Fate/Apocrypha: V1.4 – The Reddit Edition

By: Lots_of_Mistakes_

Welcome to the Nasuverse, in particular a timeline where during the 3rd Grail War the Einzbern Family decided *not* to try summoning a *God of Evil* and instead settled for gaming the system to get a Ruler Servant, one capable of using Command Seals on other Servants. Showing that this timeline isn't too different from the others, they *still* managed to lose with this enormous advantage. On the plus side, the Greater Grail didn't get corrupted. On the negative side….it got stolen by Nazis. Then stolen from them and has been hidden by a coalition of minor Magus families for several decades, while subspecies Holy Grail Wars were fought across the world – predictably, none of those ended well, with the possible exception of a certain Waver Velvet gaining the title of Lord El-Melloi, though now he has to deal with Flat. Now, finally, a genuine 4th Grail War dawns, but this isn't the one you might recall from the tale of Fate/Zero.

This isn't a normal Grail War, and it's not taking place in Japan for once. This one is much bigger – a *Great* Holy Grail War, formed of two teams, each with 7 Servants. In Romania, the Black Faction assembled under one Darnic Yggdmillennia have possession of the Greater Grail. Elsewhere, one Shirou Kotomine, who might look oddly familiar for anyone who's a fan of a certain card game, seems to be the church representative coordinating the Red Faction. But like all other Grail Wars, things aren't going to go according to plan. Wildcards like rogue Masters, Berserkers that go berserk, temperamental Servants and a self-aware homunculus are going to throw wrenches into every plan on every side. And of course, practically everyone will be trying to game the system and cheat to achieve victory.

For once, the Grail System seems to be trying to compensate for this chaos, possibly because it's not hosting an angry god, and a Ruler Class Servant has been summoned in addition to the two teams to oversee the war from a position of neutrality. Curiously, they don't seem to be able to enter astral form, much like a certain King of Knights in Grail Wars that don't happen in this timeline. Might be best not to point out the resemblance.

Now you're here as well, and can show up in your place of origin either at the same moment the Mages Association assault on Black Faction headquarters triggered the Great Grail War, giving you a bit of time to prepare, when a certain necromancer is about to summon his own Saber Servant as the final member of Red Faction, or when Lancer of Red clashes with Ruler if you just want to dive straight into things.

If you're following the usual rules for a Jump, you're going to be in this world for 10 years, though Drawbacks or Scenarios might alter exactly how long your stay is, and you might have some alternative approach to how long you stay in any particular Jump.

Locations:

This is where you'll be starting off, barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you.

1. *The Clocktower (London) – A certain 'Great Big Ben' is a popular teacher here.*

2. *Fuyuki City (Japan) – It's going to be quiet here, for once, and it may or may not have been rebuilt after the Second World War.*

3. *Unoccupied Tomb (Romania) – Soon to be used as base for Saber of Red and their Necromancer Master.*

4. *Unoccupied Church (Sighisoara) – Soon to be used as temporary headquarters of Red Faction.*

5. *Romanian Town (Romania) – Soon to be host to the actions of Assassin of Black, so if you happen to be female and they're not a close ally then be careful at night if there is any mist.*

6. *Garden of Babylon (Variable) – The (Possibly Not Quite) FULLY OPERATIONAL BATTLE STATION of Red Faction, likely being guarded by skeletal warriors.*

7. *Romanian Castle (Romania) – The Headquarters of Black Faction, patrolled by an army of golems and homunculi.*

8. *Free Choice (Variable) – Pick any of the above, or somewhere else in this world that could be reached easily by an average non-magical human civilian.*

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are, such as being invited, summoned or born in a tank in the basement, so long as it doesn't give any advantages.

Origins:

This is your background for existing in this world, which can cover exactly which side you're on and who you might be allied with.

1. Drop In – You've shown up out of nowhere, with no history, connections or relations unless you have other perks or items that establish them. You might as well have stepped out of a tank.

2. Magus Contestant – You might be independent, or maybe you were scouted for one of the factions. Maybe you got picked by the Association as their representative?

3. Red Faction– You're aligned with the faction led by one Shirou Kotomine and his Assassin Servant. Or perhaps you've replaced him, depending on your choices elsewhere, or seek to overthrow this court?

4. Black Faction – You're aligned with the coalition of Magus families collectively known as Yggdmillennia, headed by Darnic and his powerful Lancer Servant. Out for yourself, or happy family member?

5. Servant – You're a Servant, summoned by one of the Mages involved in this Great Holy Grail War, and you'll find yourself on a team with others. Unless you go your own way, or have your own plans…

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it doesn't provide some special advantage, and makes sense for fitting in around here.

Perks:

Same rules as other Jump Documents, any Perk or Item in your Origin is discounted by half, with the 100CP Perk being free. You start off with 1000CP to spend and can get more via Drawbacks found later in this document, or if you have some external Drawback source.

General Undiscounted–

Background – Free/100 for Drop-In – Sometimes starting off in the world with absolutely no knowledge or history can be awkward, like coming to life in a tank. While this isn't comprehensive, you now have adequate background knowledge and a paper trail for your…background…here. Drop-Ins get a general primer on the world and how it works, with some paperwork you can fill in however you want for what is ultimately an unimportant origin so you don't stand out as an oddity with no history.

Language Lessons – Free/100/200– It would be unfortunate if you showed up unable to speak the local language or travelled to another country here that you weren't too familiar with. Now you can read, write, speak and understand any normal language, which can either be like learning a language like everyone else, showing up as subtitles only you can see, or make it seem as if everything is in your own native language. Basically, it works however you think would work best for you. You can pay 100CP to keep this in future jumps, and for 200CP you can communicate in anyone's native language even if they're from a different time or planet, so feel free to converse in Sumerian, Ancient Greek, Klingon and whatever else you encounter. You can use, lack, perceive or not hear the correct accent for the language, at your preference, and you'll be aware of literal translations of names as well as how they *should* be said. Doesn't automatically solve things like codes with just this though, at most you'll be aware of that trick when people say something in a language they think you don't know and claim they were saying something other than what they actually said.

Moon Fighting Spirit – Free/100/200 – No, this is not specifically about fighting celestial bodies. Not by itself. Oddly enough, this is about professional wrestling. Nice to know there's some less lethal combat going on around here. For Free, you can have a practically encyclopaedic knowledge of professional wrestling in this world, including everything every die-hard fan would know about the subject, including famous matches, people, special moves and all of the rules. We can even throw in your own set of outfits suitable to the sport. Maybe others here would share the same interest? For 100CP, this will update to comparable professional combat in other Jumps, so you can stay up to date. For 200CP, you're actually good enough at the sport to be a pro-wrestler yourself, skilled enough to follow the rules and perform the moves, not to mention put on a good show for an audience. You could even referee a match perfectly fairly with your experience, just make sure not to get too close to the drop-kicks. This isn't intended for lethal combat, and by itself won't help much about opponents vastly superior in skill or physical ability to you, but as a bonus you'll be able to wear ribbons in your hair or have other aesthetic options included in your apparel without it interfering in these sort of fights. Feel free to tag-team or challenge a rival, as you can share this perk with one other person at a time.

Magus Speciality – 100/200/300/400 – For 100CP, you are at least competent in a field of Magecraft of your choice, equivalent to an experienced pupil. For 200CP you are more of an expert with the equivalent of a decade or two of experience. For 300CP, it's a family thing and you've got a few generations worth of knowledge, certainly far above most of the less well established Magi. For 400CP you're a prodigy amongst prodigies within your field of Magecraft, capable of accomplishing things practically no other modern Magus would be capable of doing, like making Golems that at the very least get at least a nod of approval from a Heroic Spirit, or creating a complicated ritual that extends your life decades and preventing your soul being eaten in the process. If you need a comparison in terms of characters, consider it as a scale going from 4th War Waver Velvet to Average Magus to Rin Tohsaka to Darnic Yggdmillennia. This is skill and knowledge, not resources or raw power.

Practical Application – 200 – Sure, you might be a Magus, but this is a *war*. Now you not only have the nerve and physical fitness to at least participate in combat, but you can apply whatever your speciality is in combat very effectively. Maybe you're an Alchemist, so you now know how to create and manipulate familiars out of wire? Or you specialize in storing magical energy, so you can turn all those expensive gems into grenades and batteries for potent spells at the expense of your wallet? Even a Necromancer could come up with a few useful if gruesome tools, like weapons made out of body parts. Whatever you hit the books for and researched in your lab, you can turn all that theory into a practical way to defend yourself and go on the offense. Now, knowing really is at least half of the battle.

Combat (Great-ly) Evolved – 200 – So, combat here seems a bit…*grander* than some of the other Holy Grail Wars. Reinforcing seems to have gone from enhancing tables and pipes to blowing up rocks, throwing magical knives seems to have turned into magical guided missiles. And those beam clashes? Maybe everyone here is stronger? Or there's a bigger budget? This perk doesn't necessarily make you stronger or give you new abilities, but you can do significantly more with the skills and equipment you do have. You could certainly be a lot flashier than before.

Demiservant/Pseudoservant – 300 – Yep, fuse yourself with whichever Servant you can afford building with 1000 points in a Servant Supplement, either as a helpful partner or silent component. This is, incidentally, a Capstone Booster that either amplifies or gives additional facets to the most expensive Perks in each Origin in this Jump. If you've taken a similar Perk to this before in another Fate-related Jump…it's up to you whether that Capstone Boosting counts for here, whether you need to buy it again for this set of Capstone Boosts, and whether or not you can get more SP to use via this option. See Notes if you want more details on this.

Wicked Tune That Will Destroy My Silence – Free – You now have theme music, which you can have at any time, either audible to only yourself or shared with others. It can't be used as a distraction or to deafen or otherwise inconvenience others, but it certainly makes fights more epic. You can share this ability with your allies, either giving them your theme, a remix, or letting them pick their own.

Drop In –

100 – **…and avoid stumbling** – Sure, you might have literally been born yesterday, but you adapt surprisingly well. You can go from having never even *seen* a sword before to…being barely competent enough to stab someone who wasn't paying attention to you. It's not much, but when you're starting off with nothing it's not bad. You even adapt to new environments well, like not freaking out from never being outside before.

100 – **Sumanai** – Okay, we get it, stop apologising. Still, when you *do* sincerely apologise for something, people will actually believe you. Might get annoying if you keep doing it, but hey, you're sorry, right?

200 – ***Not* Sumanai** – Wait, what? Such a shocking swerve. Perhaps you're *not* sorry? Or perhaps you *do* have a personality? Or perhaps you *are* a threat? Whatever it is, displaying some previously hidden or undeveloped facet of your personality or ability has a much greater chance to take people by surprise. You might be discounted as a threat to an armoured knight, even when their instincts tell them not to, only for you to stab them with a sword actually capable of piercing their armour? They might be a little pissed off in that example though, as well as surprised.

200 – **Disregarded** – For some reason, getting around in a country where a war between 14 different Servants is going on is surprisingly safe for you. Even if you happen to end up in the same battlefield, as long as you aren't part of the fight you won't get hurt by collateral damage and you'll be disregarded as a target. Maybe they think you're a civilian, maybe they just don't think you could be a threat. Of course, if you do decide to get involved, or you've already significantly interacted with one or more of the combatants, this direct protection fades. If you stab someone in the back, you better have someone to bail you out if you can't handle an angry Servant.

400 – **The More The Merrier** – Well, this seems to apply more to a certain pink-haired Paladin…maybe they snuck this in, who knows what that crazy guy might do…but now having intimate relations with more than one person is alright, everyone involved will get along well, and affection will apply to each person involved. It's even well regarded by outsiders. A hypothetical saint, paladin and homunculus would be a cute triple. On a more platonic note, this can work for just being friends if you want, nobody will mind.

400 – **Blank Slate Mate** – Okay, maybe you do actually have a personality, but people find it oddly easy to relate to you regardless. As in, they will go out of their way to emphasise with you and help you out. Maybe they're chivalrous, maybe they're crazy, maybe they think you're a lot simpler and more bearable than old friends with bulging eyes – whatever the reason, you'll be well regarded unless you do something to lose that opinion.

600 – **Dragon Blood** – It is *strong* in you, for whatever reason. Maybe this manifests as having an internal mana reactor capable of producing large amounts of magical energy in bursts, maybe you've got skin so tough in all but one spot it would take a potent offensive ability to bypass it.

Capstone Boosted – Apparently you took 'always be the Dragon' rather literally. Because now you can turn into one, with all the additional power, durability and size

that entails. On the downside, this is the ability to 'sacrifice human form to become a dragon', which is exactly what would have happened for Siegfried if his entire body had been coated with Fafnir's blood. It doesn't have an off switch by itself, and while active it renders you vulnerable to dragon-specific capabilities. Maybe don't take on St George while you're like this, but he's not in this story…right? On the plus side, with a bit of effort you can now enter the 'Other Side of the World', though considering that's where all the *other* mythological creatures went you won't exactly be a big fish in a small pond anymore. You can reset this ability and assume human form again at the end of each Jump. The world-shifting ability changes to being able to enter adjacent hidden worlds in other Jumps, rather than freely dimension-hopping.

600 – **Power Up Magnet** – While this might annoy others, they can't deny you have a staggering amount of luck when it comes to getting useful boosts and blessings, especially when they'd be *really* useful to ensure your success and survival. Get your heart destroyed? A great hero sacrifices their own, giving you the ability to use their skill and power in limited bursts. Ran out of that? Well, turns out that being in the vicinity of someone using their final technique somehow empowered you with a lesser version of it, giving you the chance to defeat someone who would otherwise kick your ass.

Capstone Boosted – Yeah, you're definitely the protagonist, even if some people don't like you much. Why? Somehow, someway, there's *always* the opportunity for the Good Ending within your grasp. Sure, it might take a lot of effort and a bit of quick thinking, but there is now the opportunity to save the world even at its bleakest. Now you could prevent humanity getting Evangelion-ed by taking the soul-warping artefact somewhere with no humanity for it to affect, or eventually meet up with your waifu even if they sacrificed themselves. Sure, it might take giving up your own humanity to turn into a dragon or waiting a ridiculous amount of time for them to reach you in a far-away place…. but now there is always the potential for a happy ending.

Magus Contestant –

100 – **Off-Board** – You don't immediately appear on the radar for the various conspiracies and schemes that usually happen during events like these, so long as you aren't actively doing anything that would 'change the game' so to speak. Feel free to take a plane, get to the city, have a meal at a café and go for a walk before summoning your Servant. All without your plane getting shot down, getting sniped, having your meal poisoned or getting abducted. You're not a player, you're not involved, why would anyone put in the effort? This protection fades once you start taking part though – once you summon a Servant for a Grail War, you're all in.

100 – **Keen Eye** – Bit of a hoarder? Even wearing sunglasses inside, you could spot something that would be particularly useful for you on a cluttered shelf, since it's obvious to you if no-one else that the object in that cloudy old jar is a valuable catalyst. And if you should obtain it, you'll find that it will actually come in handy at some point. Now you can put seemingly random things to good use and have an excellent excuse for your kleptomania. Even if it turns out you can sell it for funds you need, or the item in question is immediately destroyed by an irritable Servant who isn't fond of the reminder, you'll get some use out of it.

200 – **Ahoge-Trigger Temper Warning** – It would be kind of awkward if you accidentally pissed off a new and vital ally by saying *exactly the wrong thing* by accident. Some folks might be in a mood for decapitation if their gender or parentage is questioned, for instance. This doesn't *stop* you saying or doing things, but it'll give you an impression just before you do that it would be a bad idea. Gives you time to bite your tongue before you get it ripped out.

200 – **Battle Buddies** – So, the Red and Black Faction Masters are hiding in their bases while leaving their Servants to do all the work? That's not your style. You can work *with* any team-mate you have, regardless of their level of power, and you'll compliment each other in battle. Better yet, there's no chance of you or any number of allies accidentally harming each other in the middle of all that chaos, so feel free to throw swords, fire guns and unleash blasts of energy. Have fun being more awesome than all those cowards hiding in their castles!

400 – **Step-Whatever** – You have the rare and unusual capacity to act as a pseudo-figure in peoples lives. When they lack the appropriate one originally, you'll do well as a replacement. For instance, you could get along so well with someone that didn't exactly have great parents, earning their respect and taking care of them, that you'd be considered such a father-figure an outside observer would label you 'Best Dad'. Even excusing mental issue, someone abandoned as a child might happily consider you a mother if you act that way. This doesn't make people *attracted* to you, or excuse you of horrible things, but given a bit of time and effort even the most rebellious might consider you close as family.

400 – **Inheritance Insurance** – Most people want what's best for people they care about. Even Mages, in some cases, particularly when it comes to family. It would be utterly heart-breaking if it turned out that something passed down to a child ended up being lethal to them. Now, that's not a problem for you. When being freely given something, or when

freely giving something to someone else – be it knowledge, abilities, an artefact, whatever – it is now guaranteed to never harm or hinder the recipient. People won't cut themselves on a sharp knife, magical records won't turn out to be cursed, and even inherited abilities won't have some crippling or lethal drawback in future offspring. Even better, it continues to be safe to share or pass along as long as you wish. You can remove this protection if you want, even selectively if you want *specific* people to be protected or harmed by whatever gift or inheritance you provide, but you'll never have to fear about hurting people you care about by accident when you're trying to help them like this.

600 – **Nights Of Betrayal** – Screw all that 'working together' rubbish, you're in this for yourself! And at quite a detriment to any organisation that would oppose you too – they're playing chess, you're coming in like a lightning-wreathed wrecking ball, ruining plans and being quite a wildcard. Sure, you can *pretend* to be working with whatever group you're aligned with, and as long as you aren't too obvious about it they'll believe you…just long enough for you to sweep in and steal the prize for yourself, leaving them floundering. They'll never see it coming. You seem to have a knack for rebellion.

> Capstone Boosted – The problem with being the lone rebel (or small group of them) is that it can mean everyone else is going to team up to target you once they realise you're the problem. Now, however…this doesn't seem to be a problem. Maybe there's some sort of internal turmoil within the opposing groups, maybe something major is distracting them, maybe they think this is all part of the plan…whatever it is, when you and yours rebel against the system, everybody else is going to be too busy to notice or do much before you're sitting on the throne. Of course, once you *have* the metaphorical throne or get close enough it's entirely possible that you'll become such a big and obvious threat that those who were ignoring you might decide they *have* to prioritise you or risk losing everything.

600 – **Last Ditch Antidote** – So, you're in the middle of the base of the faction you betrayed, weakened, and afflicted with a deadly poison that's melting you from the inside. But what that smug witch on the throne doesn't know is that this is JUST WHAT YOU'VE BEEN WAITING FOR! Well, you can *claim* that if you like, since your ally *somehow* picked up *exactly* the right antidote to the poison, they'll manage to barely survive attacks that could fell someone moving at ten times the speed and cure you, giving you a boost of energy to break through the evil queen's previously unsurpassed defences as she's caught off-guard and mortally wound her before you and your ally both finally expire. Rather than just getting handed power-ups at random like a certain someone, this is more giving you the chance to accomplish your goal given the resources you have if you're about to lose – even if by all intents and purposes you *have* lost - though in more extreme cases such as this it could be a pyrrhic victory. Even if you were killed in an instant, your *corpse* could mortally wound your attacker.

> Capstone Boosted - Pyrrhic victories kind of suck if it turns out it was just winning the battle and not the war. Now, that's not so much of a problem for you, since if you weren't fighting alone what you accomplished would let those you were allied with finish the fight. Sure, you basically died killing the villain, but it was enough to let your allies avert doomsday. And yes, if you wanted to, this would essentially screw over any chance of the opponents getting a happy ending out of nowhere – bittersweet is what they'll have to deal with at the absolute best.

Red Faction –

100 – **A Useful Pawn** – Masterminds and schemers, and in this case a certain Priest, consider you useful enough to include in their plans as an ally, but not enough to count as a threat, and will keep this impression of you unless you prove otherwise. Good for getting into a conspiracy or being picked for a team. Just bear in mind they might only consider *everyone* involved as useful for only a certain time, and they consider you a harmless patsy at best.

100 – **Red Tinted Spectacles** – Okay, it's not *quite* like the vision of a certain time-travelling assassin, but looking at people – or pictures of them – gives you enough of an insight into their skills and capabilities – or lack thereof - to let you know if they'd make a valuable pawn for whatever plan you have. Maybe they're in debt? Maybe they're ill? Maybe they're just an idiot? Either way, this should help getting people on your side that you know *how* to manipulate, though you'll need to find out what they're good for another way.

200 – **Clerical Clarity** – You may or may not be a man of god, and you can be vague about which deity that is, but maybe you're weirdly trustworthy even when you're acting shady because of that? Only the most paranoid or cautious allies wouldn't do something like, say, reveal the identity of their Servant to you, or let their guard down. You seem to be upfront and not hiding anything, and a lack of records would suggest to investigators that you must be a top-secret high-ranking member of an organisation rather than just appearing in the world out of nowhere.

200 – **Red-Ringed** – It would be unfortunate if you ended up drugged or poisoned after getting mixed up in someone else's schemes. Might be even worse if they realise you *aren't* drugged or poisoned like you're supposed to be. Now, that isn't a problem for you. You're immune to basically all drugs and poisons as long as you want to be, you can identify them and their properties on site, and can exhibit any effects of them at will so convincingly a master poisoner would think you're in a harmless stupor or even a cold corpse while you're still conscious and alive. Of course, this won't help if they slit your throat to make sure, but now you'll be able to see that coming when they don't think you can.

400 – **Good Impressions** – For some reason, even people who plan on manipulating you seem to think fondly of you. Maybe they find you more useful than they thought, maybe the way you interact with them is refreshing, maybe they think you're cute. Give it time and a bit of work, and even a cruel queen with a fondness for poison might like you enough to let you rest on their lap. B-but they might not admit it out loud, idiot!

400 – **How Did Your Garden Grow?** – Yes, you managed to construct something approximately the size of a small mountain…in total secrecy…near enemy territory. How? Only you know, because it was this perk. Feel free to build all manner of FULLY FUNCTIONAL BATTLE STATIONS, because up until you take off/activate the doomsday device/show up, nobody will realise what you were up to. Once it's out in the open, however, you can't hide it the same way. Hope you've got an escape plan.

600 – **Grand Theft Grail** – Sometimes, for an audacious goal, you need an audacious plan. Now you can come up with them. Sure, you might need to steal a multi-ton magical artefact

from the middle of heavily fortified enemy territory guarded by an army and powerful Servants and *escape* – but now the solution of spending years searching for a catalyst for a specific Servant, summoning them in such a way they have the capabilities of two classes, building a flying palace, manipulating a bunch of Mages into handing over control of their own Servants to you and using your flying fortress to rip the treasure out of the ground and fly away seems simple. You have the drive to carry out your plans too and spending so long in a scorching desert your skin and hair change colour isn't a problem so long as it's all part of your grand plan. You might not necessarily have the durability, skill or resources to pull off the plan, but you'll certainly have the idea and the willpower.

> Capstone Boosted – It's all coming together. Surprisingly well, actually. While it wouldn't be a good idea to *rely* on good luck as other people can have stupid amounts of it, sometimes it seems that even unexpected issues in your plans can work out or even be beneficial. For example, an enemy Servant turning into much more powerful monster inside your base is certainly a threat…*but* at the same time this forces your enemies to briefly ally with your forces to take out the new threat before it can turn apocalyptic, and when it comes after you personally, it just so happens that the transformation rendered them vulnerable to your particular talents.

600 – **I Pour The Poison, I Pull The Strings** – Either you're a bit of a control freak, or you don't think anyone else could do as good a job at running things as you. Now you can scheme, plot and manipulate well enough to get an entire group of paranoid and backstab-happy Mages to hand over control of their Servants to you if united in a common cause. Maybe you drugged them, maybe you're just that good. They'll even keep providing resources, energy, etc as long as you're still working for the goal…and you might not even need to keep them around for long once you have what you need.

> Capstone Boosted – You'd think that the Servants of the people you manipulated, drugged and quite possibly killed would be so outraged by your deceptions once they uncover them that they'd immediately turn on you. Turns out *they* don't think so. Sure, you're a backstabbing, traitorous, duplicitous schemer who's been playing them all for fools…but since you still have the same intentions they signed up for, or you can persuade them that your methods are justifiable to meet their goals, they don't seem to mind. As long as you weren't working *against* them, people on your side don't seem to mind you being incredibly shady and lying to everyone.

Black Faction –

100 – **A Valuable Rook** – Something about you, perhaps a set of skills, makes you seem to be a good candidate when a group or organisation is recruiting members. You could prove them wrong if you're careless or turn out to actually be useless, but if you contribute, they'll see you as one of them.

100 – **Black Glasses** – When you're putting together a team, you need to have some method of determining what their skills are and how they can be applied, even if they're flawed people. Sure, that guy is kind of an arrogant ass, but his family are experts at homunculi. The kid's a bit weird but they're a prodigy at making golems. That woman is a sadist, but very skilled necromancer. You can find the members for a team you want to put together, but this by itself doesn't guarantee they'll actually work together.

200 – **Uniformly Organised** – What, who did you think arranged for the Black Faction Masters to have those snazzy white suits? Well, now you could do that too, improving the uniformity of any organisation you're a part of by introducing a standardised outfit. It's not just for show either, those that wear the garb you've arranged tend to be more efficient and effective when working with others that have adorned the same outfit. Bring unity and uniformity to your groups. You're a pretty decent tailor and designer when it comes to clothes, so they won't look drab either.

200 – **Black Boxed** – Sure, sharing your stuff is all well and good…but on the off chance you want to keep a few things to yourself, or make sure you're not expendable, this is the option for you. Now, regardless of analysis or how long you've actually worked with someone on your projects, nobody else can reverse engineer or even fully use anything you've developed or made if you don't want them to. You can include and exclude people at will and at any time – up to you if one day somebody's an expert with your stuff, the next they can't even figure out how to turn it on.

400 – **Bad Reputation?** – Sure, you're a sadistic monster who treats people rudely and clearly thinks of themselves as superior, but at least you're…you're…um…hot? Somehow, regarded of how nastily you act, people are still willing to work with you as long as you're useful. As a bonus, even mistreated underlings aren't going to snap and kill you when they could rather easily, just don't expect them to follow commands they *really* don't want to, or anyone *not* on your side to hold back.

400 – **Yggdmillionaire** – A castle, an army of homunculi, numerous workshops and your own private air force…this stuff doesn't exactly come cheap. Fortunately, you are very good at managing money. If given, say, the combined funds of multiple wealthy-but-overlooked families, you could turn it into a fortune sufficient to fund all sorts of nonsense. The more money you have control over, and the more investors you can get involved, the more effective this is.

600 –**Yggdmillennials** – Mages tend to work independently, out of paranoia, pride, and frankly incompatible work focuses. Kind of difficult to meld the findings of a 'punch wizard' with 'reanimated corpses'. Not so for you. As long as you have the suitable knowledge and resources, you can combine even seemingly incompatible fields of magical study from a

multitude of lines of research into a whole greater than the sum of its parts. Go ahead, make those magical ninja zombies!

> Capstone Boosted – Well, they're going to be talking about *your* generation, now. Since you can combine fields of mundane and magical study. Must be because unlike the more old-fashioned members of the Mages Association you understand things like computers. Feel free to figure out magi-tech, program spells, etc. Doesn't give you the component knowledge, but you can put together whatever pieces of the jigsaw that you do have.

600 – **Herding Black Cats** – You can make people *work together.* This might seem overpriced, but if you can present a suitably appealing goal…say…a powerful wish…then you can align even the most paranoid, backstab-happy and temperamental maniacs into a (somehow) cohesive whole, combining their strengths and knowledge. They even get along to some extent and won't betray or work against each other. True, some of them might be horrible people in their free time, but you might not really care too much that your expert necromancer is torturing the expendable staff if they're happily providing you with a zombie army. You might not like them, but you can't deny they're useful.

> Capstone Boosted – Now this coherence applies to all members of the organisation, the people who work for them, etc. You wouldn't have something like, say, a slightly more rogue member of your group deciding to carry out their summoning ritual away from headquarters and getting betrayed by the Servant they summoned because the Servant liked the sacrifice they prepared more, thereby creating a new element in your carefully constructed plans and costing you an ally. Nor would your team's Caster finish their super-weapon and turn on everyone else. You're all working together as one big family. Even if not necessarily a happy one.

Servant –

100 – **Legendary Figure** – You look *good*. Either masculine, feminine, muscular or soft in whatever combination, however you look in general you look *really* good. Heck, if you wanted, you could be mistaken as an adorable young woman despite being male if you get the dress and attitude right, to the extent that even if people weren't attracted to your true gender they'd have to admit you're cute.

100 – **Partners** – While a lot of fuss is made about getting the most powerful Servant possible, a more important issue is *compatibility*. Getting the First Hero isn't going to help much if they hate your guts. This is similar from the Servants perspective, where mistreatment can cause serious problems. You don't have this problem. You and anyone you team up with sort of…*click.* You actually *get along*. Even if your Master is a gross Necromancer, you'll find they're still a decent guy, for example. Though this applies to all sorts of allies it is proportionally weakened with the less direct bond between parties – business associated would find each other tolerable, team-mates find they can more-or-less get along, while a sibling or Master-Servant bond would be so close you could practically anticipate each other in pitched battle. Win the war *together*.

200 – **Visually Stunning** – Maybe because they aren't stuck in the middle of a city, but fights here seem to have a little more *flash* to them, tearing up the landscape or flat-out melting it. While this doesn't make you any more powerful by itself, you certainly *look* more impressive in fights with all those flashes, *bweam-ing* sounds and shattering ground. Keep this for yourself or share with allies or even enemies for extra spectacle.

200 – **Lancer Luck?** – At the start at least, the respective Lancers in *this* grail War seem to be better off than their counterparts in other work. This guarantees you won't *start off* any particular endeavour with annoying restrictions or problems (that aren't Drawbacks) like being ordered to retreat if using your special ability, having a useless commander, etc…just bear in mind this fortune might run out later on if you don't do something to avoid getting betrayed or forgetting about an enemy's other sword. Doesn't guarantee that bad things will happen later but won't *stop* them happening like it did at the start.

400 – **Mast – oh *blast*** – The squishy mage is often the weak link in the Master-Servant relationship in Grail Wars, it's why any *competent* Assassin Servant is actually very dangerous when acting as an Assassin. This doesn't make any Master, superior or suitably close ally any tougher, but you get an effective 'danger sense' when they're in danger and an idea of what's going on, allowing you to defend or warn them if you want.

400 – **Cheer Up Love, Cavalry's Here!** – Whether or not the reinforcement is English *or* of the Rider Class, you have a knack for getting there at the nick of time to help people when they most need it. How you accomplish that without actively manipulating events to get that dire is a mystery that could have been lost somewhere on the moon – but now you can cheerfully blunder around and be there when your friends are in peril. Still, it's up to you whether you can actually do anything about the situation.

600 – **Have Fun Storming The Castle!** – And you will, because for some reason attacking the heart of enemy territory, their strongest fortress, their seat of power, it's your *speciality*.

You have a preternatural talent at siege warfare and direct assaults where this is concerned, enough to covertly lead a strike force into the heart of enemy territory, or direct an army of minions to directly confront the defending force with practiced ease. You even know the layout of an unfamiliar maze-like fortress like the back of your hand and can easily spot any traps or intruder countermeasures. You're not unstoppable with just this, and you'll need some force to bear for it to count for anything, but you've certainly got a knack for using the resources you have for such approaches that would scare a self-proclaimed King of Conquerors.

> Capstone Boosted – They mock you approaching them? Don't they know you have to get close to hit them? Whether or not they actually do, they'll quickly find themselves significantly less smug once they realise that advantages of territory don't seem to be so effective against you. In fact, your resistance seems to scale with proximity to their seat of power to the point that a queen in her throne room will find herself no more potent against you than they would outside on the battlefield. Their best defence just isn't as good as your best offense.

600 – **Home Field Advantage** – What, did you think the Big Bad stayed in their base just because it was comfortable? When you have established a territory, such as building your own base, owning land, etc, you gain certain advantages based on your own specialities. Maybe you're physically stronger and more durable? Maybe your opponents are weakened? Maybe your spells are more effective? Either way, you've just become very good at playing the defensive game. Just be aware that you'll lose these advantages if you leave, or something is able to overwrite it.

> Capstone Boosted – Oh, well, that's even better. Your advantages in your territory have considerably increased and can continue to increase the more resources and time you invest into that territory. Invest enough time and resources into your fancy floating palace and even a physically frail Caster can generate magical shields that can block an enraged Saber, rapidly cast spells that would usually require rituals, and mentally coordinate and control any defences you happen to have.

Items:

Undiscounted General Items:

Free – **Local Map** – It's a map of Romania, to be specific, detailed enough to show all the little towns and villages, as well as the location of a certain church and a large castle. This updates to your starting country in each Jump, and while it doesn't show anything that could be found without a normal set of maps it's handy if you aren't familiar with the area.

Free – **Dracula** – No, not the figure, it's the book by Bram Stoker. Collectors Edition. Oddly rather rare in Romania these days, as if someone was tracking them down and destroying them. If this gets destroyed, say, by being impaled, then you can pull another one out of any suitably large container or pocket.

Free –**Servant Command Runes** - 3 special Seals that make a fancy pattern, usually found on the back of a hand but you can specify somewhere else as long as it's on your body as well as their general appearance. Having these makes you a Master in the Great Holy Grail War, and means you have a Servant to command. These things connect you to what is essentially an incredibly powerful familiar, supplying energy to keep them existing. Each of the three parts of the seal can be expended to give a powerful order to your Servant, even ones they'd normally never agree to. Like killing themselves. Alternatively, you can use them to massively enhance your Servant, like ordering them to 'Jump' and letting them practically fly across a city at a ridiculous speed. However, once you use up your three Seals, that bond between you and your Servant will vanish, and they'll run out of energy to sustain themselves and fade away. More powerful Servants might be able to resist one or even two of the orders you enforce on them, so spend them carefully. This is of course an optional acquisition, but if you came here why wouldn't you want to get involved in the battle over the Grail?

Free/100 - **A Proper Magus's Magical Pseudo-Nervous System** – These things exist within modern Magi, like internal biological circuitry that allows them to do Magecraft. These generate magical energy for the Magus to use as well as giving them the ability to manipulate it to actually cast magical spells. These tend to vary in quality and quantity, with the better of both of these being effectively better at Magecraft when excluding raw skill or other means. About 20 is about average for a Magus, which is what you start off with, of quite high quality. If you like, you can have 30 more for 100CP, and can pay for as many as you like.

Free/100 - **Master's Cheat Sheet** – Awkward if you forget the abilities of your Servant and need to ask them later on when you should really already know. Now, almost like in a video game, you can mentally call up a record of any abilities your Servant has, as well as any other Servants you might meet – though in the case of the latter you'd actually have to see what they can do in action for it to update. Be aware that some possess abilities that can hide this information. If you're willing to shell out a little more CP, you can make this apply to any other opponents you encounter after this Jump, with the same limitations.

100 – **Seeds** – Packets of seeds, apparently for flowers, that don't seem to run out. They'll grow to full size within a day if planted on any reasonably fertile ground and don't need any sort of watering or weeding, and though they have no obviously magical properties other

than these, they're quite pretty and brightly coloured. The fields and flower patches these seeds can let you make also oddly relaxing to lie around in, and tend to remind you of happier memories while making painful ones fade away Maybe you can give some away as a gift?

200 – **Hearty Meal** – Sometimes you or your allies may have inconvenient or potentially illegal dietary requirements. If obtaining ingredients would be a problem for whatever reason, this should cover you. It's a large plate with a silver dome covering, and when served to anyone who requires a specific diet removing the lid will reveal something perfectly suited for them to survive on without breaking any taboos they might have, and pretty tasty and nutritious too. It just appears inside it from thin air, perfectly and hygienically prepared and cooked as needed, comes with napkins so messier meals don't cause too much of a problem, provides suitable utensils, and this setup is self-cleaning and will reappear in your Warehouse if lost or destroyed. Now you'll have no problem catering for blood-drinking vampires, organ-devouring serial killers, people with allergies and even vegans!

300 – **Magic Crest** – The cumulation of a Magus Family's research, passed down to each generation. This takes on the form of an intricate tattoo somewhere on the owner's body, and however you obtained it as far as anyone's concerned its yours. Tens of generations across centuries have worked on the knowledge within it, focused on a Magic Specialisation of your choice (likely one you picked earlier), and you can freely access this knowledge at will as if it were in your own head. It contributes the equivalent of 100 Magical Circuits to your own. If you like, you can pass this onto someone else, such as your own child, adopted or not, or anyone else you deem as an ally. What's interesting about this one is there happens to be a countermeasure to theft, one you either installed or bypassed, that will horribly curse anyone who tries using it without your permission. This countermeasure is undetectable until triggered, at which point death is all but certain. If you were particularly cruel, you could set it so even if future generations pass it on willingly, this curse will trigger in those they give it to who aren't direct blood-relations to yourself. If passed on or destroyed for whatever reason, you can get a new one at the start of every Jump as up-to-date as it was before either the last Jump ended or it was destroyed.

Drop In:

100 – **Clothes** – They go on your back. And, well, all the usual places clothes go. They're a bit drab, but comfortable, surprisingly durable and high quality, and make you seem unimportant until you do something.

200 – **Welcome Inn** – Maybe a friend of a new friend who owns this place, maybe they keep forgetting to ask you for rent? However this arrangement works, you have bed and board at a small, mundane and fairly friendly inn. It's in a village just remote enough to be out of the way of things while close enough to main transport links to get to other places.

400 – **Easily Overlooked Sword** – Well, it's sharp, and pointy, and you can use it to cut and stab things. It doesn't shoot sword beams or anything like that and appears entirely mundane if well made. Others wouldn't realise it's actually capable of hurting a Servant, being *just* magical enough to count – maybe it's an unnamed Noble Phantasm? Either way, even your opponents will forget you had this thing if you can get them distracted by using another sword or being flashy with magical beams and landscape-altering attacks, and that might give you *just* enough time to tip the fight in your favour with this thing. You can even pull it out from behind your back if you don't want to have it in the sheathe – maybe even you forgot you had it on you until then?

600 – **The Rhinegold** – Either there was a lot left over once the Greater Grail was made, or you've somehow got a copy of a certain cursed set of golden crystals that would make excellent materials for a variety of powerful magical artefacts, or sell for a king's ransom. Fortunately for you, the curse is guaranteed to *not* affect yourself, allies and those you specifically omit from the effect, though it's guaranteed to bring misfortune to anyone you haven't extended this protection to that seeks to claim or use it. We're talking *Lancer* levels of bad luck, that could kill heroes or ruin nations. Dragon not included.

Magus Contestant:

100 – **Toolkit** – You are equipped for your specialities. If you're a Necromancer, maybe you have a set of heart grenades, a shovel and a pistol that shoots magically guided bones. If you're an Alchemist, you have a few useful chemicals and a repair kit for any Homunculi. Whatever it is, it's about the size of a suitcase and while not a workshop by itself it could be the starting point of one, or a useful field-kit. Refills every hour.

200 – **Neat Ride** – You have a car! One that can be driven rather fast despite looking a little old and busted, especially by anyone with a Riding skill. Surprisingly durable, lots of storage space for any tools, and good on all terrain even when being driven by a complete maniac, and either the fuel gauge is broken, or it genuinely doesn't need any fuel. You can import any other vehicle into this as an alt-form or to gain the properties. You'll have it nearby whenever you need it, and if destroyed it will be back up and running within a minute.

400 – **Poison/Antidote** – Well, isn't this interesting? You could use the mysterious contents of this jar as a potent magical reagent, a deadly poison capable of killing Servants, or the antidote to any other poison. While the exact composition of this thing is a mystery, its most fascinating property is that you could inject someone with it as an antidote pre-emptively to any poison being used, granting them effective immunity to the first poison they get exposed to. Or use it after they get poisoned, which will instead cure them instantly and give them a massive boost of energy they can put to good use.

600 – **Tomb Hideout** – Sure, it's not some floating pleasure-palace or intimidating fortress, but you know what this is? Subtle. Rather well hidden. This place is surprisingly liveable and spacious, and if you happen to be interested in Necromancy there's a good number of bones in boxes here – if that freaks you out, this place is empty of that sort of thing. The 'main' entrance is an easily overlooked and locked gate in a graveyard, which has the same corpse/no corpses stipulation as stated earlier depending on preference. If you were interested in that sort of thing, you'd find that if you do want corpses to be present, they happen to have belonged to notable families, making them valuable components in any sort of necromancy you might carry out, or if you really wanted to blackmail someone with their Great-Great-Grandfather's skull. If you had the talent, you could even exploit this not-so-final resting place to call up a sizable ghostly defence force, though these pale in comparison to even the weakest Servant there is the value of quantity over quality. These barely-visible spectres would make pretty good spies too. This place won't get flooded or affected by earthquakes and natural cave-ins, maintains a comfortable climate, and the main rooms are deep enough underground that it could tank some of the less devastating Noble Phantasms. It's also nigh-impossible to get tracked down to this hideout even if people are looking for you, though this doesn't strictly protect against bugs and other monitoring measures placed directly onto you or anyone you bring in – that's on you to sort out. Despite having several entrances through a series of tunnels leading into the surrounding area, any attempt at invasion will only come from a single direction, allowing easy escape if it is somehow found. Additional features include some camping equipment to make it a bit nicer to sleep in, enough non-perishable rations for three months, a method of communicating with the outside world of your choice that can't be intercepted or tracked back to your location, a passable Magus Workshop for whatever specialities you have, and a clearing in the

graveyard above seems to be ideal for summoning a Servant. Best to do that outside, some can be a bit temperamental at first.

Red Faction:

100 – **Clerical and Queenly Vestments** – You seem to have clothes fit for…well, anyway, this is a wardrobe of clothes that would let you at the very least appear presentable to someone of royal heritage, as well as sets that seem to have more church-related purposes. They are perfectly tailored to you regardless of your size, gender or shape, even adjusting if this changes, and are self-cleaning and self-repairing so if they're destroyed, you'll immediately find a replacement in your wardrobe. Yes, there are alternatives like nun habits and regalia fit for a king, if you prefer that option.

200 – **Unlimited Chocolate** – While this may seem self-explanatory, this velvet-lined box contains within it a variety of other smaller boxes, each containing a different variety of chocolate. It's all of such high quality and wide variety that even divine pallets would be quite satisfied with this gift. They'd be even more pleased to find that each of them refills the instant they're emptied. If someone would like to make their own, there is a seemingly spare box into which the new batch can be put, at which point it will be added to the selection and a new spare box becomes available. Just be aware that while the original batches are perfectly harmless, and none of the contents will have a negative impact on the waistline so long as you want that to be the case, the new additions could potentially be made with more…toxic ingredients, if the maker was so inclined. Remember to read the lid.

400 – **Commanding Chair** – This could technically be considered a throne, but it's also a sofa, deck-chair and a variety of other sitting-enabling furniture, capable of shifting between extremes of being an ornate yet uncomfortable throne or a plain but *immensely* comfortable beanbag chair that might honestly be preferred so much that a proud queen wouldn't mind looking undignified sinking into its pillowy embrace face-first. As a further note, no matter how the Commanding Chair feels, users will feel as wide awake of sleepily comfortable as they want, with no impact on bowel control, and no matter their condition they can leave it whenever they want. Whatever form it takes, if placed within a vehicle or some structure with systems that can be controlled that is owned by you or an ally, it can be used to directly control all the systems within it effortlessly. Maybe it's a combination of enhancing multi-tasking, maybe it's mental commands, maybe it's got holographic runic systems that float in the air. Whatever it is, if you're going to rule, now you can do so in perfect comfort.

600 – **Building Site**– You have land to build on, one that could fit a good-sized fortress on, hidden from the surrounding area by trees and general isolation. Isn't that enough? No? Alright then, this is fiat-backed prime real estate for building. Namely, you can build absolutely any structure here. So long as you somehow own the materials, or at least are able to immediately pay for them with your own money, you can construct pretty much any building you know how to construct, the material somehow disappearing from its place of origin and appearing here, with further costs to you varying for any specific construction approaches. Nobody will find this strange unless you point it out, and while there is a paper trail if you need one for any reason it will also become impossible to track down if that's more convenient. Curiously, time of construction only appears to be instant for those observing, as from the construction's perspective it seems to take as long as it would to realistically occur. If unoccupied, the structures within this Building Site can be modified in a similar manner, such as adding extensions or other improvements. If you want, willing

people can share this perspective, though they don't physically change or age with the pseudo-time passing so it can't be used as some sort of time-accelerating exercise chamber, but could be used if someone happens to enjoy building work and ordering around ghostly construction workers. While this might seem oddly specific, it could be useful for structures that get more powerful the more time and effort is invested into them. Additionally, while the properties of the Building Site only apply to structures within it that are on the ground, there's nothing stopping a structure intended as a building from being moved *out* of the Building Site by some means…

Black Faction:

100 – **Team Uniform** – You too have a wardrobe of the high-quality white uniforms that all of Team Black wear, perfectly tailored to you regardless of your size, gender or shape, even adjusting if this changes, and are self-cleaning and self-repairing so if they're destroyed you'll immediately find a replacement in your wardrobe. While this fits in well here, in other places you can change its appearance for similar uniforms, which might help with blending in if you need to. Curiously, nobody seems to mind if you leave it open or unbuttoned in any way. Feel free to share the contents, which you might want to do if an ally's manner of dress isn't appropriate.

200– **Air Force Black** – For some reason you have several passenger jets on hand. Maybe you can use them for profit, maybe you could use them to catch up with a flying target. They're mundane but can be modified. They come with a hanger or two that you own which they can be stored in, and in the back you'll find a much smaller and more agile plane and some spray cans you can use to decorate it if you like. Comes with all the tools you need to maintain them, and if destroyed they'll re-appear in the hanger the next day, keeping any modifications you made if you want.

400 – **'Mana Batteries'** – You might want to keep these in a basement or something similar, otherwise it could raise awkward questions. What you have here are approximately 1000 large tanks filled with green fluid, each containing a high-quality homunculus with large amounts of Magic Circuits in good condition. The lot of them would be enough to keep 7 Servants with reasonably high mana costs active during a full Grail War, freely able to use their Noble Phantasms as long as it isn't too ridiculous, and you can key this network to any allied Servants or anything else that requires large quantities of magical energy. For those concerned of moral implications, this is a bit of a Schrodinger situation – while they're just being used as batteries they might as well be mindless and soulless husks, and you don't even need them to look humanoid if that's a problem. If, however, you decide you want to take them out and treat them as people, only *then* will they begin to actually have minds and souls of their own with free will and all that entails, if that's what you want. Any you take out won't mind about their condition or any that you won't take out, and they could be used for staffing a reasonably sized facility if you like since they seem to have basic maintenance capabilities programmed into them, and they're 100% loyal. I suppose you could use them in combat, but honestly, they'd do poorly at the moment even up against largely mindless enemies with no real ranged weapons. Maybe you can change that? They'll still count more as Followers or NPC's rather than Companions, unless you have some way to change that.

600 – **Castle~~vania~~Yggdmillennia** – Yeah, best not to let Lancer of Black hear about that nickname. Whether this is some backup to Black Faction, a clerical error with the construction company or just fiat-backed jump-nonsense, you have a reasonably sized castle-town with magically enhanced fortifications and wards. It's well equipped with surprisingly modern amenities for any 'classic' Magus and has plenty of room for any staff or allies you might have. There's even space for a series of workshops spread throughout the facility, and a very large but currently empty heavily fortified storage area that could contain something valuable. The castle has some manner of anti-air defences, which could perhaps come in useful someday, and seems to be able to accommodate a wide range of usually

non-compatible areas of magical study – even the dreaded magic-vs-tech issues don't seem to crop up here if that would ever be an issue. While there's currently an empty basement you could store quite a lot of things in, if you need some sort of manned defence there are a number of automated factory-rooms that can churn out sizable armies of high-quality golems at a rapid pace, and the machines that make them can accept any improvements or alterations to the designs you might have. This place is so well equipped and spacious, if you were to send out invitations for disgruntled Mages you'd get more than a few enthusiastic replies and attract some genuine talent away from even the more established institutions. Maybe the potent lay lines the place is built over help too, if you have a way to use them? In future jumps this place will retroactively fit into the landscape in such a way it doesn't actually change anything, and defaults to a pleasant location in Romania. Otherwise you can just access it in a pocket dimension via the Warehouse or specify where it appears once per jump. Appearing out of mist during a red moon eclipse is optional.

Servant:

100 – **History Book?** – Curious. While scouring the land for the oddly absent copies of *Dracula,* you seem to have found a peculiar combination of a set of presumably fictional stories of notable figures, the sort that would be summoned in Grail Wars, with what appear to be more factual additions contradicting or correcting what is deemed to be historically or mythologically correct with what is actually the case. Handy little thing, if where you are has actual events being a bit different from mythology and history you are aware of through other means. Of course, some of this may seem a bit unbelievable to some – Frankenstein's Monster, King Arthur and Jack The Ripper all being female, for instance. There are even pictures. You'll get a new copy of this for each world where historical and recorded events don't necessarily match up.

200– **Territory** – You own…a place. Not a country, but more on the scale of a large town or village, which could be a castle, empty fields, a cave network, a small island, whatever – it's *land*, belonging to *you,* and you can do with it what you like regardless of local planning regulations. Feel free to improve it, it will retain upgrades and any structures you establish. Villages and the like will have new NPC replacements for any population or staff.

400 – **Skeleton Crew** – Who cares if they have a hero, you have an army! How? Maybe you're a pointy-eared Caster, since they tend to have these. Whatever the reason, you have an army of 1000 dragon bone warriors. Not that they actually have any draconic properties, but these humanoid animated skeletons are created by throwing bones onto the ground – or dropping them from some sort of position in the sky – and while they're little more than chaff to most Servants there is value in numbers. Especially ones that never stop, complain, need air or rest. They don't cost much energy to maintain either, and if destroyed then the container holding the bones just refills within the hour. They're not exactly smart or inventive though and need you to give them directives to follow in some manner, but they do retain any upgrades you bother to put into them.

600 – **The Big One** – They might have an army, but you have…oh dear. I'm not sure anyone's supposed to have this, but if you're paying for it then I suppose it's fair. What you have here is the almost entirely complete Golem Keter Malkuth, an attempt to copy the Primordial Human Adam. Exactly why the designer considered Adam to look like a monster with multiple eyes more than 15 metres tall is a mystery. Normally this would take a particular golden-masked Caster two months of work to finalize, finished off by a three-day attunement process, but you're paying a lot for it so you can skip that for now. While having a gigantic golem to punch through castle walls and roar with enough power to deflect projectiles from Archer Servants is all well and good, that's not the most interesting feature. It's essentially an autonomous Reality Marble with the ability to continually repaint the world into 'Paradise' for as long as it exists. Just by stepping on the ground it is able to supply itself with energy, which it needs on a constant basis to keep working, converting its surroundings into 'Eden', and as long as its feet are on the ground it will endlessly regenerate at a rapid pace – so make sure it doesn't get tripped over or launched into the air or oceans. While it starts off as a 'mere' fifteen-meter sized giant that could be defeated by most Servants, once it gets going and the 'Eden' it creates expands, this giant's size will change and multiply till it reaches a thousand metres in height. At that point, you'd need a group of first-rate Servants to be able to destroy it. The speed of growth can be enhanced

via absorbing certain magical materials, such as homunculi or other golems. This creature is non-sentient, and you can control it by riding on its shoulder or giving it instructions beforehand, and if destroyed will reappear in the form of a stone eye in your Warehouse that will take two months to regrow once planted somewhere with sufficient resources available, though it will be ready to go at the start of each Jump. To start it off in either case, you'll need something potent for the core equal to a first-class magus. You could make do with less, but it'll be considerably less powerful the less perfect the core is, and why wouldn't you want the best golem you could have? Since it's technically based on a work-in-progress, it'll even retain and re-develop any enhancements or changes you make to it, so long as you want it to keep them. It's 100% loyal to you, can't be hijacked or turned against yourself or your allies, and you and any allies are unaffected by any negative effects that might occur due to the 'Eden' it creates.

Companions:

Free/600 – **Servant** – If you're actually getting involved in this mess, you're probably going to need one of these. If you happen to be a Master, you can have one of these for free. They're a Heroic Spirit, and you can pick their abilities using any Servant Supplement that you think is appropriate. They can have 1000 Servant Points to use in that Supplement for free, but if you think they need more you can pay CP for SP at equal value. Bear in mind that they can only have up to 1600 extra SP using this approach, for a total of 2600 SP. Any new Companions that are Servants gains the Servant origin, and they can have 300CP to spend on the Servant perks found in this jump. If you want to copy a certain blue-robed Caster of a different timeline and happen to be a Servant, you can pay 600CP for a Servant, following the same rules as already stated. They don't share converted SP with you though. If you like, you can import a single Companion into this option for free, as long as you actually have a Servant of some sort for that purpose. They don't get any more CP than already explained, and you aren't allowed to use the Master option.

Free – **Master** – Soldiers need a commander, and a Servant will need a source of power to stay around, though it's possible that alternative batteries will be available. This is a figure intended to support your existence in this Great Grail War, and they'll be getting a set of three magical marks on their skin that can give some very potent orders, so I hope you can get along. You can either pick a Canon Master, choose a Companion to take the position, or create someone entirely new. In the case of the latter, features such as how they look, what they're like and what their background is can be your choice, but it's not allowed to give any advantages that wouldn't be present in the rest of their build. Speaking of, they can have 1000CP to spend, and can have any Origin with the applicable discounts and freebies. If you really need more power as a Servant, this CP can be converted into SP for your use, but this might leave them weaker and significantly less protected. As a Companion, they can join you at the end of the jump. If you like, you can import any Companion you have into this option for no cost, and they'll gain the features described above.

Free – **Pale Lady** – Not *entirely* sure where she came from, but this is a rather attractive albino in cleric-like robes of a peculiar design. She's somewhat confused about this whole thing, not really useful in combat, but friendly enough and has a passable knowledge of Alchemy that she seems to have a knack for learning if you give her the opportunity. A variety of colourful flowers seem to grow around her if she's in an area for any amount of time, but this is purely cosmetic, and she can shut this off if you like. Guaranteed to freak out a certain worm-based Magus, though he's not around anymore in this timeline.

Free – **I Am Fire, I Am Death** – …I am tiny? Somehow, you have a very small dragon on your hands, about the size of a house cat and approximately as dangerous as one – albeit one that could improvise a spray-can sized flamethrower. It's very possessive of shiny things and quite fond of you. Feel free to use your new buddy to freak out a certain Homunculus or Saber, since it'll look rather like the one they might recall. Before you ask, no, its blood does not have any useful properties – if you want that, track down the *original* Dragon.

300 – **Test Tube Babe** – Perhaps a slightly more *practical* companion, this one is one of the Black Faction's living batteries. They'll start off in a self-sustaining life support tank – which you can consider fiat-backed if you want to keep it – and continue fulfilling their function as

a living magical battery for you, or you can get them out and about for somewhat less power but more company. They'll even develop a personality if you give them the opportunity, guaranteed not to be horribly bland…unless you like that sort of thing? While they default to the same brown eyes and hair of their brethren, you can choose their appearance and gender, though this doesn't give any particular advantages. As a bonus, unlike the Black Faction's batch, this one has the effective limitless longevity of the Einzbern version. They're equipped with a few spells that were programmed into them for self-defence and utility purposes, have slightly above human base strength and not inconsiderable endurance, and would be combat-ready the moment they emerge from the tank. They're even surprisingly compatible with any upgrades you happen to give them, which they will retain as long as you want them to. Incidentally, that tank would help them recover quickly if injured, help incorporate any changes you make to them, and if killed they can be set to respawn inside it. They are also 100% loyal to you, which will never change, so…maybe treat them nicely?

200 – **Local** – You can ask any non-wish-granting beings to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established pairs if they happen to have gotten to know each other (i.e. they both exist) and you can reasonably claim they have some sort of good partnership or relationship. So, if you want, and certain canon events and interactions still happened even with your presence, you can bring along Jeanne and Sieg as a pair for 200CP, and/or Mordred and Sisigou for 200CP, and/or Semiramis and Shirou Kotomine for 200CP. This bond has to be more than just a basic Servant/Master pairing, so if for some reason you wanted Darnic and Lancer of Black…they'll be 200CP *each* unless you did something to make them get along *much* better than they ended up being in canon. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Maybe a certain Necromancer doesn't take part thanks to you and somehow Mordred and Frankenstein are best buddies that would now be applicable for the 200CP shared price, or the First Poisoner somehow practically adopted The Ripper so they can both come along for 200CP. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

If you're able to track them down and make a good offer, you can pick up any local counterparts of any other Fate characters you're fond enough of to spend the time and points, with the same rules as above

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

600 – **Blue Faction** – Or Green, or Yellow, or whatever you want to call them. This is the Mass Import option, feel free to bring in up to 6 other Companions and create your own third side in this Great Holy Grail War, and while there's nothing stopping you from allying with whoever you want, this defaults to an independent force. Each Companion brought in via this option only gets 300CP to spend, but they each get their own Servant and 1000SP to build them.

Drawbacks:

Couldn't buy everything you wanted? Don't worry, you can have more CP if you select any Drawbacks. Have as many of these as you like, it could be more entertaining to watch! Bear in mind that some of these are incompatible, or could make things far worse if combined, but I'll leave that to your discretion. Go with what seems to work, and if you can find loopholes feel free to exploit them – cheating or gaming the system is a time-honoured tradition in Grail Wars.

0 – **Original Script** – Before a re-write, there were some alternate Servants picked out for the roster that were eventually swapped out as they were considered too broken. In a battle involving a floating fortress, an indestructible spearman and a walking sun. Yeah. Now they're back, so things might get a bit more difficult and events might change a bit.

0 – **Abridged** – Wait, Frankenstein talks telepathically? Siegfried is speaking oddly? Spartacus keeps yelling his name? Is this a Great Grail War or a *Super* Murder-Death Kill / *Mega* Ghost Deathathon?

0 – **What Order?** – Why is Sieg a Dragon already? Are Frankenstein and Mordred getting along? Wait, who's that new Master, standing next to the lavender-haired girl with a giant shield? This is getting weird.

0 – **Another Great Story** – Events here now take place as they do in a fanfic of this story, though you can't pick one with a lower power level, one you wrote or commissioned yourself, and it won't change what you get.

0 – **Flipped** – Fate stories have a habit of historical figures being a different gender than are recorded in our history, and now you can get in on this as well. While this won't change personality, history or abilities, you can have any particular figure here show up as the other gender, switch up everyone, or randomise things. You'll still be able to recognise anyone you're familiar with, but their appearance will be altered a little to match more with their gender if you happen to change it. The one person this doesn't seem to visually affect is a certain Paladin, though they're a special case. Nobody will notice anything odd about this, as it's a retroactive change, so as far as anyone's concerned it was *always* like this. Could just be a version of them that always was that gender.

100 – **Cross-Dressing** – Not that there's anything *wrong* with that, but you consistently dress and look quite a bit like your opposite gender, and you aren't particularly inclined to explain this to anyone. If you're male, you'll be wearing a frilly dress and hair accessories, if female then trousers and shorter hair. You'll be perfectly comfortable like this, though it may cause some confusion or surprise to others.

100 – **Why does [Description] go [Description]?** – You have a habit of stating the freaking obvious. This will amuse and occasionally frustrate others, while making you look rather dim. Maybe it's out of context?

100 – **Gordof-ul** – So much for a new generation – you're an almost stereotypical, arrogant, prideful ass who thinks you're superior to everyone around you, even ones who could

punch you out cold…and even the most loyal might be provoked into doing that if you cross too many lines. Still, maybe anyone that cares could get you to improve your attitude and approach with enough effort.

100 – **Haunted Plushie?** – While it may or may not share the features of a certain Paladin, you'll keep encountering this vaguely disturbing doll-thing, which will whisper relatively mild insults to you when you're alone, and has a habit of moving when nobody's watching it. It won't actually hurt you, but it's definitely odd and will reappear shortly after being disposed of/destroyed or otherwise escaped from. Anything else you do with it, or how you respond to its jibes, is entirely your call.

100 – **Familiar Face** – You look oddly familiar. Are you sure you're not – no? Alright then. For some reason, you seem quite similar to someone else, enough to utterly convince the more deluded that you are that person, or at least surprise others that knew the original. This may colour their opinion of you, or at the very least bother you about 'pretending' to be someone else.

200 – **Ruler Lawyer** – Huh, turns out that position of 'monitor the Grail War and prevent things going wrong' includes a certain dimension hopping interloper. Jeanne d'Arc, Ruler Servant of this Great Holy Grail War, now considers you an active disruption to the 'proper' process of war. If she finds you interfering in any way, she'll use her authority as Ruler – which includes being practically immune to Magecraft and having a host of Command Seals she can use on *any* Servant including you or your own – to stop you. She cannot be reasoned with, will not show pity, remorse or fear…and she's the sort of stubborn you can only be if you have a direct line to what you perceive to be an omnipotent benevolent deity and are absolutely sure you're doing the right thing. Being a Saint won't stop her killing you or your allies if she thinks that's the only way to stop you.

200 – **Third Faction** – Ah, turns out that the Black and Red Factions in this war have noticed someone isn't exactly on their sides. While they won't work together unless you really push it, they will consider you a third hostile party and work to eliminate you. If taken with Ruler Lawyer, Shirou Kotomine will become more aware of you as a direct threat.

200 – **A More Dreadful Attitude** – Sheesh, did you show up on the wrong side of the summoning circle this morning? Maybe you have unresolved parental issues, maybe you don't like people pointing out a feature of yours, maybe you would be better suited as a Berserker, because you are very easily irritable and lash out at minor provocations. Maybe you can calm down, eventually, but that's going to make time and effort on the part of yourself and anyone who dares call themselves your friends and allies.

200 – **Were You Born Yesterday? –** Maybe? Wherever your origin is, you've woken up with what is for you a severe case of amnesia, with no real clue about this world or how it works, nor your own abilities. Hopefully you'll be able to find someone to help you. You'll slowly get your memories and ability to use your full capabilities back, but canon knowledge of events here is going to remain a mystery until this Jump ends.

200 – **Holy Host** – Not necessarily holy, but you're sharing a body now. If you're a Servant, somehow, you've been put into the body of your Master, acting as a voice to guide them through using your abilities. If you're a Master, the Servant you summoned now inhabits you and you'll need to persuade them to lend you their power. How much you get along and how well this works is up to your ability to work together, though you don't have the safety net that Laeticia has. If your shared body gets killed, that's it for both of you.

300 – **OPPRESSOR!** – You are *not* Spartacus. The one chasing you down, like a certain other unstoppable hulking figure, *is*. Something about you has triggered the Berserker of Red's default state of fighting oppression, as he now thinks you are some sort of tyrant that must be stopped and he'll tear through everything in his way to get to you. To make matters worse, your presence seems to have empowered him, rendering him independent of external power sources such as a Master and entirely immune to all forms of mind control and persuasion including Command Seals – that would be 'oppressing' his will, you see. He's also not only resistant to your abilities and those of your companions, but he'll absorb energy from attacks that he can use to rapidly heal and mutate into stronger and more monstrous forms, to the point he'll eventually explode with a massive amount of force that *will* kill you if you get caught in it. You might need to get help with this. Don't think just flying away or hiding on in the sky will help either – don't you know that Gravity is an oppressor as well?

300 - **Cardboard-Kun** – Well, you are…bland. Really, really bland. You don't seem to have much of a personality or drive. Were you born yesterday or something? Assuming you had *some* sort of sense of individuality beforehand, consider your new self a shadow of what you once were. Maybe people who just want a simple, non-bug-eyed friend will like you, but everyone else will just find you irritating and prefer the company of much cooler characters. If you're lucky, maybe you could find suitably heroic/charitable friends.

300 – **Not Great Yet** – Wait, are those Nazis? Yep, they are, because you happen to have arrived in Fuyuki City in the tail end of the 3rd Grail War and the Second World War, where a Ruler was summoned by the Einzberns instead of Avenger and still managed to lose. The Grail is in the process of being taken away from Japan by a certain immortality-focused Magus and the aid of the Nazis, who he'll be betraying at some point to steal it for himself. You can't really change the outcome of the war that just ended, so while on one hand a certain Worm-Based Magus is dead…you're still in the middle of a burning city in Imperial Japan surrounded by Nazis and the other remnants of the 3rd Grail War who might not look too kindly on *another* interloper, not to mention you might be useful for every side in this war in search of a new weapon. What's worse is that you don't have a Servant of your own, or any other Companions – they'll be showing up when the Great Grail War rolls around. For obvious reasons, other Drawbacks involving factions or figures that aren't present yet will be replaced by their closest equivalents, like the currently only Ruler, Allies and Axis forces, etc. Additionally, as if things needed to be worse, you're stuck in this world until 10 years after the intended point of insertion, so let's hope you're long lived or have some way to survive the decades to come.

300 – **Not Made To Last** – Someone once said that the brightest candle burns the fastest, and you've certainly burned so very brightly. Possibly at both ends, since your body seems

to be acting like it's got a lifespan of only a few years at most. Fortunately, that's just over ten years, or exactly however long this jump lasts for you if you're using some different system. Unfortunately, excessive stress – such as by fighting or getting damaged – is going to reduce that expected lifespan, to the point that going full out could kill you within a week if you're really pushing it. There might be ways to extend this, if you look for them.

300 – **Great Tragedy** – Why do so many heroes seem to have tragic endings? Maybe that's just more popular culturally? Whatever the reason, it seems things aren't going to go well here either. You might end up being forced to fight an old friend or having someone you care about die in front of you, even the guilt of old sins and mistakes dredged up and thrown in your face. While you could still potentially get a happy ending, expect it to be more than a little bittersweet from all the things going wrong on the way. Feel free to blame the Caster of the Red Faction, he loves stuff like this.

400 – **How Do I Open Book?** – They don't know who you are. They don't know what you want. But what you do have are a very potent set of perks, skills you may have acquired over a series of Jumps, abilities that make you a nightmare for the people here. Unfortunately, you don't seem to remember the best of these things – you might be able to put up a half-decent magical barrier, but that 'immunity to harm' ability has entirely slipped your mind. Not all is lost, as there's a certain environmental condition that allows you to recall and use the best of your capabilities – problem is that it's not going to be common, and in-jump you won't know what that is or that you even took this perk. Nor can that condition be faked – it'd have to be the *real* full moon, or the *real* sunset. No fakers in this story I'm afraid.

400 – **Tainted Prize** – Oh dear. Looks like something (maybe a dimension-hopping interloper) has caused *this* version of the Grail to become tainted by something that rhymes with Angry Mango. If this thing gets activated, everyone is going to have a bad time, and you'll be completely unable to convince a certain Priest that his mission is doomed to failure – maybe he got corrupted too? Either way, you've got to stop this Tainted Grail from destroying the world, and that plan of tossing it to the Other Side Of The World…well, it's just going to result in an army of all sorts of corrupted mythological creatures spewing back into this one. You're going to need to find a way to destroy or purify it if it gets set off – and if the world is damaged enough for it to be written off, that's a chain-over for you. Don't think the Counter Force has your back here – you *are* its solution as far as it's concerned and won't be providing any aid. That means no additional Ruler, by the way.

400 – **Sadistic Witch** – Regardless of gender, you and the ones you need to be allied closest to – i.e. your Servant or Master – do *not* get along. If a Servant, your Master is either directly abusive or disdainful to your abilities, apparently more interested on making you suffer or break your own rules rather than actually winning this Great Grail War, and there's a good chance they'll use their Command Seals to make you do some pretty awful things. If you're a Master, you actually forget you took this drawback and your Servant may not seem to *like* you much but at least you can work together…which is unfortunate, because they're now plotting to betray you. In either case, you might need some outside help to *survive* this war, let alone have any chance of winning it.

400 – **Poison Chain** – Maybe you should have been more careful with what you put in your mouth, been a little less trusting with your new allies, or held your tongue rather than antagonising someone powerful. You've been poisoned, and such is the complexity and potency that nothing you can do can cure it or remove its deadly effects from you. Fortunately, someone else has an antidote. Unfortunately, it's a temporary thing, and you'll need to keep working for them to get the dosage you need to survive – and if they die, you'll be following them to the grave shortly afterwards. Keep them happy, keep them alive, and while it'll be degrading to be on their leash in a quite possibly literal manner, you'll survive long enough to finish the Jump.

400 – **Childish Obsession** – Well, aren't you driven? Quite scarily so, really. You have a specific goal, maybe to help someone or a group of people, maybe revenge. Whatever it is, it's twisted you somewhat, to the extent that you'll prioritise it over practically anything else, even your own safety and sanity. There's a good chance that you haven't exactly thought it through either, or actually succeeding in your goal could have horrible consequences. Not to mention, anyone interfering in your goals or working against your ideals, even with the best of intentions, will earn your eternal enmity. You might even willingly work with quite horrible people or trust people you really shouldn't if they can convince you they can help achieve your goal.

600 – **Battery Pack** – Good news and bad news. Good news, you're in a safe place, guarded by a reasonably sized army inside a heavily fortified castle. Bad news…you're stuck. Specifically, you are now acting as one of the many homunculi batteries created by Black Faction to power their Servants. Something about this unusual origin has nerfed your powers too, so you can say goodbye to being any stronger physically than…say…a particularly anaemic teenager. Further good news, if you can escape the tank, the basement, then the castle, you can start developing your powers again and get back to peak condition, eventually. Further bad news, if you fail to escape then your new hosts will certainly find a use for you. I hear their Caster is building something interesting, and you'd make a perfect core. Shame that if that happens, it'll count as the end of your chain.

600 – **Unfortunate Inheritance** – Usually, Magus families pass on their knowledge via implanted Crests made partly of their own magic circuits. In some continuities some of these may have an additional hidden passenger, but that's not going to be a problem here. What *is* a problem is that something went wrong – maybe a curse, maybe sabotage – but for some reason your body and soul are nigh-irreparably damaged, you're in constant pain and very weak, and you're going to crumble away by the time this Jump is over. It would take a literal miracle to help you, like some sort of…wish. Nothing else will help.

600 – **The Great Escape?** – So, you wanted to come to the Great Grail War? See plenty of combat? Immensely powerful heroes, all of that stuff? Wish granted. Unfortunately, all sides are now keenly aware of what you might mean for the war and everyone's personal goals…and have formed an alliance against you to safeguard that. They will put aside their differences, delay their betrayals, and the Red and Black faction will team up and pool their not inconsiderable resources to come after you personally. You can run, but the Riders will catch up. You can hide, but revelations will reveal you. You can't talk your way out of this, can't surrender, and wherever you go they will eventually come after you – and if you

should prove great enough of a threat or evade them long enough, they might even reach out to the Association and the Church to lend their aid. You wanted a Great War – time to fight to the death.

600 – **Old Enemy** – Turns out some foe from your past is out to get you. Whatever you did, which you may or may not actually be guilty of, they've dedicated their existence to destroying you and ruining everything you've been working for. They've been planning and arranging this comeback for more than a decade, amassing resources and allies for the sole purpose of avenging themselves and destroying you. They are guaranteed to show up at an awkward time, likely another part of the grand plan, with some sort of slightly out-of-context approach. Darnic almost certainly didn't expect a flying fortress, you won't expect whatever comes for you. Doesn't mean they scale to you or anything, but they've had a lot of time to plan this out while taking your expected capabilities into account. You can beat them and whatever forces they've assembled, but it's not going to be easy.

600 – **Horrible History** (Servant Only) – You've probably accomplished a lot, maybe enough to be well regarded by your own allies. Unfortunately, someone picked you as the basis of a character you despise, maybe a monster or some twisted parody of yourself. That would be bad enough just for your ego, because no matter what you just can't let that slight go, but it turns out the story became so widely known it's practically eclipsed your actual achievements, almost anyone thinking about you will almost immediately note your hated fictional counterpart. It's actually so significant that it's part of your legend now, a capability to transform into that twisted mockery of yourself. Of course, you'd refuse to use it, but it would be a significant boost of power and your Master might just be tempted to trigger it if things become dire enough…or they're just that unpleasant. Don't expect this to be a free power boost – if you're forced to transform, that's not really *you* anymore, and might as well be death of personality. Needless to say, that's a chain fail condition in this case.

Scenarios:

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you.

Some of these Scenarios are mutually exclusive, where that would make sense, but you can also mix and match the others as long as you can find some way to justify it. Only the Jumper can take these Scenarios and the CP rewards.

For doing a Minor Scenario you can get the Companion listed in it for Free, so long as you actually want them, and they like you enough to agree.

For taking Major Scenario you get 300CP, which you get before doing the Scenario, because you will likely need it to have a decent chance at surviving it. They are intended to be much more difficult than just surviving in a Grail War with more than a dozen Servants active, hence the CP. Any Drawbacks will still be applying where plausible in Scenarios.

Minor:

Minor Scenarios make relatively small changes to the world that could have big impacts narratively. These are considered flat-out alterations to the timeline you start off in, the 'main' Jump, and once picked will be a consistent feature from the start of the Jump or whenever they become relevant. Be aware that unless you've got some sort of Railroading perk, events in canon are almost certainly going to change a bit once you pick any of these.

-Altered Fate – This is not the happy, smiling, blonde Jeanne. This is a grouchy, snarly, white-haired Alter version of her, who is somewhat confused about what's going on and why she's here. Whether or not you prefer this version, you'll need to help her fix this mess. An additional problem, other than direct canon derailment, is that her usual version's useful Revelation skill just causes her severe migraines, which is only going to worsen her mood. Once you *do* sort out this war and the headaches stop, she might be grateful for the help? Maybe? Even if she never admits it. She might want to tag along with you afterwards.

-Battery Not Included – For whatever reason, a homunculus never broke out of a tank and started a chain of events that would save the world. Maybe they used better glass, maybe they kept a closer eye on the useful specimen, maybe that particular homunculus was never made – the specifics are up to you. This is going to change a lot of things, and it might not end so well unless you intervene. If you like, you could bring along a certain homunculus once it's all over to show them this world and others.

-Bone Daddy – On the plus side, Best-Dad Necromancer has a happy life with his adopted daughter. On the slightly negative side, that doesn't happen to be Mordred. If you don't do something, the Red Faction will get a more pliable Saber and could end up with a major advantage in this Grail War, not to mention the potential ripple effects this could cause. Maybe you can get hold of a certain catalyst and try calling up the Knight yourself? Even if they can't get their wish here, they might want to tag along if it looks like they can prove themselves worthy in another way.

-**Red Court** – You're definitely working with the Red Faction now. Either you're a willing collaborator with Shirou Kotomine, or you've taken his place, and you need to aid or lead the Red Faction to victory in this Great Holy Grail War. In either case, if you happen to suitably impress a certain poisonous queen, they might be willing to come with you. I would advise being able to provide a decent throne, and they're fond of chocolate. Alternatively, you can bring alone any other single member of Red Faction for free, if you prefer and they agree to it. Mutually exclusive with **Dark Brotherhood.**

-**Dark Brotherhood** – Not only do you have the snazzy uniform, you're either working with or leading that coalition of Magus families, and you need them to win the Great Holy Grail War. If you like, you can bring along any single member for free. Maybe a cheerful Paladin wants to visit other worlds, maybe you want to give a Dragon Slayer a chance to make their own choices, maybe you want to befriend a particular artificial human, or maybe you adopted a very dangerous child. Mutually exclusive with **Red Court**.

Major:

Major Scenarios that massively alter the world can be considered alternate dimensions that you get transported into while you deal with them, but you can't leave until you're done with them one way or the other, and you can take them at any time during the Jump. Consider time paused in the main Jump till you deal with them. Any Drawbacks enforcing enemies that wouldn't be present in a given Scenario will result in suitable counterparts being present.

-Holy Grail World War – You might have heard of the subspecies Holy Grail Wars, cases where there were attempts to re-create the Heavens Feel Ritual after the Greater Grail went missing. While you won't be encountering the particular brand of insanity involving a corrupted Archer and the return of, a single incident might have been preferable to this. You need to put a stop to *all* of these minor rituals, since even if they're less potent than the complete thing there are still a lot of them and even an improperly aborted one could destroy at least a city. That's not even including the potential for a chain reaction. If you like, you can get involved in the same war that one Waver Velvet does.

-Garden of Eden – Either Caster of Black got his pet project up and running early, or you've slipped into an alternate future. The World is being overwritten by 'Eden', and the Golem Keter Malkuth has managed to surpass its creators' greatest expectations as it seems to have fused the Greater Grail into itself for a colossal boost of power. If you stay here for too long, you'll be converted into nothing more than fertilizer for the world-spanning 'Garden', and the only way to leave is to destroy the immensely empowered Golem. That's going to be difficult, considering it's *much* bigger than it ever got in canon Apocrypha, significantly more durable, and it'll almost instantly regenerate if *any* part of it is touching the ground or its core remains intact.

-Ghost Town – Maybe Shirou Kotomine achieved his Wish earlier, maybe you arrived later. Either way, the Grail is hard at work steadily converting humanity into pure souls, ascended and eternal through mass application of the Third Magic. Other than questionable ethical and philosophical problems this causes by forcibly altering peoples bodies and minds against their will, such a state will cause 'humanity' to become static and unchanging…which will promptly lead to this entire timeline being culled and you along with it. To stop this, you'll need to destroy the Grail. Easier said than done, with the now ascended former Ruler protecting it with his entire existence, and he won't be running out of energy until you deal with the Grail or this timeline ends. He's entirely unwilling and perhaps unable to listen to reason.

-**4th Reich War** – Remember how in the Apocrypha Timeline the Nazis briefly stole the Greater Grail, working with Darnic before he betrayed them and took it for himself? Well, this Scenario puts you into a timeline where they got him first. Maybe his Irish Lancer's luck finally caught up with him? Whatever happened, the Nazis have had decades to work on the Grail, and thanks to what knowledge they gleamed from it they were able to win World War 2 and conquer much of the world. Somehow. Maybe they were able to create a special bomb from the Grail, who knows. Now, the Eternal Reich is preparing to finally activate the Grail and make that title rather more literal than figurative, retroactively altering history so it *always* ruled the world and always will. For obvious reasons, this is not a good thing, and

such a wish being achieved will wipe you out of this timeline and end your chain. Now it's up to you to recapture the Grail and use the wish to turn this back to the normal timeline – that's the only wish this Scenario will allow you or any allies to make. You just need to get through Nazi occupied territory, into Europe, into the heart of Hitler's empire and penetrate the numerous defences surrounding the Grail, which are both magical and mundane, and includes a wide variety of potent magical artefacts created by horrific experiments or looted from the rest of the world, not to mention whatever monstrous Servants the Nazis decided to summon to act as guards and sacrifices for their plans. Your opponents are quite prepared to funnel everything at their disposal against you once they realise what you're up to due to the absolute win/lose conditions involved, and you aren't going to have a lot of allies. Consider it the Nasuverse version of Wolfenstein. You start off in the still-burning ruins of Japan, and you have 1 year before the wish gets granted to the Nazis. Maybe you can trigger some overlooked system in the Grail to get a few more Servants on your side to help out?

Ending:

The Jump is finished. Your time here is over and it's time to make your final choice. You have three choices for what to happen next.

Do you wish Go Home to your point of origin, where you lived before the Jumps?

Do you wish to Stay Here, with allies and enemies you might have made in this world?

Do you wish to Leave and continue your journey to another world, a new Jump?

Notes:

Thanks to anyone who's ever worked on other Fate-related Jumps, such as Valeria, as their hard work and wonderful examples gave me the idea to do this. Full credit can go to them.

-Demi-Servant and Pseudo-Servant:

These are functionally the same as far as you're concerned, as you'll be the one in charge of the body, and there will only be another mind present if you want that or due to the effect of any Drawback specifying so, you can consider it a mindless and soulless patch onto your existing abilities. If you picked options that make you a living Master here, then you become a Demi-Servant. If you picked options that make you a summoned Servant here, then you become a Pseudo-Servant. Whether or not you can still enter an astral state is up to you, unless there's some Drawback enforcing this.

Demi-Servants are humans whose bodies have taken up the power and abilities of a Heroic Spirit, allowing them to function as a Servant. An example of this in the Nasuverse is Mash Kyrielight, though she doesn't start off with full awareness of exactly whose power she's borrowing, so she has to slowly figure out exactly what she can do and how to use her Noble Phantasm, and she's effectively reliant on the permission of the Heroic Spirit for the power it grants. You, on the other hand, won't have that particular flaw, unless you've got some sort of Drawback limiting this knowledge and access to power.

Pseudo-Servants are the result of Heroic Spirits and Divine Spirits that cannot become independent Servants for some reason, so they are instead summoned by using another body as a vessel. The resulting combination isn't exactly each individual, but a combination of powers of both parts mingling in such a way that they have abilities not present in the original Servant. The thoughts and personality may conform to that of the vessel as well, if the spirit decides it's best to give over control, while other spirits may have a more direct approach. An example of this in the Nasuverse is the Goddess Ishtar, possessing the body of a human Rin Tohsaka, and while the mind in control is Ishtar they're influenced by their host's personality. You, on the other hand, won't be influenced by your host's mind or personality unless you have some Drawback stating otherwise.

-Major Scenarios:

These don't have specific rewards other than the additional CP you can have for taking them, which you'll likely need to be able to succeed, but strictly speaking there's no specific rules saying you can't grab things from inside the Scenario if you have that ability. If the CP is enough, great. If not, feel free to pick up what you like so long as you can still finish the Scenario.

-Minions via the Castle, Tomb and Skeleton Army Items:

Some of the Items give what is essentially a supply of minions, with capabilities and specialties that aren't intended to overlap too much. Jumpers will most likely find ways to upgrade whatever they have anyway. The Skeletons are intended as expendable shock-troops, rapidly deployed and utterly fearless but lacking much more than that. The

Homunculi have more vulnerabilities since they're organic and need to breathe, but they have a greater variety of capabilities such as the ability to learn and use combat-applicable magic, as well as their application as a power source. The Ghosts don't have the raw power of the other options but can be used in a far more subtle manner. The Golems are intended to be bigger and more durable than the others, but they start off being produced at a slower rate and better suited for armoured support rather than numerous cannon fodder, not to mention being rather obvious. Of course, Jumpers will likely find ways to augment, alter and/or combine these sorts of things, and they're free to do so.

-Difference between 'Test Tube Babe' Companion and 'Mana Batteries' Item:

Consider the single subject far more customisable and higher quality than the more numerous option, as well as able to learn and adapt much faster if that's what you want. The former is also a Companion and will respawn if killed and still be the same person, while the latter count more as Followers or NPCs so unless you specifically turn them into Companions they won't have the same protection. The 'Mana Batteries' don't have the same longevity as the Companion either, unless you do something to change that.

-Servants

Exactly how Servants work outside of this Jump and the Nasuverse is up to you. Maybe you still have to provide them energy so they can stick around, maybe they can still go into an astral state, maybe they need something specific to harm them, maybe they're resistant or even immune to certain things. Maybe other Jumps will enforce certain conditions. Go with what works for you, and/or you choose regarding any Servant Supplements you use. Regarding Servant Companions you bought or imported for this Jump, you can either have already summoned them so they're with you the moment you start, barring Drawbacks and other interference, or you can set up the summoning ritual yourself and call them up that way. Since you went to the trouble of purchasing or importing them, you won't need a catalyst and while you will know the appropriate summoning incantation you can alter this a bit if you like. If you are a Servant, you can appear inside the circle like you've just been summoned by your Master, complete or you can have already been summoned and just get straight into things. This is mainly thematic and up to personal preference, not intended to provide inherent advantages or disadvantages.

-Drawbacks

These may override perks as written, depending on the wording, but if you can find some reasonable loophole or way of mitigating an issue they cause then you can exploit it if you want. Sometimes overcoming a problem by being inventive is more entertaining than seeing someone with no way to get around an issue.

-The Pale Lady

This is one Justeaze Lizrich von Einzbern, also known as the Holy Maiden of Winter and the Master of Northern Alchemy, who was the head of the Einzbern family at the founding of the Holy Grail War and well acquainted with one Zouken Matou. She was a homunculus born to become the core of the Greater Grail, and the one who devised the ritual of

Heavens Feel. She was sacrificed as the key to re-enacting the ancient sorcery. All subsequent Einzbern homunculi were manufactured based on her as a model. In Fate/Apocrypha, she appears inside the Greater Grail, and in the Heavens Feel route of Fate her personality briefly surfaces in Illyasviel von Einzbern when she confronts Zouken, where she chastised him about losing his way. The reason that Zouken would be so surprised to see her is because his original goal was to live long enough for the Grail to become completed, and he gradually deteriorated as his soul rotted to the point he only had his abnormal immortality obsession left and forgot why he was trying to survive. It would be a bit of a wakeup call to him, to say the least, if she was brought into any Fate timeline where he was still around, since he let himself die after remembering everything in the Heavens Feel timeline. As an optional Free Companion it seemed a bit unfair to get a legendary Alchemist or potential Wish-Granter, which is why this knowledge and power aren't present in this version. It's up to the Jumper whether or not they want to change this state of affairs through their own effort. The Greater Grail still works here if you have her as a Companion, maybe it can be explained away like a certain other homunculus making a secondary body?

-Holy Host + Being a Demi-Servant Master + Normal Servants

Holy Host is intended to represent the situation that Ruler has. If you're a Demi-Servant Master, the Holy Host drawback makes the optional consciousness of the Servant fiat-backed to be active instead and makes them slightly more difficult to get along with. It's not impossible, but they won't necessarily agree with and support everything you do depending on their personality and any personal goals. Your normal Servant is unaffected the difficulty caused by the Drawback in this case. This isn't intended to add another Servant inside you to take along afterwards, unless you paid for them as an additional companion, otherwise it's more of a free power boost or a free companion from a Drawback. Of course, if you can find ways around these issues, feel free to do so.

Changelog:

V1.1

- No longer a Jump For Ants (font size increase).

-Formatting/Spelling changes.

-Prana Hound removed – mistakenly included when it turned out that's only a F/SN thing.

V1.2

-Altered Scenario Rewards – Minor Scenarios now only get Free Companions instead of CP, Major Scenarios only get 300CP, clarified you get the CP before the Scenario starts so you can actually use it to help survive the Scenario.

-Item Price reduction – Original General Items now half-price since they have limited use compared to Origin-specific ones.

-Tomb Hideout – Optional corpse contents now far more valuable, remains of notable figures could be used as catalysts, the right talent could allow a ghostly defence force (since 'skeleton army' is already elsewhere in the document) that can be used for spying, and the base won't be affected by earthquakes or natural cave-ins.

-Castle~~vania~~Yggdmillennia – Now has multiple factories for rapid golem production with machines that you can add your own designs into. Castle as a whole should be better for multiple mages with different specialisations to work together, attracting talented Mages.

-I Am Fire, I am… - Clarified that while this looks like a mini-Fafnir, you can't use it as a way to harvest super-toughening blood. Jumpers can find other ways to do that.

-Companions – Altered the 'Local' option a bit to make it easier to bring along people who wouldn't want to be separated, while not making it any easier to bring along anyone who would very much want to be separated. Clarified that it doesn't have to be canon pairs, just whoever has a suitable working relationship in your Jump. Added that you're allowed to track down any other Fate character you want with the same rules.

Of course, if the Jumper has some alternative method of acquiring Companions/bringing them in, they're free to use that instead.

V1.3

-Altered Jump Font Size again, as previous correction may still have been too ant-like.

-Altered the perks Valeria pointed out.

V1.4

-Altered perks that still looked too similar to existing Jumps, altering the names and putting them into the Undiscounted Item category instead so there is a very clear difference.

-Changelog and Notes have their own pages.

-Added clarifications in Notes about what a ‘Demi-Servant’ and ‘Pseudo-Servant’ are.

-Rephrased ‘Servant’ and ‘Master’ Companion options.

-Explained Major Scenario situation regarding no specific rewards in Notes, allow for Jumpers picking up things during the Scenario if they really want and have the ability to do so.

-Clarified reasoning behind different types of Minions in Notes.

-Added ‘Moon Fighting Spirit’ to account for a feature of this Jump’s timeline.

-Clarified ‘Test Tube Babe’ and ‘Mana Batteries’ differences in Notes.

-Added an Author and Version name to distinguish this Jump from any other Fate/Apocrypha Jumps that get made or already exist in some form.

-Mentioned that Jumpers get the 1000CP at the start to spend in this Jump and noted it’s possible to have more via taking Drawbacks.

-Added more of an explanation about what Drawbacks and Scenarios are.

-Clarified near the start that if a Jumper is following the usual rules they’ll be in the Jump for 10 years, not accounting for Drawbacks, but if they have some alternate approach to how long they stay they can use that instead.

-Added further clarifications for Servants, giving more options on how they work out of Jump and how you can start off with any Master or Servant Companions.

-Slightly modified ‘Test Tube Babe’ Companion option to make it clearer what Magecraft they’re capable of, and some extra use for the tank they show up in.

-Added more of an explanation for what Locations and Origins are and why they might be important.

-Clarification for Drawbacks, noting that while they technically override Perks, any inventive Jumper is free to work around them if they can figure out how.

-The Pale Lady explained, based on Justeaze, the core of the Greater Grail, and while significantly nerfed from that as a Free Companion a Jumper is free to change this state of affairs if they can figure out how.

-After feedback on ‘Magus Specialization’ being too weak for the Great Grail War, added another tier to allow becoming a prodigy that matches the likes of Darnic and Fiore.

-Added clarifications on ‘Holy Host’ drawback regarding being a Demi-Servant Master into Notes.