Generic Holy Grail War Gauntlet

by Jerabocal

Once every 60 years, the all-powerful Holy Grail chooses seven Masters, mages driven by a strong desire they will go to any lengths to fulfill. The Masters each receive the authority to summon a Servant, the spirit of a hero from a bygone age, as well as three command seals that allow them to command their Servant.

Only the Master who triumphs over all the others may claim the Grail for themselves, thus sparking a Holy Grail War between the Masters and Servants, a conflict that will go on until only one person or Master-Servant pair is left. The person to claim the Holy Grail will have a single wish fulfilled with a miracle.

The entire ritual is overseen by the Holy Church and its Overseer, who will grant refuge to Masters whose Servants have been slain, as well as make sure that the war is carried out in an orderly manner.

You wake up in your apartment with a strange symbol on the back of your hand. The Holy Grail has chosen you as a Master in this war. It's time to fight for your wish to come true.

+0 Choice Points

This is a gauntlet. You are reduced to your body mod, and any CP you want to use must be gained from CP-granting options.
That said, it is perfectly viable to gain and spend no CP. This will mean fighting a normal Holy Grail War on an even playing field with the other Masters, where you rely on your experience, skills and cooperation with your Servant to work your way toward victory.

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War Customization

Choose one option.

War of Tradition

A handful of deep-rooted families with a long history of practicing magecraft have set up this ritual of the Holy Grail War many generations ago, and continue to fight every 60 years in order to fulfill their wishes using the Grail. You might be a descendant of one of these families, carrying both the burdens of power and of expectation, or you may be an external power, chosen by the Grail for reasons beside legacy.

War of Innovation

“This Grail War thing looks fun,” they said, “we should try that too!” And no sooner said than done, they did. This is the first iteration of a completely new Holy Grail War system, designed and created based on vague rumors, arcane research and possibly some knowledge gained through espionage. You might be one of the people who initiated this war, or you may be an outsider who got pulled into it.

War of Urgency

The blueprint for Holy Grail Wars was originally derived from a power possessed by the world, a kind of immune system wherein seven heroes would be summoned to defend against some threat against the world itself. Now, it appears the world has learned from Holy Grail Wars and improved upon the ritual, and is now involving Masters in order to help coordinate its immune response. Some great evil is present in the world, and you are one of the Masters tasked with helping your Servant root it out. Whoever kills it gets the Grail.

War of Contrivance

There was no plan to this, no intention. The war just seemingly happened on its own. None of the chosen Masters are really prepared for this, and are probably somewhat confused, even if they are familiar with the concept of a Holy Grail War.

Servant Customization

Choose one or more options to include in the pool of eligible servants. You can combine options into one.

Servants of Default

The Servants you can summon include heroes of all parts of the world and every age of civilization, including the distant past and even the future. Their appearance, personality and abilities will remain faithful to their historic counterparts, and there will likely be a wide variety of personalities and ideals to be found among the available Servants.

Servants of Regulation

The Servants that may be summoned in this war are limited and fall within specific parameters. Perhaps only Servants from certain parts of the world can be summoned, perhaps only Servants of certain moral values can be summoned, or perhaps entire classes are restricted to only a single Servant.

Servants of Myth

Sometimes it's more important what people think than what is actually real. Myths, stories, legends, false histories, these things often shape our world more than the truth of past events. In this war, only modern perceptions of past heroes may be summoned, leading to distorted forms of Servants, and some Servants of this war may be partially or entirely fictional.

Servants of Culture

Similar to the previous option, this war will only have Servants shaped by a modern conception of characters. But for this option, these characters won't be inspired by truth, but only by popular culture! Video games, novels, movies and comics; the Servants of this war will all be characters drawn from works of fiction.

Servants of 63

Nasuverse writer: *hitting a dangerously fat blunt* duuuude what if we...yo, listen…what if we made this historical figure yet another hot girl

Servants of 3969

Nasuverse writer: *completely stoned by this point* yooooo…dude, man… what if we also, like, turned random historical figures into hot guys

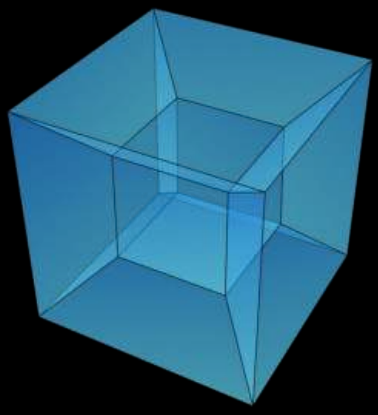
Servants of Many

Instead of summoning individual people as Servants, you will summon a group, like an army. By default, each Master will roughly summon the same number of individuals. The group as a whole is still considered one Servant.

Servants of the Chain

You certainly met some interesting people over the course of your chain, some of whom might be considered heroes. This war will have them be involved with you again, as only notable people from your previous jumps may be summoned as Servants in this war.

Servants of DIY



What if none of these options have what it takes to be chosen by you? What if you want to flip tables and loudly proclaim, "With blackjack and hookers!"? Well, then this option is for you. Go nuts making up whatever options for Servants you want.
Four-dimensional shapes? Personifications of various climates of Earth? Little inanimate rocks with faces drawn on them, that somehow have saint graphs and class skills? The list goes on.

Location Customization

Choose one option.

Earth, inhabited

Choose one inhabited location on Earth, such as a small town. Any location is eligible for this so long as a certain amount of people live in the surrounding area. Most of the other Masters will probably have already lived here before the beginning of the war. If you don't already know one, you learn one of the languages natively spoken here.

Earth, uninhabited

Choose one uninhabited location on Earth, somewhere in the wilderness. Any location is eligible for this so long as there are no permanent residents nearby. Like you, the other Masters will have travelled here from afar, so the war is more likely to involve more people from different cultures. If you don't already share a language with the other Masters, you learn one.

Earth, specialized

This is also a location on Earth, but one specifically designed and constructed for the purpose of accommodating a Holy Grail War, potentially by the Holy Church or the mages who set up the ritual. This could mean many different things for the war, but the actual ritual itself, including Masters, Servants, and the conditions for victory, remain unaffected. If you don't already share a language with the other Masters, you learn one.

Fiction, inhabited

Choose one inhabited location in a fictional setting of your choice. Any location is eligible for this so long as a certain amount of people live in the surrounding area. If you don't already know one, you learn one of the languages natively spoken here. You decide if the other Masters are from this setting, or if they came here from elsewhere like you.

Fiction, uninhabited

Choose one uninhabited location in a fictional setting of your choice, somewhere in the wilderness. Any location is eligible for this so long as there are no permanent residents nearby. If you don't already share a language with the other Masters, you learn one. You decide if the other Masters travelled here from other parts of the setting, or if they came from elsewhere like you.

Empty

This is a mostly featureless location; an extensive, barren landscape with some terrain features such as hills or craters. It is guaranteed that there will be enough food and water to be found that none of the Masters need to suffer hunger or thirst. Through means of gauntlet fiat, hygiene is no concern for the duration of the ritual.

You decide the makeup of this location, like whether it's made of natural materials like dust, soil or rock, or if it appears unnatural or even digital, like being made of opaque white crystal. You also decide the appearance of the sky and whether there is a form of day-night cycle. If you don't already share a language with the other Masters, you learn one.

Master Perks & Drawbacks

Spiritual Body (free)

Not unlike the Servants, you have a spiritual body. Although you're basically unchanged physically, and you're unable to take on a spirit form like the Servants can, your new spiritual form allows you to make physical contact with certain semi-physical objects. What do you need this for, you ask? Don't worry about it.

Magecraft (+400/ +200/ free/ -200/ -400)

A requirement to participate in the Holy Grail War, you are a mage, a practitioner of magecraft. By default, at no CP cost, you are a moderately skilled mage, possessing magic circuits of decent quality as well as proficiency in a handful of different disciplines of magecraft. You can gain certain bits of information about Servants by looking at them, such as their physical abilities and overall power.

Alternatively, in exchange for receiving 400 CP, you are almost entirely lacking in the ability to use magecraft. You have little to no mana at your disposal, and you know maybe one spell, if any. You are unable to directly read the attributes of Servants, limiting your access to strategic information. Shirou Emiya falls into this category.

Since you wouldn't be able to truly participate in the war otherwise, the Grail will cover more of your Servant's mana drain than usual if you take this option.

In exchange for receiving 200 CP, you are somewhat lacking in power. You have some education, yes, and some okay magic circuits too, but it's just not as good as what one might expect a Master participating in the Holy Grail War to be capable of. Waver Velvet falls into this category.

For the price of 200 CP, you are a cut above the rest. You enjoy a rich stream of mana from high-quality magic circuits, and an education that is both broad and includes deep specialization in a handful of disciplines. You probably already have some experience with using magecraft in combat. Rin Tohsaka and Kayneth El-Melloi Archibald fall into this category.

For the price of 400 CP, your abilities are unbelievable—your power and skill with magecraft are greater and more advanced than one should be able to achieve in a lifetime. While a skilled mage *would* be able to put up a fight against you, they could never hope to actually match you. Truly, under the right circumstances you could hold your own against a Servant.

Insider Knowledge (-100)

Maybe you're descended from those who set up this ritual in the first place, maybe you found and studied some old records, or maybe you're someone directly responsible for the makings of the war. Either way, you have knowledge and insights into its inner workings that most lack.

You perfectly understand the nature of the available Servant pool, making it easier for you to identify any given Servant. You also know the names of any factions linked with the war—such as founding mage families—plus their overall nature including strengths and weaknesses, and the identities and skills of potential Master within those factions. You are also familiar with the role of the Church in the war, making it easier for you to predict if, how and under what circumstances the Overseer might intervene.

Lastly, you have a strange sort of intuition for the Grail, letting you sense when a Servant or Master is slain, though you don't learn their identity from this.

Swiss Cheese (+300)

You have been infected with some kind of magical curse, by default taking the form of worms infesting your body. While this provides an increase to your magical energy, and can provide a pathway to wield certain forms of magecraft such as insect control, the downsides are steep. You are chronically ill and weak, and whenever you use up too much magical energy whether through your own magecraft or the drain of your Servant, the curse becomes volatile and tears up the insides of your body, causing pain and internal bleeding. This curse also places a time limit on this gauntlet; you will die within the month and must finish the war before then.

Servant Perks & Drawbacks

Heroic Spirit Summon (free)

The Grail allows you to summon a heroic spirit as your Servant and make a pact with them. They will have the power of a true Servant and embody one of the seven standard classes; Saber, Lancer, Archer, Rider, Caster, Assassin, Berserker. They will also have one or two Noble Phantasms, powerful equipment or abilities that signify their identity.

You may optionally choose the class and/or identity of your Servant, but not their level of power. When choosing a Servant identity that would normally be more powerful than average, their power will be reduced.

The Honor of a Servant (-100)

Fortunately, you and your Servant actually get along quite well. They find you pleasant to be around, and you them. This has the benefit of helping you to more easily communicate your ideas, form plans and strategies, and go through with them. It also means you and your Servant will generally be in agreement on how to best approach a given situation, making you less likely to need to use a command spell to forcibly alter their behavior.

Can not be taken with *Antipathy*.

Antipathy (+200)

You and your Servant, politely put, do not get along. Maybe you have different moral values that cause disagreement, maybe they have an ego bigger than the sun, or maybe they're just too deranged to keep in check without a very short leash. Regardless, not only will this make it harder to fight strategically in this war, it also makes it significantly more likely you'll eventually need to use a command spell to make your Servant fall into line.

Can not be taken with *The Honor of a Servant*.

Conversation over a Glass of Wine (+300/+200, requires Antipathy)

It's not just that your Servant doesn't like you, they're actually interested in one of your rival Masters. The two are compatible in exactly the way you and your Servant aren't, which poses the risk of your Servant betraying you to make a pact with your rival instead. This would either result in your death or cost you a command spell to prevent your Servant from finishing the job. Reducing the freedoms of your Servant can help in mitigating this drawback.

For a reduced gain of +200 CP, you learn the identity of the Master your Servant is interested in.

Janpaa no Ō (-300)

The King! Your Servant is unusually powerful, setting them apart from the rest. Higher base stats, a mighty Noble Phantasm, or esoteric and hard-to-deal-with abilities are things this could entail. You will alter the playing field of the war just with this Servant by your side, and the other Masters will have to plan around you.

Dreams End When the Dreamer Wakes (-200)

Servants who fight on even terms have trump cards in the form of their Noble Phantasms, that let them change the course of a battle in their favor. But your Servant is especially gifted in this regard, having an entire additional, powerful Noble Phantasm at their disposal. This not only expands their strategic options, it also increases their odds of being able to directly counter the abilities of another Servant.

Broken Vase (+200, incompatible with Cup Overflowing)

Your Servant's ability to take in your magical energy is severely reduced, limiting the power they can exert and extending the time they need for recovery. Especially the use of energy-intensive Noble Phantasm will require much more care. This can be partially mitigated by having your Servant eat and sleep to conserve their strength, as well as remain in spirit form whenever possible.

Cup Overflowing (-300, incompatible with Broken Vase)

Any of your mana used to power your Servant is magnified, letting them exert themselves for longer than normal and be much more trigger-happy with any energy-intensive Noble Phantasms they might have.

It also means you can be more proactive in this war, since your Servant will need less time to recover after an engagement. Lastly, this also means that whenever your Servant is not using any more power than a typical Servant, you have more of your energy to spare for other uses.

Assets

You can choose for allies purchased in this section to become companions after the gauntlet is over.

Hear my Command Spell (+400/ free/-200)

Your symbol of identification as a Master, they are your command seals, your power to exercise control over your Servant. You receive three by default.

Remember not to spend the last of your command spells unless you really have to, since without command spells, you lose a large measure of your authority over your Servant.

For a gain of 400 CP, you instead only receive one, putting you into an extremely precarious situation.

At the cost of 200 CP, you instead receive six command seals, granting you power, tactical options, and finer control over your Servant than the other Masters.

Vessel Seals (-100)

Like a certain homunculus, your command seals are more powerful than usual. They command a Servant with greater authority, which is especially helpful with stubborn-minded Servants, and Servants of the Berserker class who are naturally resistant to the effects of command seals.

Take up Arms (-50)

You gain an assortment of basic weapons such as knives, aluminum bats, throwing knives, axes, machetes, and similar. This is enough to equip a small group of people.

You can choose the aesthetic and smaller details of this item, allowing you to, for example, have your bladed weapon be something like a black-coated modern-looking machete, or a traditional, ornate katana.

Modern Warfare (-100)

You receive a collection of firearms including assault rifles, pistols, shotguns, sniper rifles, and so on alongside heaps of ammunition, explosives like mines, grenades, and plastic explosive, and additional weapons like tear gas, flashbangs, and smokescreens. These will be enough to deal with any unprepared human, but most practitioners of magecraft will have ways to deal with them under typical circumstances.

This Is the Future (-200)

Some might consider it excessive, you consider it effective. You receive a fighter jet along with the training to fly it, and the fuel, equipment, and ammunition needed to stock and maintain it. You also receive a handful of missiles each packing enough force to level a building, which can be attached to your jet.

If you also have *Modern Warfare*, the things you gain from that option are upgraded. Your explosives are more potent, your ammunition is depleted uranium, and your tear gas will put people in the hospital. Be careful with this stuff.

Wars Are More Fun If You're Rich (-300)

You have money, and I mean, a *lot* of money. How much exactly? A lot, that's how much.

This is enough money to hire professional employees of all sorts, bribe officials, rent or buy properties, buy tons of expensive equipment, and so on. Additionally, you get some "prep time" allowing you to have lengthy preparations you might want to do already finished by the time the gauntlet starts. This can include things like hiring processes, construction projects, or deliveries of certain expensive items.

Mystic Code (-200)

This is a highly potent magical item based on the Origin of your magecraft. It's up to you what exactly it does, but regardless, it's going to be a huge help to you.

Assistant (-100/-300)

A completely loyal and skilled assistant now works for you. Although they lack any abilities with magecraft, they are clever, physically fit, street smart, reliable, and adaptable, and can help you with many things, such as combat against non-Servants, bringing things from A to B, and surveillance and information gathering.

For a price of 300 CP, they now have an average capacity for magecraft. They will also supply the energy needed to maintain your Servant and thus eliminate your Servant's drain on your reserves, if you want.

Friendship on the Battlefield (-500)

Normally, there is no cooperation between Masters at all, with the closest thing to it being temporary alliances to better focus on some critical objective. But you've actually made friends with another Master, and they'll help you out here and there. This also opens up the option to coordinate on teaming up against other Master-Servant pairs.

Although they are very loyal to you, and genuinely like and respect you as a person, they are still here to get the Grail. If the war reaches a point where only the two of you are left, they will turn on you to try to win. But until this point, their support will be invaluable.

Apartment Complex (-100)

Doesn't actually have to be an apartment complex. This is an ideal base, trapped with bounded fields that weaken, misdirect and actively harm invaders, enough food, water and amenities to last the entire war, telephone and internet access that is impossible to interfere with, and built on a leyline ideally suited to your Servant's energy recovery. With this, passivity won't turn you into a sitting duck.

Deviations

Normally, this would be a very orderly, stick-to-the-program type of war. This section contains options that deviate from its idealized conception, representing the many ways those involved try to get the upper hand by abusing or manipulating the war's rules and conventions.

Many options here can be applied to both others or yourself. These options' costs are not marked with a + or -: Depending on whether they are beneficial or detrimental to you, you either pay or gain the listed CP value.

Corrupt Overseer (200)

Normally, the Church should be expected to have no interest in claiming the Holy Grail, but things are different this time. The Overseer is working together with one of the Masters in order to make sure that that Master claims the Grail in order to hand it over to the Church. This will skew the conflict to that Master's advantage.

Can not be taken with *No Overseer*.

No Overseer (+100)

Perhaps willing to risk the war going out of control or even entirely unaware of it happening in the first place, the Holy Church is not sending an Overseer to regulate this war. This absence may make the war less rigid, but will also make it easier to commit crimes in order to win.

Can not be taken with *Corrupt Overseer*.

Masterception (300/+600)

One of the Servants is also one of the seven Masters, leading to a war with only a total of six Masters and seven Servants. This will mean the powers present in the war are more focused than they otherwise would be, with the Master with a Master-Servant posing a significant threat to the other five Masters.

Alternatively, one Master simply has two Servants, leading to a war with a total of seven Masters and eight Servants. Their magical energy is doubled for the purpose of powering a Servant.

Alternatively, for a gain of 600 CP, you are the Servant-Master. You have both a Servant under your control, and are under the control of a Master. Getting out of this situation to get a shot at claiming the Grail will be difficult, and your abilities and resources will aid your Master until then. Don't give them a reason to use a command spell to make you kill yourself. As an upside, you're as powerful as an average Servant now, which will aid you greatly once you've escaped your contract.

Give Me a Holy Grail War with Nothing (-50/-150/-250/-400/-500)

Usually, there would be seven Master-Servant pairs in total, but with this, there is now one less pair. This will make the war more straightforward, and unless something unexpected happens, a decent bit shorter.
This option can be taken more than once, but becomes more expensive the more pairs you remove, with the combined totals being 50 CP for one pair, 150 CP for two, 250 CP for three, 400 CP for four and 500 CP for five, the last one resulting in a war with only you and your Servant against another Master and their Servant.

If you take this option alongside *Friendship on the Battlefield*, the latter's cost is reduced by the cost of this option, due to its benefit being proportionally reduced.

Can not be taken with *Getting Out of Hand*.

Getting Out of Hand (+100)

Usually, there would be seven Master-Servant pairs in total, but with this, the war includes an additional pair from the get-go. This will make the war more complicated, as well as potentially prolong it considerably. You can take this option multiple times, adding an additional Master-Servant pair each time.

Unless you take *What Are You?* or *Too Many Sabers* to compensate for the increased number of Servants, you must pick *Alternate Class System* if you take this option.

Can not be taken with *Give Me a Holy Grail War with Nothing*.

Vestige (200)

Through some way or another, there is an eighth Servant, perhaps remaining from a previous Holy Grail War. This Servant will likely seek out a Master who isn't part of the original seven and partake in the war at some point during its course, making the entire war more complicated and overall shaking things up. Until they find a Master, they are guaranteed to have enough energy to maintain themselves, but not enough to actually fight.

If you pay CP for this, the eighth Servant will not participate unless and until your Servant is killed, at which point they'll step in as a replacement. This will allow you to risk your initial Servant getting killed without risking being eliminated from the war. Any modifications to your first Servant, such as *Janpaa no Ō*, apply to this Servant as well.

Stingy Grail (+100)

Usually, the Grail would provide the majority of magical energy a Servant uses, with the Master only needing to provide a fraction. But the Grail's contribution is greatly reduced now, slowing the recovery of a Servant greatly unless a Master is willing to suffer extreme energy drain, which they wouldn't be able to keep up for long periods of time.
This will greatly reduce the overall power level of the war and make its fights less balanced, as confrontation between an exhausted and a well-rested Servant becomes much more common.

This Deviation applies equally to all Master-Servant pairs, and counts as a 100-CP drawback to you.

What Are You? (100/ 300)

Saber, Lancer, Archer, Rider, Caster, Assassin, Berserker. These are the seven classes of the Holy Grail War. But this war is different. One or more of the Servants has a different class, an alternative class, that has unknown abilities and properties. This will make the Servant harder to deal with.

For a value of 300 CP, this alternate class is one that has notable advantages over the other classes, giving that Servant's Master an edge in the war.

If a Master has a Servant with an alternate class that makes that Servant more predictable, or less powerful or useful, this deviation instead gives you CP if you take it, or costs CP if another Master's Servant has it.

Alternate Class System (free)

Instead of the balanced system of seven classes, there is now a different system with a different number of balanced classes that all Masters who would be familiar with the seven class system are familiar with now.

Too Many Sabers (50)

Instead of each class having one Servant of that class partaking in the war, now one class is vacant (unless you took *Getting Out of Hand* to compensate) and there are two Servants of the same class. This will make the war more predictable, and make advantages against that class more impactful.

The value of this Deviation increases by 50 for each additional Servant who is part of that class. If all Servants are of the same class, the value instead becomes zero.

You may take this Deviation multiple times. For example, you might have a Rider Servant, and pay 100 CP to make Lancer and Archer instead both be Saber, and then get 50 CP from making Caster instead be another Rider; thus resulting in a war with three Lancer, two Riders, Assassin, and Berserker, for a total cost of 50 CP.

Victory Conditions & Rewards

The time has come.

The Masters and their Servants have all struggled, they have fought, and they have died. Now, the completion of the Holy Grail War is at hand. What you gain, depends on how successful you were.

Slain (Bad Ending)

As most are doomed to, you have lost the war and were overcome. Though your body in this world has died, you persist; You are revived, and continue on to your next jump or gauntlet as you normally would.

But there is a consolation for you as well. You receive a grail, appearing like the Holy Grail of this war but made of silver instead of gold. It can serve as a receptacle for power and energies of all kinds, taking them in and sealing them inside itself, remaining there even between jumps.

If you manage to fill it with a large amount of energy, scaling with your power and means as a jumper, this silver grail will let you re-enter this gauntlet and fight in the Holy Grail War once more. If that war is won with a Perfect Ending, the silver grail turns into a true Holy Grail, and you gain your wish. If not, the silver grail is destroyed and you don’t receive another one, the opportunity lost for good.

Survived (Good Ending)

It was a hard-earned battle. You had to use up the last of your command spells to clutch a victory, but in the end, you stand in triumph over the bodies of your enemies. But…the Holy Grail isn't filled to the brim. It's not omnipotent like it's supposed to be. Your Servant looks at you.

It's not the perfect victory you sought. This Grail is unable to bring you to the outer world to find the root of true knowledge, or do other feats of boundless power. But it is potent nonetheless. Choose a wish, any wish your heart desires, and so long as it is within limits, it will be granted. This wish can not only interact with things native to this world, but also with OOC things such as your warehouse or your perks.

Your wish can be to take your Servant as a companion. In this case, their summoning contract with you will be severed, they will gain the ability to remain tethered to the world without the need for a Master, and they will gain an innate energy recovery equal to what you provided them during the war with the help of the Grail.

Additionally, you receive the silver grail from the Bad Ending.

Even if you qualify for the True Ending, you can choose to take the Good Ending instead.

Victory (True Ending)

It feels almost strange to say after all that's happened, but...you have done it. The war took every ounce of determination and skill you could muster, but in the end, you stand in triumph over the bodies of your enemies. And your last command spell still remains on the back of your hand.

The Holy Grail isn't filled to the brim. It's not omnipotent yet like it's supposed to be. But it matters not. You came this far, took the lives of others to pave the way for your wish to be granted, and now it's time to take one last life.

Your Servant looks at you, their eyes widening in realization as you raise your arm: "By the power of my command spell, I command you, kill yourself." Your Servant can not resist the power of the command spell, and takes their own life. As their summoned body dissolves, their soul is drawn in by the Grail, and its power surges as it fills completely. Now, the ritual of the Holy Grail War is but a step away from completion. You feel the world tremble under the Holy Grail's power.

What is your wish?

"I want to reach the Root."
or: **"I want knowledge."/ "I want to understand."**

The Holy Grail, filled with the power of a full set of souls of Heroic Spirits, completes the Third Magic, burns a hole through reality, and brings you to Akasha, the Root. For a moment, you are . For a moment, you are everything. Past that point in time, your memory ceases.

You awaken, an unknown amount of time later. It seems your outsider nature as a jumper prevented you from suffering some kind of fate, but before that you saw the edges of the Root, and something of what you saw has stuck with you.

You have gained your own True Magic, the Sixth Magic, a supernatural power that goes beyond the applications of magecraft that create reality-based, mystical effects, being able to directly change reality. You decide the nature of the Sixth Magic and the applications that follow from it, but they must differ from the previous five True Magics. Regardless of its nature, your True Magic is an abstract power and will be capable of potent and abstract feats.

The more you practice, the more impressive things you will be able to accomplish with the Sixth Magic.

"I want to life forever."

The Holy Grail, filled with the power of a full set of souls of Heroic Spirits, completes the Third Magic, burns a hole through reality to touch Akasha and pull something from it into you.

Suddenly you feel a white-hot pressure inside you, as though burning oil were poured down your throat and pumped through your veins, and as though the weight of planets and stars were projected onto you. Somehow, you are reminded of the image of a diamond deep within the earth. Immense forces vastly beyond your intuition or understanding weave and press through you, compress and dilate you, sense you in your entirety, progress you. For a moment, all sensation ceases.

And as suddenly as it began, it is done. You feel better. Healthier, timeless. Your body is tougher without weighing you down—actually, it feels even lighter than before. Your mind is clearer as well, like a cluttered room that has finally been tidied up. Your appearance is idealized, sculpted to perfection in a way that you would approve of.

You are now ageless, able to exist eternally with no signs of decay or degradation. Your mind can accommodate an endless amount of memories without ever being overwhelmed, and you remember everything you've ever experienced with an adequate level of clarity and detail. You don't require food, water, rest or sleep, or even air. Any sort of supernatural energies you may possess regenerate noticeably quicker than before. Poison and disease find no purchase on you. You are immune to external means of draining your lifespan, and if you willingly burn it yourself, you are temporarily weakened but recover over time.

You are impossible to kill barring extraordinary and unique methods that transgress against the cohesion of reality, being virtually invulnerable in addition to having a reliable and aggressively fast healing factor.

"I want wealth."/ "I want resources."

The Holy Grail, filled with the power of a full set of souls of Heroic Spirits, completes the Third Magic, burns a hole through reality and touches Akasha, resonates with it, and reflects it back to you.

You receive a perfect, insubvertible connection to a colorless, lightless vortex. This vortex is in truth a lesser imitation of the Akashic Records, able to be manifested as a portal that can generate anything so long as that thing could potentially exist. Drawing forth too large or too many things, as well as too complex or powerful things, in too short a period of time may exhaust the vortex. This limitation will lessen over time.

The things the vortex can generate depend on the sum of all the metaphysics from the worlds you have been to. That means when entering a new jump where things exist that could not exist (or, could not exist in the same way) in other jumps you've been to before, the vortex's ability to create things broadens in possibility.

You are able to reshape the vortex you manifest to have more control over where and how things get created, like moving the vortex around within your surroundings or manifesting multiple openings of the vortex at once. The vortex will always be able to enlarge enough to accommodate anything you're pulling from it.

"I want pleasure."/ "I want happiness."/ "I want entertainment."

The Holy Grail, filled with the power of a full set of souls of Heroic Spirits, completes the Third Magic, burns a hole through reality and pulls you to the edges of Akasha, the Root. Your senses and your mind begin to dissolve, and your awareness ceases.

For a time, you are unsure how long, you are pulled through endless vistas where you experience things that can not be described. Your emotions are roused beyond their breaking point, for the better, as the ever-rising heights of experience that follow are more than what emotions could have encompassed. You are swept up in these tides of feeling and being, and carried by them until the first few seconds of eternity have passed and you say: "It is enough."

As the words pass your lips, you find yourself aware of reality again. The impossible volume of sensation still lingers vividly in your mind.

As a result of having experienced the things you did, your mind is nourished, awakened. You have gained a new perspective on being and feeling that gives you effectively bottomless willpower, always acting as you choose, with external influences on your mind being inconsequential to it unless they are of extraordinary and unique magnitude. Your focus is so intense that a normal mind would snap under such tension, and results in you learning significantly faster—and with less restrictions—than before.

Your experiences also give you an intuition for the experiences of others. You are unnaturally sociable, confident, insightful, entertaining, and affable. Diplomacy and other interpersonal pursuits come naturally to you, and with some practice in them you will develop by leaps and bounds. You can communicate with anything that can experience or think, even if it lacks a language.

"I want power."
or: "I want anything."/ "I want what I need."/ other non-specific wishes

The Holy Grail, filled with the power of a full set of souls of Heroic Spirits, completes the Third Magic, burns a hole through reality and touches Akasha, pulsing through it and making a tiny, but significant adjustment to it.

Shortly after this moment you begin to feel that things have changed, though you are uncertain what or in what way. But soon, you start to realize.

The world has become, in a sense, centered around you—whatever situations you encounter, reality will start to shift and realign itself in order to accommodate your needs. If you are unprepared, you gain time. If you are too weak, you gain power or find a way to resolve a situation without it. If you are lost, you find a path. If you need something, you can get it. If there's something you must know, you can learn it. If you would be struck down, you can survive. If something has happened that shouldn't have, you can go back and prevent it, or make it so no consequences follow from it.

You have no control over this power, it is an automatic process, like a natural force that surrounds your being. In the sense of it always giving you what you need, it could be considered the wish one might get by averaging out all conceivable wishes.

"I want a challenge."

The Holy Grail, filled with the power of a full set of souls of Heroic Spirits, hesitates.

After a moment passes, it completes the Third Magic, burns a hole through reality to reach Akasha, the Root. Without warning, your memory ceases.

When you wake up, you find a strange symbol on your hand. It looks like the command seals you had during the war, but they are golden instead of dark red, and you feel a strange and oppressive aura of potency radiating from them.

You don't know where, or when, but sometime over the course of your chain (more on this in the Notes section) a new war will begin, one much greater and more exalted than this one. You don't know the specifics, besides the knowledge that you will act as some kind of Master—though without losing access to your perks or warehouse—and summon at least some form of Servant to fight for/alongside you.

The only other thing you are certain of is the prize for winning this war; the only thing that could be an appropriate reward for an event like this—a **spark**.

Until the war begins, unless you choose to hide your command seals, any being regardless of their power will recognize them as signs of immense and meaningful significance. They will instinctively regard you as not only the kind of being who has earned the right to fight for a spark, but also the kind of being who, after completing the Third Magic and gaining access to the Root, asked for nothing but a challenge as a reward. You will be treated accordingly; with a certain level of respect and wariness. Even if this would normally cause issues with diplomacy, provoke aggression, or otherwise cause problems for you, fiat will prevent these complications.

Brace yourself, jumper. War is coming.

Notes & Changelog

Thank you for reading my gauntlet. I hope you enjoyed it.

On creative freedom.

Personally I generally think of JumpChain as a writing prompt. This is why so many of the things in this jump can be chosen freely, like the identity of your Servant, of the other Servant-Master pairs, the nature of the Servants, location, etc., and so on.

On default choices.

Whenever there's a description of some kind, specifically in the introductory page and the endings, I use a description based on a vaguely Fuyuki-esque war. That means the descriptions might simply be false depending on the kind of war you do, but it nonetheless seemed like the most elegant solution.

On flavor.

Although this jump is meant to be your own war, you can flavor it as one of the existing wars. In that case, you can also decide to insert yourself as one of the canonical participating mages, so long as it vaguely makes sense based on your choices.

On the endjump scenario.

The 'you' in the description refers to your jumper, not you as the writer. As in, you choose when the war happens and what it'll look like, but your jumper (as a default assumption) won't until it happens.

Changelog

Pre-Release Alpha

- document created

Pre-Release Beta

- theme changed from gold with black text to black with gold text
- slight changes to the wording of most options
- pictures added
- Servant customization options expanded
- Perks & Drawbacks split into sections for Master and Servant
- Command Seals moved from perks section to assets section
- Dreams End added as a perk
- keeping your Servant in the Good Ending no longer prevents you from taking the silver grail
- clarification of being able to choose the Good Ending when qualifying for the True Ending moved from Notes & Changelog to Good Ending section

1.0 Release

- very minor revisions from Pre-Release Beta
- released! hell yeah!