Fate/Grand Master Jumpchain
Version 1.0

Welcome back to Chaldea, traveller. If you're familiar with the world of Fate/Grand Order then you already know something of what awaits you here: human history has been incinerated by the machinations of the King of Mages, leaving only the men and women of the Chaldea Security Organization left to oppose him. In another time and place it would've been a completely ordinary person who became the last master and led a team of servants to victory on mankind's behalf, but here and now that's no longer the case. For this isn't the world of Fate/Grand Order but of the many depraved h-doujins based on it, from the *Marked Girls* series authored by Suga Hideo to the works of Asanagi and Bbsacon and many others like them. In these worlds the Last Master to whom this great responsibility falls turned out to be such a hopeless pervert that he even warped the rules of the FATE system to his benefit, but that perversion may be the very thing that humanity needs most.

Now take this **+1000 CP** and go have some fun with it.

Origins

Master

You're one of the last humans left alive on Earth after Goetia incinerated human history. Luckily you also happen to be one of the best-suited humans to help resolve this crisis, perhaps even replacing Fujimaru Ritsuka as the Last Master of Chaldea. You may freely choose your gender and set your age to anything seventeen years old or higher.

Servant

You're one of the many heroes and heroines summoned to Chaldea to help with the restoration of human history. Whether you were actually part of that history or if you're one of those weird exceptions that keep popping up makes no difference, you've got the skills and the firepower to do battle with your master's foes. You may freely set your gender to female if you wish. Your age may be whatever is appropriate.

This origin gives access to Valeria's Servant Supplement, with 1000SP to spend there and the ability to transfer CP in this jump into SP in the Supplement on a 1:1 basis. This jump is a Tier 2 jump within the Supplement.

Location

You will begin your journey in *Singularity F: Fuyuki City*, before returning to Chaldea.

Discount Rules

Perks and items associated with an origin get a 50% discount off the listed price and the associated 100 CP options are free for that origin.

Perks

General

Porn Logic (Free)

At least you'll be well-prepared if you wind up needing to repopulate humanity from scratch, right? Sex never has any 'realistic' inconveniences for you; unwanted pregnancies, social diseases, inconvenient chafing, etc., all of these things are cheerfully handwaved away. Your partners won't even worry about them, or notice anything odd about the lack of them.

Master

Masterful Lover (100 CP)
Being surrounded by history's most powerful heroines can be really unhealthy for a man's ego but you've got a few strengths of your own under your belt, so to speak. Your sexual prowess is a match for servants like Astolfo or Cu Chulainn, heroes legendary for their insatiable desires and countless sexual conquests. Your skill in bed is top-class and you have the strength and stamina to fuck for hours without rest, making you a worthy partner even for superhuman lovers. Your sexual attributes are no less impressive, from the size of your cock to the strength of your pheromones, and if you ever find them lacking you can train your body's sexual qualities just like any muscle, using intense "workouts" in place of exercise.

Humanity's Last Virgin (100 CP)
Chaldea seems to attract all manner of weirdos to become its master candidates and you're no exception to the rule. Seriously, how does such a hopeless pervert even manage to function in polite society without being arrested for sex crimes? You can get away with all kinds of perverted misbehavior without any real consequences as long as nobody gets hurt by your antics. Copping a feel of your kohai's butt, popping a boner in front of a goddess, random acts of public nudity, it all gets brushed off as irrelevant or annoying silliness at worst, causing no lasting damage to your reputation or relationships. Even your most peculiar fetishes tend to be ignored or tolerated rather than ridiculed: you might get snarky comments if someone finds out that you've got a thing for traps or little girls or whatever but that's the most it'll ever come to.

Great Temptations (100 CP)
Even if they seem pure and noble at first glance all servants still have carnal desires just like anyone else. All it takes is the right person to wake them up and set them loose, and that person is you. Whatever you might lack in magical power or skill with a blade you more than make up with raw animal magnetism. Like the legendary Casanova your suave charms can unlock the hearts of any man or woman alive. No matter how far out of your league they may seem there's no obstacle you can't overcome with persistence, from the pride of a goddess to the faith of a holy maiden to the loyalty of a devout wife. Some may need a little more convincing than others before they'll open their hearts to you, but with time and effort even enemies who once hated you can be charmed right out of their panties and fall head over heels for your charms.

Servants and Slaves (200 CP)
Hostile servants are some of the greatest threats you'll face as a Master but why kill them when you could persuade them to join you? Your sexual prowess steps into the realm of legends, making you a match for the likes of Medb or Kiara in the bedroom. When you turn your tantric talents against your enemies, the pleasure you give them is as potent as any magical curse, stripping away their strength and clouding their minds with lust. An orgasm is as potent as a killing blow and leaves your foe weak and vulnerable, though servants with great power, endurance, or inherently lewd natures can be much more resilient against your skills than others. Even if you can't match a servant in battle, you can drag them down to your level and beat them with the power of your cock, if only until the afterglow fades and their strength returns to them.

Tantric Transferer (200 CP)
A master's most basic duty is providing mana for his servants, and while you may not be a skilled magus your magical circuits and the mana you produce are of extremely high quality. You could power an entire harem of servants without straining yourself, and in a pinch you can refuel them quickly via tantric rituals. Your sexual fluids are packed with mana of such quantity and quality that a single load could fill the tanks of a weak servant and a few more will satisfy all but the neediest heroines. This has a curious side effect of making your fluids taste oddly delicious, so don't be surprised if your partners begin to crave the taste of it after being stuffed full of your essence over and over again.

Master's Authority (200 CP)
To any Master worth his command seals the titles of Master and Servant aren't just for show. Even if your servant can squash you like a bug they don't call the shots in your relationship, not when they instinctively recognize that you are meant to command them. You have a dominant nature and the arcane authority of a Master over all magical beings who are bonded to you, such as servants and familiars. As these bonds grow stronger, submission and obedience become second nature to your servants even if they were once queens, goddesses, or famous rebels in their previous lives, until their loyalty and fondness for you quells their stubborn pride and their bodies and souls yearn to submit to you. Only horrible abuse can push your servants to betray you, and no amount of corruption or mind control can subvert their loyalty once earned.

Master of Magecraft (400 CP)
All but one of the original master candidates were magi, and for good reason. Who would ever imagine an ordinary human being of any use in a battle of servants and ancient magic? Unlike Fujimaru Ritsuka you are an experienced and talented mage, similar to one of the crypters in your magical prowess and having one particular field such as runes or elementalism where you're a natural genius. Your magic is especially potent when put to tantric uses, like reinforcing your cock or hypnotizing your partners into bed, but your greatest strength lies in countermagic, allowing you to dominate enemy magi by hijacking their spells and turning their own power against them. Mages with greater skills than your own are immune to such tricks, but a magi of inferior or roughly equal skill can easily be shown their place as you effortlessly dissect their mysteries and add them to your arsenal of magical knowledge.

Depraved Ascension (400 CP)
One major limitation of the Fate system is in how it often summons servants in weakened states requiring magical processes and materials to refine their saint graphs back to their full power. Well if Chaldea can't help your servants fight to their fullest then you'll just have to pick up the slack! You can boost the abilities of your servants through mana transfers, reinforcing their saint graphs with your own energy and bringing out their best possible performance. Any time you have sex with a servant any excess energy not used to refill their mana reserves is invested into raising their overall abilities. Each transfer confers only a minute improvement but over time they add up and can increase the ranks of your servant's skills, attributes, and even their noble phantasms. It's even possible to heal injuries inflicted through battle as well as curses or other damage, allowing you to heal a crippled servant by filling her with your essence. Following this jump non-servants can also benefit from these donations of power in similar ways.

Nega Thot (400 CP)
With such a vulgar nature as yours your enemies could be forgiven for assuming that you'd be simple to corrupt, a mere beast easily led astray by your base urges. But while they have you pegged as a pervert, when the chips are down your willpower is shockingly sturdy. Those who wield charm spells or seduction as their weapons of choice find that those charms are worse than useless against you. Not only will they fail to make the slightest dent in your willpower whether they use mundane charms or magical spells, but whenever you resist or ignore their charms *they* will become beguiled with *you* instead, as if you'd turned their own magic against them, mingled with your own charm. The same is true for those who are blessed with superhuman charisma, like the many great kings you're sure to encounter. Those who depend most on their supernatural charms will be the first to find themselves bound and helpless in a web of their own making, turning even a goddess of lust and beauty into your plaything in no time.

The Last Master (600 CP)
An ordinary master would only partner up with a single servant, but as a Master of Chaldea you'll need to command dozens of them if you're going to restore humanity. But you're no ordinary master: you have the talents and charisma of a natural leader, an expert tactician well-prepared to command servants in battle. Your capacity for leadership and tactical prowess will bring out the best possible performance of any allies who place themselves under your command, and so long as any chance of victory exists you'll always be able to spot the thread in the chaos of battle that will lead you to that victory. Of course no true leader can be expected to lead just one person; you're able to split your attention between many different servants and make each of them feel valued or loved. It wouldn't be difficult at all for you to forge your servants into a harem of lovers and iron out major points of conflict between them, like persuading Mordred and Arturia to bury the hatchet and cooperate with each other.

Grand Master (600 CP)
Chaldea's command seals were never intended to become as powerful as they are in your hands. Useful tools for controlling *allied* servants, yes, but weapons to subjugate *enemy* servants? That's a feature *you* brought to the table. Much like EMIYA's relationship with swords, you are closely-aligned with the concept of Mastery, Authority, or a similar theme, perhaps as deeply as your Origin. Any spells or magical abilities relating to this concept are far easier to learn and use and far more powerful in your hands than is normal. Any amateur can create magical ropes or chains with Projection but yours could be strong enough to bind a servant, at least a weak one, as securely as any ordinary human. Even with little magical talent you can achieve similar results in fields such as summoning and binding, mind control, and so on, while a talented and experienced magus could achieve results nearly on par with True Magic. You're even able to sidestep many commonly-accepted rules of how magic is supposed to work in these areas, like wielding command seals against enemy servants you would normally have no authority over.

Servant

Walk Without Death (100 CP)
Most magi will tell you that magic isn't a toy and needs to be taken seriously, but it seems an awful lot less dangerous than it's hyped up to be, at least when you're using it. Any magical abilities you might have are safety-proofed against friendly fire, collateral damage, and any risks of backfiring. You could unleash your most powerful spells or a noble phantasm even with your squishy human master directly in the line of fire with no fear of harming him whether directly or through any collateral damage you may cause. Even when you use your powers directly on a person you don't want to harm, they never misfire except in harmlessly lewd ways, such as blowing your Master's clothes off or swapping their gender for a few days. You're able to toggle off this perk's effects if you *need* to harm a loved one or yourself for some unfathomable reason.

Chariot Lover (100 CP)
Never let it be said that you can't take a *lot* of punishment. Servants are already superhumanly durable by human standards but you go above and beyond what's normal even for them, being as tough as nails not only on the outside but on the inside too, easily able to endure all kinds of rough play with your partners. From taking a massive cock all the way to the womb or tentacles fucking you from one end clear through to the other, to enduring the attentions of brutish men with incredible strength and no reason to be gentle, you're functionally invincible against injuries suffered in the throes of lust, allowing you to get every ounce of pleasure out of being fucked by a Berserker without any risk of permanent damage. Of course this *only* works on those sorts of injuries, taking a sword through the ribs is quite another matter entirely.

Ten Out of Ten (100 CP)
Servants come in all shapes and sizes but rarely do they ever manifest in forms that would be considered grotesque. With the exception of those with inherently hideous or depraved natures like Giles or Mephisto it seems that history likes to airbrush heroic spirits into their most attractive forms and keep them that way as much as possible. You've reaped the benefits of this special treatment, becoming so attractive that you make heads turn just by walking into a room. Whether as a handsome man, a beautiful woman, or a child with the face of an angel your heroic visage is spellbinding and remains so even when splattered with the blood and gore of battle (or other unmentionable fluids). Even these wash away easily given even a slight chance to do so, along with injuries or other conditions that might mar your appearance.

Taking the Heat (200 CP)
A good servant always keeps her Master safe from harm no matter how many foes might be gunning for his head. You're exceptionally skilled at guarding your allies and drawing the attention of their foes away from them and onto you. Whether by making a huge nuisance of yourself, taunting them into a blind rage, or from your sheer refusal to *just die already,* once you cross swords with your foes they can't help but be compelled to keep their attention focused directly on you until they've either beaten you or one of you has retreated from battle. Just take care not to draw more attention than you can handle unless you're keen to wind up flat on your back.

Begone Thots! (200 CP)
Chaldea has only one Master but many Servants, and therefore many rivals who might want to steal your Master's attention away from you. But they'll have to get up *really* early in the morning if they want to pull one over on you: simply having a romantic interest in someone is enough to hinder anyone else's efforts to intrude on that relationship, barring any who had an interest before you. A shifty snake trying to sneak into your lover's room at night finds her path coincidentally barred and her plans foiled without you even needing to raise a finger, and it only becomes harder and harder for your rivals to make any impact at all as your relationship develops and you grow ever closer to your beloved.

Sword and Sheath (200 CP)
Under rare circumstances a master and servant will be ideal partners for each other, clicking together like puzzle pieces and completing each other like nobody else in the world possibly could. For one person in particular you're the piece they've been missing; a student in need of a mentor, a boy without his mother, or a sword without her sheath. You click together in perfect harmony with that special person from the first moment you meet. Any actions you take together are enhanced by this unique synergy; a date somehow turns out perfectly even under trying conditions, a shared dance becomes a masterful performance, and in battle you support each other perfectly, both of you becoming much stronger together than when you're apart. Of course it goes without saying that the sex is also amazing, much better than anything you could ever experience with another person.

Black Widow (400 CP)
You might not necessarily appreciate all the attention your good looks bring you but at least you're able to exploit it for all it's worth. You're able to use your beauty to your advantage in battle and distract your foes into making stupid mistakes. Just by virtue of looking good any enemies who would normally be attracted to you find it that much harder to fight you, often stopping and staring when they really should be dodging your attacks or trying to take you down, and generally becoming far less competent while they're thinking with their dicks. Even if they beat you your enemies will usually be too distracted by their desires to finish you off properly, instead taking their time to enjoy themselves with you and giving you many opportunities to catch them by surprise. However once they've satisfied their appetites all bets are off.

Shield of Rousing Resolution (400 CP)
A servant's most important duty is protecting their master from anything that might threaten them. Much like Mash, you're able to project your defensive abilities across the bond between you and your master in order to cover for them, allowing you to passively intercept many effects like spells, poisons, or curses by redirecting their effects onto yourself and your own defensive capabilities. Curiously, effects which impact your master often affect you in far more perverse ways than was intended. A deadly spell rebounds off of its intended target and strikes you as a genderswap curse, while a dose of poison might transform into an aphrodisiac once it's in your veins. Take care however, as anything you can't endure can't be redirected.

Thighs Sensei (400 CP)
The dead are not meant to govern the living, but nobody ever said that they can't pass on some valuable lessons while they're here. You have a gift for passing your skills on to future generations and much like Scathach's teaching methods it works best when you're also fucking your students. Any skill you learned well enough to use can also be taught intuitively, and even the dullest master can grasp the lessons you impart to them without difficulty. Having sex between lessons just makes those lessons sink in that much more effectively, allowing your students to master your teachings in a fraction of the time they'd normally require. Even a common boy of the modern age could become a skilled and powerful magus under your watchful eye. Moreover your tutelage helps to accelerate the development of any romantic feelings that your students might have for you, turning a puppy crush into the sort of love that inspires epic sagas.

Mana Burst: Love (600 CP)
Magi boast about the strength of their magecraft and servants are rightly proud of their noble phantasms but no power in this world is greater or more profound than the power of love. You hold that power deep in your heart: whether you wish to be the invincible shield of your senpai or a virgin laser piercing the heart of the ultimate thot you can use the power of love as a substitute for mana or health. In any battle where a loved one's life is on the line you're able to hit harder, move faster, endure longer, and fight harder than is even physically possible for your body and abilities. There are few limits to the extremes you can reach in physical or magical power through this enhancement but be warned, such power does not come without a price. Exceeding your limits this way effectively redlines your performance, inflicting unavoidable damage to your body proportional to the amount of it that you used. Small amounts used in a desperate battle may only make you pass out and require medical attention once the battle is over, but the power needed for an ordinary servant to deflect an all-powerful noble phantasm or slay a Beast in a single blow would be more than enough to kill that servant outright.

Eternal Summer (600 CP)
Every now and then Chaldea goes wild with a festive atmosphere despite the looming threat of mankind's annihilation. Swimsuits and sexy costumes replace battle armor while deserted islands and exotic resorts become the latest battlefields for the fate of the world. But while normally these "events" would only occur inside isolated locations like a singularity, in your case that power rests in your hands, turning you into the central point of an everlasting summer, a party that never ends. Did you perhaps get your hands on a holy grail? Regardless, if you are a Servant you immediately gain a second servant form with an amount of SP equal to your base servant form, which you must spend on a second lewd servant form with the Summer or Red templates as well as skills and noble phantasms with a lurid theme of some sort, like a dominatrix, a lingerie model, or a playboy bunny girl. If you are not a servant you instead gain 1000 SP and access to the servant supplement to build a new servant form using the same conditions and limitations. You're able to switch between this form and your main servant form at will.

Items

General

Command Seals (Free/Restricted)

Exclusive to the Masters of Chaldea, these three red sigils are powerful spells representing the authority you hold over your Servants. Command seals can be used in several ways ranging from giving absolute orders which force your Servant to perform actions they would normally refuse, to fully healing an injured Servant or readying their noble phantasm for use, to calling them across time and space to bring them to your side from a great distance. Naturally they can also be abused for all manner of depraved uses, such as amplifying a Servant's sense of pleasure so high that they'll orgasm at the slightest touch, giving them powerful compulsive fetishes, or instantly changing their bodies and saint graphs, like forcing a woman to grow a cock or transforming a servant's armor into bondage strong enough to imprison her. The seals will work for any Servant you contract with, but you don't gain more of them by recruiting additional Servants. They will regenerate at a rate of one every 24 hours, up to a maximum of three.

Master

My Room (100 CP)
A set of spacious living quarters, the rooms you received from Chaldea probably belonged to someone on the command staff before everything blew up. This luxurious apartment comes with a king-sized bed large enough to accommodate an orgy, a lavish bathroom, and a few spare rooms that can easily be remodeled into a magi's workshop or a sex dungeon. An intimate atmosphere pervades the whole apartment, helping to set the mood for seducing any visitors you might bring over and making your quarters the perfect place to advance your relationships to the next level. Unwanted intruders will find themselves contending with a set of security wards that can guard your privacy against all but the most skilled casters or assassins.

Summoning Catalysts (100 CP)
Before you can summon a servant you need a summoning catalyst, unless you're willing to trust your fate to the whims of random chance. Most masters use ancient relics or magical artifacts to summon particular servants, but you have something much more personal: a collection of panties and other unmentionables taken from the servants themselves. Every time you seduce a new partner you'll find a set of their lingerie added to this perverse trophy collection, another notch on your figurative bedpost. These catalysts power up your spells if used as ritual aides, allowing you to easily summon any servants you've seduced before, or penetrate any magical resistance they may have when using other sorts of spells on them.

Mystic Codes (200 CP)
Even if you have a Shielder-class servant at your side there's no such thing as having too many defenses when you're Chaldea's only remaining master. You've obtained a whole wardrobe of mystic codes ranging from stylish business suits to arctic winter gear to swim trunks. Appearances aside these outfits are battle armor for magi, helping to protect you against the many hazards of the battlefield via defensive wards and enchantments of many sorts. A proper magus can reinforce these defenses and make them exceptionally strong, but even a rank amateur will be well-protected against the kind of collateral damage that inevitably happens in servant battles. The magic powering the defenses can also be redirected into reinforcing your magecraft, significantly powering up your spells at the cost of a drop in protection for a brief period.

Spirit Chains (200 CP)
The possibility of servants rebelling or betraying their masters was never far from the minds of Chaldea's founders, so a great deal of effort was put into researching and developing spells and devices capable of restraining them. This mystic code is one attempt at a solution to such concerns: inspired by Gilgamesh's beloved Enkidu (though he'd be *profoundly* insulted by that comparison), these magical chains are easily conjured with basic projection magecraft but unlike most objects they can be magically-reinforced with no upper limits aside from the caster's mana supply. The chains also bind their prisoners in spirit, preventing them from making use of any magical abilities or noble phantasms they have, though hostile servants will need to be taken by surprise or subdued before their abilities can be completely sealed off.

Training Gear (400 CP)
Chaldea needs its servants in top physical condition, but many need help tuning and enhancing their saint graphs to reach their peak performance, and a single master can only train so many servants at one time. Thankfully Da Vinci has created a depraved contraption to help lighten your workload, a substitute master in the form of a sex machine which handles mana transfers autonomously. The machine's programming is based on your sexual skills and it can even use any perks in your arsenal related to slave training on your behalf. Though its intended purpose is to maximize the efficiency of mana transfers it can also be used as an extremely effective interrogation device, capable of cracking the resolve of a hostile servant in no more than 72 hours of constant edging or orgasm torture, whichever it deems more efficient.

Chaldean Summoning Circle (400 CP)
Chaldea has done more to advance the field of servant summoning than anyone in human history, and as the master of Chaldea you're the rightful heir to all that progress. This summoning circle is a replica of the one in Chaldea's summoning chamber save that it lacks a nuclear reactor: you'll need to supply the mana for your summons on your own, which can be extremely taxing even for a powerful magus, but as long as you can provide enough mana to support them you can summon servants in future jumps and take them as companions using whatever companion options are available in those jumps. Further, this summoning circle allows the summoning of alternate versions of known servants; by reaching into parallel worlds you can summon a busty female Gilgamesh, adult versions of Nursery Rhyme or Jack the Ripper, and so on. Simply by altering the circle's parameters you can filter the circle's summoning results, such as making it summon exclusively female servants or only MILFs or lolis and so on.

Slave Seal (600 CP, requires Command Seals)
A master's command seals are arguably his greatest weapon apart from his servants, and a great deal of effort was spent by Marisbury Animusphere on maximizing their power and potential. Like the Sirius Light seals these Slave Seals are products of that research, a set of enhanced command seals which reinforce your control over servants, familiars, and other beings which have similar magical bonds with you. Having such bonds causes your servant's body to become soft and lewd, making them very sensitive to pleasure and trivially easy to corrupt and train. Even kings and goddesses can be reforged into slaves or pets once they become your servants, and the more submissive your servants become the more power they receive when it comes time to use your command seals in battle. A well-trained servant with a high affinity for you could gain many times as much power from a command seal as an untrained servant, and the strength of a well-trained bond makes it all but impossible to sever your connection to your servants through magical means. If you wish, you may cause your seals to manifest as a runic tattoo somewhere on your servant's body, such as right over the womb or around the throat like a collar, to demonstrate your ownership.

Unlimited Slave Works (600 CP)
It takes a uniquely twisted individual to take the greatest heroines in history and turn them into a harem of sex slaves. Is it any surprise to you that your soul is just as depraved as your personality? You possess a reality marble, a mental world housed within your soul which you can project over the real world, dragging others around you into it. This world is a magical sex dungeon, an endless prison which your adversaries can escape only by killing you, while defeated foes instead become your prisoners and can only be freed if you are defeated some other way. Your reality marble contains all manner of fiendish devices designed to punish and enslave, including any appropriate items you might have gathered elsewhere in your chain, and you may conjure them into the real world to attack your enemies using a small expenditure of mana. Beyond these powers the aesthetic of your reality marble is up to you; it might be a luxurious palace lit by candlelight and incense or a dank cellar whose shadows stretch out into an endless abyss. However, any who become your captives do not follow you into future jumps unless you purchase them as companions.

Servant

Craft Essences (100 CP)
How do you make yourself stand out in a crowd of inhumanly beautiful heroines? Well it may help if you're willing to get a little bit racy. What you have here is a closet full of craft essence outfits which servants use to boost their combat performance in various ways, but these particular outfits also greatly boost your sex appeal, drawing out your best features and ensuring that everyone's eyes are on you whenever you walk into a room. Even if you were already a 10/10 in the looks department wearing these outfits will boost you up to a 12 and make your beauty almost impossible to ignore even to those who might have thought they weren't interested in your gender. This item includes the Dangerous Beast, Trick or Treatment, and Royal Icing outfits as well as many others.

Lover's Chocolates (100 CP)
Ah, Valentine's Day. Is there any holiday more perfect to spend together with a loved one? It's a shame it only comes around once a year, but why let that stop you from enjoying these delicious desserts? You've acquired a box of some of the best chocolates a servant could possibly cook up, a box which refills itself when emptied. These chocolates aren't just any confectionery though, they're Valentine's Day chocolates and they have a special effect when gifted to someone you care for (regardless of the time of year). Even the densest master can't misinterpret your feelings if you give him these as a present, and doing so is all but guaranteed to boost your relationship with him to the next level.

Kama Sammohana (200 CP)
A quiver of arrows borrowed from Kama, these magical weapons are derived from her noble phantasm. They have age-changing properties and the power to turn men into shotas and women into lolis and back again, with a single arrow performing one transformation. This has a side-effect of reducing your target's skill in combat thanks to needing to fight with an unfamiliar body. A servant struck by one of these arrows would be reduced to a weakened "lily" form, such as the difference in power between Gilgamesh and his child form. Another arrow will revert the target back to their previous age, or you could just leave them like that forever. However a large amount of magic resistance can make a target resistant to these arrows.

Support Summons (200 CP)
The restoration of humanity is an incredible undertaking and one best handled with as much help as you can possibly get. Luckily you're not alone on your quest: thousands of alternate versions of you and your allies are networked together in the sea of possibilities through this special summoning circle, letting you reach out to friends for help and help them in their battles in turn. Each time you help an ally out you gain their help in turn on an occasion of your choosing, allowing you to summon the aid of a servant or similar powerful ally. As with most transactions though, you tend to get more if you put in more: simply battling an enemy and leaving will get you some assistance, but allowing yourself to be used like a cheap whore by a depraved master will guarantee that you and your allies can call upon incredibly powerful summons many times more powerful than you are, if only for a single battle.

Backup Body (400 CP)
The great Da Vinci has a vast number of tricks up her sleeves, not least of which is the spare body which she built for herself. You too have one of these spare bodies and are able to reincarnate once per jump upon your death into this spare frame. Unlike Da Vinci's model, doing so won't strip you of any powers or limit your abilities at all, and at any time before your death you can command this extra body as though it were an extension of yourself, even using your powers and expressing your own mind through it. Imagine the look on your master's face if you ever decide to treat him to a threesome! The specific form that your spare body takes is up to you, it doesn't necessarily need to be a loli or shota form.

Vacation Island Luluhawa (400 CP)
A perpetual tropical paradise, this singularity was once the site of one of BB's many plots but has become yours to do with as you please. The island itself is a mundane if exceptionally luxurious tropical resort with many hotels and tourist destinations available to enjoy, although the island chain also includes a variety of locales that would normally only be seen in the other summer singularities such as Casino Camelot and a deserted island inhabited by a tribe of sentient boars. As the ruler of this tropical island paradise you may enter and leave whenever you wish, putting your jump on hold to take a vacation without having any time pass in the jump you came from. However as a vacation destination relaxation is the only activity allowed on this island chain. Training, crafting, and other activities won't carry over any benefits back to your jump if you try to take a "working" vacation, though developing relationships with your allies is perfectly fine.

Primordial Rune Array (600 CP)
Scathach has the unique distinction of being able to reformat a servant's saint graph into a "summer" form and has done so on several occasions, even rebuilding herself into an Assassin rather than a Lancer. But you don't need to have the skills of a master spellcaster to enjoy such benefits; this array of ancient runes allows you to reformat your own saint graph once per jump, allowing you to reassign any SP gained in the servant supplement into new abilities. Naturally you lose any powers or skills you gained from your former build in much the same way that Scathach couldn't change herself back into a lancer due to reducing her own magic skill ranks. Further, while you can arrange your points in any way you please (within the limits of the servant supplement, at any rate), you'll find that using this array tends to make the resulting servant form somewhat lewder than normal, rather like the many summer outfits sported by the servants in their summer event versions.

Holy Grail (600 CP)
Every Singularity contains a holy grail somewhere within it. Chaldea uses the ones they recover to power up their servants, but surely nobody will mind if you use one of them for its intended purpose? Once per jump you can use this holy grail to make a lewd wish of some variety, from creating your perfect waifu in a manner similar to Jeanne Alter to genderflipping or inflicting your fetishes on everyone around you. The more narrowly-focused the wish's parameters are, the more powerful its effects can be, even allowing you to affect godlike beings like Tiamat if they are focused on impacting only a single individual, however beings with resistance to magical energy are also resistant to this item's effects.

Companions

Import/New Companion (100 CP)
You may import companions to join you in this world for 100 CP each. An imported companion receives an origin and 600 CP to spend on perks and items. If they take the Servant origin they also gain the usual 1000 SP and access to the servant supplement. They may not take additional companions nor can they take drawbacks to receive more CP. You can import a maximum of eight companions. Should you wish to import the full set of eight you can do so for half price, a total of 400 CP. Alternatively you may create new companions from scratch for the same price and benefits.

Primary Servant (Free/Restricted to Master)
Your first servant, the one you bonded to most closely during your very first summoning ritual as a master. This could be Mash Kyrielight if you chose to replace Fujimaru Ritsuka or could be any other servant you desire. This option can also import an existing companion. Your Primary Servant is a powerful companion with the Servant origin, 600 CP to spend in this jump, and 1000 SP to spend on the Servant Supplement. You can transfer additional points into their SP pool at a rate of 1 CP to 4 SP, supplying CP from your own budget. This cannot give them more than 3000 SP in total, but they can also convert their own CP into SP at a 1:1 ratio within this limit. As the Servant that is most compatible with you, you'll find that your primary Servant is also a perfect match for your own tastes and proclivities: should you have a wish to dominate a noble and chivalrous ruler you might summon a version of Artoria with hidden masochistic desires waiting to be uncovered, for instance.

Servant Harem (Varies/Restricted to Master)
One servant alone isn't enough to save mankind, you'll need a whole team of them to have any chance of defeating Goetia or the Alien God. Luckily a team is exactly what you have: for 100 CP you may summon a pair of servants to aid you, and you may take this option up to three times. Servants gained through this option come with the Servant origin and all associated benefits, 600 CP to spend in this jump, and a pool of 1000 SP to spend in the servant supplement. You can transfer your own CP to these Servants on a 1:1 basis per Servant and they can also transfer their own CP into SP at a 1:1 value exchange. You may also import existing companions into this option for no additional charge.

A Stray Master (100 CP/Free for Servants)
Every servant needs a Master to support them in battle, and while normally Chaldea would only have one of those in supply it wouldn't be terribly strange if another happened to survive Lev's sabotage of Chaldea by pure chance. This master is either Fujimaru Ritsuka or another person of your own design who serves as a second master. If you are a servant they will be your master, but if you are a master then they'll work alongside you instead. They receive 600 CP to spend on perks and items.

Drawbacks

Alternative Fates (200 CP)
You can choose to participate in the grail wars of Fate/Stay Night, Fate/Apocrypha, Fate/Extra, or other works in the Fate franchise rather than Fate/Grand Order. However since these settings are much less dangerous than FGO you'll have to pay for the privilege. This option will also limit your purchases in this jump to working on the rules of those grail wars, for instance you can only acquire one servant companion and your command seals won't replenish, limiting you to three until the end of the jump. These restrictions are lifted once the jump is over.

Part One (+0 CP)
We've got a few years left until Part 2 is finished, so rather than forcing you to make up your own plot for the remaining Lostbelts you can choose instead to end the jump after Part 1 or Epic of Remnant and treat FGO Part 2 as completely optional. This won't cut the jump's duration short, you'll just have several years of aftermath to deal with instead.

Pixelated Blocks (+100 CP)
Good old censorship never fails to ruin perfectly good art and now it's going to ruin your fun too, because some cosmic moralizing busybody has decided that you don't get to see any naughty bits for the duration of your jump. For some reason they won't stop you from actually having sex, you'll just have to find a way around the pixellated blobs and big black bars that pop up to cover up anything sexy that appears in your field of view.

Bad Translation (+100 CP)
Everyone around you speaks just slightly *off*, as if you can hear spelling and grammar errors in their every sentence. Nobody but you notices this and they'll brush it off as you being a weirdo if and when you try to correct their speech. This will be a persistent annoyance that you'll never get used to, rather like having a fly buzzing in your ear for the entire jump.

Flawed Summoning (+200 CP)
Normally a servant is summoned at their full power, ready for battle immediately. Thanks to some flaw in the Fate system however, your servants are summoned in a weakened condition and need level grinding in order to power them up to full strength. This effectively implements FGO's levelling mechanics on your servants; when first summoned they'll have effectively E-rank stats and skills and their noble phantasms will have only a fraction of their usual power and effectiveness. To power them up and restore them to full strength you'll need to put a ton of effort into training them up through combat practice and mystic rituals requiring special ascension materials, though certain Master perks can help with this process.

Welcome to QP Hell (+200 CP)
What's that? You want *even more* grinding? Say no more, welcome to the infinite abyss that is QP Hell. Quantum Pieces are bits of crystalized magical energy which Chaldea uses as currency and which are now required to do just about anything involving magic. Any kind of training or improvement to your own abilities or items requires QP in order for the process to function. Don't ask how it works, just know that you need to earn your QP through battling in "daily" micro-singularities.

Bad End Upon Bad End (+200 CP)
Masters and Servants are normally rather joined at the hip, but perhaps there's such a thing as too much of a good thing. Your bonds with your allies are so close that you're karmically linked, and any bad fortune which falls on you will be reflected on your allies as well, and vice versa. If an enemy captures you, they'll somehow find a way to do the same to your allies. If your Servant gets raped, you'll get raped too.

Mage's ASSociation (+300 CP)
Of all the people who could have survived the bombing, why did it have to be *these* guys? You're saddled with a support staff largely made up of wannabe NTR villains who won't be able to resist making moves on your servants or companions. While they won't go so far as sabotaging your mission or selling you out to Solomon you can expect them to make a nuisance of themselves in many other ways, especially while you're busy dealing with singularities or other business.

The Virgin Master (+300 CP)
You're exceptionally sensitive to lewd things happening around you. Even the sight of a naked girl can give you explosive nosebleeds, and if you somehow get around to having sex you're guaranteed to be a quick shot and a lousy lay, and no amount of practice or training or magical enhancements will be able to make up for it. Sure a loving partner might not care if you're no good in bed, but can your self-esteem handle it for ten whole years?

The Chad Goetia (+300 CP)
You thought you were the only pervert in this universe? Oh you sweet summer child, are you ever in for a big surprise. Goetia isn't just the most powerful demon ever created, he's also the most powerful incubus in history, and as he spreads his influence through the Nasuverse's history he's also twisted much of the timeline towards depraved ends befitting his nature. As you journey through the Singularities you'll battle against demons and monsters of all varieties which have been corrupted in sexual ways and attack both you and your servants in depraved ways they may not be prepared to defend against.

Your ten years in this world have come to a close.

Move On
Stay Here
Go Home

Notes:

Unlimited Slave Works

“Enemies can escape only by killing you” - This assumes your enemies don’t have things which let them destroy or escape from pocket dimensions. Ea will still wreck your shit just like any other reality marble.