or extra dimensional shenanigans. You could undo the entire world of Hollow Ataraxia if you wanted, undo any effects of time travel, or place people back in their original universes.

Church Official

Gain double the CP from drawbacks in this jump, up to an extra 600 CP worth.

Haunting Sermon - 100

You are talented at playing the organ, as well as giving general advice to people. Doing either will cause great annoyance to anything of demonic origin however and within only a few minutes time, you will be able to figure out that they are in fact demonic. The demonic entity will not attack you when this happens, rather they will get scared and try to distance themselves (so long as they are not attacked by you).

Demonic Purification - 300

By touching a demon, you can purify it. Depending on the demonic presence, it could cleanse a demonic soul and redeem it, or it could simply obliterate the demon. You could also choose to grant them humanity, though they could theoretically still be evil even though they are no longer a demon (after all, it's not like they have probably ever known anything different, though being human gives them the same shot at having a conscience just as any other human has).

Yorokobe Shounen! - 600

Rejoice! As a dedicated servant of the Lord, you have been blessed with a unique soul. Any martial arts you use can now harm and/or affect incorporeal beings (souls, ghosts, even Servants). This doesn't grant you any extra strength towards them, rather it just means your attacks will connect just like they otherwise would with corporeal beings.

Capstone: Incorporeal beings are your playthings. Your very touch can harm them (much like sunlight affects a vampire). You can imbue anything you are using (items, powers, etc.) with holy energy capable of killing any minor "evils" or demonic entities and severely wounding

greater ones. In fact, all of your “stats” are boosted against incorporeal beings, so much so that you could throw down with someone like Beowulf, Saint Martha, or Cu and potentially come out on top. It of course requires some fighting skills or other powers; this perk only gives you the potential to fight on their level.

Servant

Gain 100 SP (200 SP if a pseudo servant) for yourself AND either take 100 CP for yourself OR give 200 CP to your master to spend on this jump.

Even Heroes have Hobbies - 100

Even the greatest of mankind had things they enjoyed doing in their spare time. You may pick any one hobby that humans are capable of doing and master it instantly (or if you prefer, you can just be very talented and take your time in learning it). The condition is that it must be a hobby, something people do for fun or amusement, not just a skill that some people have.

Loyalty (Fealty to the King) - 300

All of your friends will become extremely loyal to you. So long as you don't do things that go to some extreme that they simply can't tolerate, you will never have to worry about betrayal from your friends again. This loyalty can't be broken by others; this means that even if they were tortured or had magic used against them, the bonds of loyalty that you have inspired in them will prevent them from revealing any information that might harm you or your plans (this is supernatural in nature). Likewise, you can use this power on yourself to be absolutely loyal to someone of your choosing should you so desire. Note: This perk will not work on your servants/master in this jump. See the Servant Addendum for such a perk.

Upon the Fields of Avalon - 600

As an immortal spirit, you have fought long and hard for your cause. You have earned your place among the heroic spirits, but even then you have earned far more. You may create your own version of an afterlife with this perk. You may design it however you want, but nothing done, seen, nor heard can be taken out of it. This means that, should you exit this “afterlife,” you will remember nothing of what took place while you were in it. You can only enter this afterlife upon death; if you have perks that allow you to come back to life, you may choose to be resurrected when you are done living in your afterlife. Time stands still while in the afterlife if you are not permanently dead (otherwise it's 1-1 with your reality), so no time will pass aside from what happened once you died to the point that you come back to life. It is possible for others to enter your version of the afterlife, but in order to do so they must qualify for heroic spirit status, and even then... Should you actually die permanently, you may choose to abolish this “afterlife” if you so desire. Every time you end up in the afterlife, you will regain your memories of time spent previously in it (as well as any and all memories you may have forgotten or lost somehow). Note that this “afterlife” does nothing to help bring you back to life (you must already possess a way to resurrect before dying or have someone in the real world resurrect you). This

perk does absolutely nothing on its own to prevent your chain from ending. People in your afterlife may leave it whenever they desire but will be ineligible to come back unless they left because they came back to life. To be clear, your afterlife can be most anything that you want (so long as you're not trying to abuse this perk somehow to gain far more than what is clearly intended).

Capstone: Your custom "afterlife" has now become an alternate dimension instead. While able to function as the above if you so desire, you can now enter and exit it freely. Those who qualify may also be brought along, though the restriction on bringing or taking things from the afterlife still exists. While you won't be able to remember what happened during your time in this dimension, you will be able to access vague memories through your dreams (this can't be affected by any perks; the memories will always be vague). Additionally, should you acquire or already possess a full fledged religion of your own, you may make this afterlife an official afterlife of your religion where all of your followers go when they die. You may optionally section off your afterlife into divided spaces based off of whether someone was eligible to be a heroic spirit or not (you may also connect these divided spaces as you desire).

Items

General

Waterpark Pass - 50 CP

By purchasing this perk, you will gain 1 free admittance ticket per week to the local water park for the duration of your stay. Outside of this jump, it will grant you a free entrance ticket to all amusement parks for yourself.

Kaleidostick - 50 CP

You will find yourself in possession of a kaleidostick. While stripped of nearly all magical power and appearing to be a little cosplay trinket, it does carry one unique magical effect. Anyone who wields it and shouts out their own custom transformation phrase will be given a unique magical girl outfit. The outfit is nothing more than what you might find someone cosplaying as, but it will be of a very high quality. The outfit only exists while holding the stick, once they let go of it, they will return to their original clothes. The stick will always appear in your warehouse the next day should something happen to it.

Rice Cooker - 50 CP

A replica of the rice cooker found in the Emiya household, it will be enchanted to always produce amazing rice. Any rice prepared in the rice cooker will always be perfect to the taste of the one eating it. If anything should happen to it, it will be found in the warehouse the next day.

Drop In

Puzzle Box - 100

A small puzzle box that you can play with. Doing so gives a person a calm, focused feeling, and will alert them if “time” has been altered around them.

Indescript House - 300

You are now in possession of a small house that will follow you into future jumps or attach to your warehouse. In jump, it will always blend into the nearest neighborhood at your starting location. It will have a “haunted” feeling to it from the outside, warding off all but the most curious of folks (tough luck if you live next to the Addam’s Family for instance). All of the furniture will be slightly dusty and unused.

A Silver Earring - 600

An old, silver earring is now in your possession. If you wear it, you will ironically find that it significantly boosts your luck in most things in life, except in battle where it acts as a very minor unlucky charm. With that said, so long as you’re wearing it, you can’t be killed by some mysterious OP power either. It might harm you, but it will fail to kill you. In order to qualify for this

protection, it has to be a power you are unaware of and must also be among the top tier of powers that the world you're in can offer.

Student/Teacher

A Poster - 100

You get a poster that came in a hard, plastic tube. It may be nothing spectacular, but it's an okay fighting implement in a pinch and once per jump can block any physical attack (anything physical, even if it has magic in it, so long as it's also physical it will be blocked). You have to actively use it to block the attack; it's not a passive boon.

Unlimited Food - 300

You can open a portal once a day to the Emiya residence for dinner. Every time you arrive there will be a fresh meal prepared for you, something guaranteed to please you. The food can also be from any universe you've visited. Companions, friends, and family are allowed to follow you through the portal. As to whether anyone else is there, that is your option. Each time you pop in it can be to visit the people you left behind on this jump, or to visit an alternate reality of them, or to simply be alone with no one around. Nothing but full bellies and warm memories can be taken outside of this portal and back to your realm of existence.

Homurahara Academy - 600

You are now in possession of Homurahara High School. Whether you run it as the principal or control things from the shadows, the school is under your control. If you befriend a certain teacher, she may even be able to "assist" your school with her connections if you so desire, anything from protection to a comedy where yakuza are punished by becoming teachers and having to behave. This school follows you into future jumps when you want and can be used to exclusively and safely train people in jump based powers (such as your companions or any souls you so generously empower within a jump).

Magus

A Pile of Jewels - 100

You possess a small fortune, enough to at least buy a small house and still have a little left over to assist with bills or other expenses. You're not exactly rich, but you're certainly not poor.

Jewel Sword - 300

You gain the Tohsaka family's Jewel Sword. It can be used to channel magical energy from parallel worlds, thereby increasing the power of the magic of anything you cast. Some people may be "curious" as to how you manage to possess it though.

Fragarach - 600

A magic given by the gods, passed down from generation to generation. If mastered and used properly, it allows one to take their opponent's attack and fire an equally powerful attack back at them. However, it's real power comes from the fact that its counter attack reverses the order of attacks, namely its counter attack strikes first in "time" while the OG attack comes second.

Church Official**Keys - 100**

A set of Keys used as weapons against spiritual or demonic beings. Capable of affecting or harming them, but only as useful as the priest wielding them.

Church Organ - 300

An old church organ is now in your possession. Conveniently, it can be shrunk to pocket size for easy transport. When you are playing the organ, it can harm any sort of evil or demonic presence slowly over time, generally irritating them and revealing their presence as they try to escape it before it causes serious harm.

Church - 600

You possess a decent sized church. It makes demons very uncomfortable to come near, and it comes with an underground dungeon of sorts. Follows you to other jumps if you so desire. If you have a religion, you can have your church be one of your religion's churches (church of the Jumpity Jumper for instance).

Servant**Fishing Rod - 100**

You gain a pristine and amazing fishing rod, built to your specification. Got a rod/spear/really long something you want to use instead? Sure, import it as a fishing rod, it'll gain that capability. You have Gae Bolg and want to fish with it? Yep, that can be done.

Small Business - 300

You gain a small business in the commercial district. It's discreet and while it does good business, it also doesn't attract a lot of attention. In essence, it's not only a good place to hide but also a great place to find some slice of life action. Post jump, this business can insert into your new world. You don't have to manage it at all and can in fact work there without anyone knowing you're the owner.

Kotatsu - 600

A kotatsu for 600 CP? A Taiga has to eat. This kotatsu is very special, not only addictive and comforting, making you feel as if you're home, but it also has restorative benefits. Anyone who

is below the kotatsu will heal very rapidly, able to shake off most diseases within days and with little pain or even regrow a limb within a couple months. Additionally, if you celebrate New Years (wherever you are, whatever form such an idea might come in) and have a hearty feast, then when you take refuge under the kotatsu, you will be able to enter the mysterious world of the Taiga Dojo for 24 hours. Oh, why is this an item for Servants? Anyone who is or has been a Servant specifically in a Fate (or nasuverse) jump, when using the kotatsu, can instantly recover all of their mana/magic as well as heal any non-cursed wound.

Drawbacks

Note that you must have a servant or be a servant for drawbacks that affect your servants. Take as many drawbacks as you like.

Here We Go Again - +0 CP

If you've been to Stay/Night or Zero, you may choose to somehow incorporate those universes as you affected them into Hollow Ataraxia.

Super Fan Service Edition! - +0/100 CP

If this is a positive thing, you gain 0 CP. If it's negative, you gain 100 CP. Your servant of choice (or your master) has now been altered to be the most waifu/husbando baiting servant around. Expect any and all aspects of the servant to be highly sexualized. If you see what Raikou looks like, imagine that but 10x the fan service. Their idea of clothes will probably be a fig leaf (would actually make sense for an Adam or Eve servant though). Some may be full on nudists. They will stick out like a sore thumb.

Misfire - +100 CP

Your magic circuits are, as it turns out, of terrible quality. Expect magic to be far more inefficient and dangerous for you to cast. For an additional 200 CP, magic from previous jumps will be affected as well.

Lust (Blood) - +100 CP

Certain "individuals" will be very, very hungry for your blood. The process will be painful and will happen while you sleep. Instead of the normally pleasant dreams they induce, you will instead feel extreme pain while stuck in a nightmare until they are done feeding. You can't prevent this feeding, they will be able to do so regardless of where you are or any of your powers. There will be no other negative side effects aside from that caused by the pain or nightmares.

Unfit Master - +300 CP

You are a really bad master. Has nothing to do with your magic abilities. Your servant will be severely nerfed as Saber was with Shirou. Command seals only have a 50% chance to work.

Lust (Cancel) - +300 CP

You will be incapable of any extreme pleasure. It's not that you won't want to experience such pleasures, simply that you can't. Food will be bland, company will be cold, and life will be stale. But hey, you got some bonus CP, right?

Madness Enhancement - +100/300/600 CP

If your servant lacks Madness Enhancement, add Madness Enhancement (ME) D for 100 CP, ME B for 300 CP, or ME A+ for 600 CP. As this is a drawback, you gain none of the benefits such as enhanced stats (once the jump has ended, if you keep the ME on the servant, then you

can reap all of the benefits it provides). If your servant has Madness Enhancement already, then for 100 CP rank up the skill by 1 (E > D) or for 300 CP rank up the skill by 2 (E > C). Can not surpass ME A if using this method. If you are the servant, you may either apply this drawback to yourself or to your master (if applying to a master, it will only make your life increasingly more miserable as a servant for each rank).

****If you already know how ME works, you may ignore the following:*** For the purposes of clarity (ranks of ME don't really line up across servants with the following but you can use it as a guide as to how to apply this drawback; note that ex. servants don't necessarily have that level of ME, if they even have it): ME D means the servant will be odd, doing things that don't always make sense and seemingly having their own rationale that others can't comprehend (ex. Astolfo, Tamamo Cat; the former doesn't actually have ME but Evaporation of Sanity while the latter actually has ME C). At ME B, your servant will have only basic mental functions and will be unable to communicate aside from some grunts (ex. Frankenstein who actually has rank D). At ME A+, expect for a completely irrational servant that has nearly no mental function aside from identifying a target and then attacking said target. They will essentially be a rage machine that targets specific things as enemies according to what little logic it has, a logic that won't be perceptible to most (ex. Not perfect, but think Lu Bu, who incidentally has ME A). These are just general examples, if you are aware of how Madness Enhancement works, you may ignore this part.

No Mana Refills - +600 CP

You can't refill or supply mana to your servant. Whatever they start out with is what they have. If they use it up, they disappear for good. They will have at minimum enough to last 10 years if not in combat, as well as the ability to get into a few minor fights and use their NP at least once. Depending on your servant, they could have more mana that allows for a few major scuffles and a couple uses of their NP, but this drawback will nerf them regardless so that they can't exceed such possibilities.

Altria (Servant background only) - +600 CP

Your name will never be remembered correctly unless it would be disadvantageous to you. This has more severe ramifications than you may realize, as it severely weakens your legend. A - (minus) will be applied to all of your stats. Powers from outside this jump will be sealed for the duration of your stay here.

All The World's Gold - +1000 CP

All the Beasts and Divine Servants have decided to wreak havoc. The timeloop in Hollow Ataraxia no longer exists. All canon servants are unaffected, but their alternate versions are not. These servants will attempt to destroy everything in the world and the universe itself. They are impossible to find before they begin their attack and will begin their plan exactly 1 week from when you appear. They won't instantly obliterate everything, you will have time to fight back, but not much time. If they destroy the world, the universe, and everything, well that kind of ends your jump. Have fun.

Fanservice - +1000 CP

If you're a master, expect all of the servants to want to refill their mana with you. Thing is, if you do so with anyone other than your servant, expect your own servant to decide that it's time for you to die. They will be immune to any sort of command seal and any of your powers, as well as

gaining Independent Action J & Madness Enhancement J. If you're a servant, don't ever be expected to be taken seriously. You will be stared at and ogled all the time, and no one will consider you a threat nor a worthy heroic spirit. Thing is, because this mass belief that you are just a pretty junk piece of a servant is so wide spread, you will lack the ability to win in fights with other servants or supernatural entities. The only exception is any social/charisma based skill, which will get 1 free rank up while also afflicting Madness Enhancement E- Fanservice edition on those who fall within your gaze. Assume that any efforts to ditch or impede servants with Independent Action J & Madness Enhancement J will fail miserably. You may be able to run from them, but they will catch up quickly. The same could be said of all the servants in the jump, you will have to be constantly vigilant to prevent the servants from refilling their mana.

Servant Addendum

This section deals with summoning your servant. To create your servant, refer to the servant supplement if eligible. Aside from the Demi/Pseudo servant option, the additional perks below are available for SP. Your servant (or master) is eligible to be your companion upon leaving the jump. Companions may be freely imported as your servants or as your master. They will get 1000 SP or CP as appropriate.

For any servant appearing in Hollow Ataraxia, you may take that servant as your own for 1000 SP. If the servant is particularly broken with their skills, stats, etc., nerf as you feel appropriate. This only works if taking the servant, not as becoming said servant or being a demi-servant with them. If you take a canon servant in this way, you will replace their master with that master's background superseding the one you chose (though you still get all the benefits from the background you chose).

Demi/Pseudo Servant - 500 CP/500 SP

For 500 CP, you can choose to be a Demi or Pseudo servant. You must not have been one in a previous jump (if you were a demi servant you can still be a pseudo servant and vice versa, but if you were a demi servant you can't be a demi servant again). Choosing to do so unlocks the capstone powers of the 600 CP perks. Psuedoservants must take the servant background and can pay in SP, but demiservants may take any background aside from servant.

Demiservants are humans combined with a servant, with the human in control. You can choose for your heroic spirit to either be active and in communication with you (basically as a voice inside your head) or to have them inactive and just there for the powers. As a demiservant you will be a human with a servant inside of you.

Pseudoservants are generally divine heroic spirits that have possessed humans, which also merges their personalities. The servant is in control however. As a psuedoservant you will be a servant that has possessed a human.

Perks

Mana Refill - 100 SP

Your servant's mana can be filled quickly through touch alone. Headpats can charge the best of servants in under 10 minutes. Other methods charge within seconds. Useful for launching multiple NPs even if you are an adept mage.

Independent Action EX - 600 SP

Grants your servant a mana supply as if they were alive. Essentially they no longer need a master to survive, but they are still bound by command seals.

Independent Action J - 1000 SP

They gain a J ranked version of this skill. Your servant (or you as a servant) will have infinite mana supply. Go ahead, Excalibur everything. You know you want to. Be warned that servants who don't need their masters may find no reason to be loyal.

Friendliness Guaranteed - 1000 SP

Your servant will not betray you. Period. They may harm others if it's in their nature, but they are 100% loyal to you if you so choose. The only exception will be if you purposefully try to torment or harm them for sadistic reasons or attempt to kill them. If you are a servant, this will apply to your master instead.

All the Waifu - 3000 SP

Take an extra servant at no additional cost aside from EX Skills & Stats.

The time was, well what was it again? Perhaps this was not the easiest jump to keep track of your time. But either way, the time has come to make your choice.

Stay Here - "Dinner's ready!" a voice shouts from another room as you throw off your shoes and make your way back to the table. Greeted by the warm and smiling faces of those you have come to know, you settle in next to your friends for the first of many meals as a permanent resident of this world.

End Your Jump - Much has occurred and you long to go back to whence you came. But you will never forget the memories and the adventures you had on your long journey back home.

Go to the Next Jump - Oh but how beautiful the universe is. You continue your journey across the multiverse, ever ready for a new adventure.

Notes:

For demi/pseudo servants: While I am not aware of said servants being able to be masters, I am not aware of such a prohibition either. This didn't seem to be clarified in other Fate jumps. And according to my logic, the Fate world could care less about rules, so a demi/pseudo servant having a servant of their own doesn't seem outside the realm of possibility. Therefore I leave it to the jumper to decide how they feel on this matter. Either treat yourself as only a servant, or choose to also be a master and take a servant for free. If taking a servant for free (meaning 1000 SP for said servant), then the free companion option can only apply to one of the servants summoned (so whoever the Jumper is combined with or the additional servant). If you feel this is unbalanced, but still want to have a servant, then pay 800 CP to gain your servant with 1000 SP (that can't be transferred from that servant). Fan wank appropriately.

For Drawbacks: These overwrite any perks that may help to fight against them and will always be reasonably challenging. For example: If choosing a drawback to have a weak servant, simply tossing them aside like garbage will be considered trying to use a "loophole" in the drawbacks which will come back upon the jumper in unexpected and dangerous ways. However the consequences manifest, they will certainly be strong enough to break through any existing powers to at the very least irritate the jumper. The consequences will be proportionate to the cost of the drawback, with 100 CP being irritating and 1000 CP very likely being lethal unless the jumper can outsmart what comes at them (it will always be possible with the jumper's own cunning to avoid consequences, but it will not be easy and perks will not always work or help in these scenarios). If one is confused, the spirit of this note is to restate how drawbacks work ("spirit" meaning I'm not giving an exact definition of how drawbacks work in jumpchain and it's fine to disagree with the above). If you're already generally aware of the way they work in jumpchains, then you can probably ignore the above, or if the above seems too extreme and you're a masochist, you can apply it to the drawbacks taken here. **Basically drawbacks can be mitigated, but one shouldn't expect to eliminate all problems they cause through loopholes they may find either, even if the drawback itself doesn't specifically state what said consequences might be.**

Made by Aladeus with thanks to /r/jumpchain and anyone else involved for the feedback required to create this jump doc. Version 1.1

The section on Magic Circuits is copied nearly exactly from the comment left by a redditor in a feedback thread for this jump.

Changelog

1.1 - Edited and clarified various things within the doc, most notably the Time Loop power. Added the addition of magic circuit perks, and added a note about the demi/pseudo servant section to be open to jumper interpretation of how said perks function across the various fate jumps. Added what was forgotten, i.e. the stay or go at the end of jump docs. Updated the Drawback section and reworked it. Restricted CP:SP conversion and allowed PseudoServants to use SP to purchase that option.