Fate/Apocrypha



The town of Trifas, Romania, houses the castle of Yggdmillennia. A family of magi which has been assimilating magi down on their luck, they possess a grand secret; the Greater Grail of Fuyuki, a masterwork artifact that can rightfully be called a wish-granting machine. Darnic Prestone Yggdmillennia, the head of the Yggdmillennia family, has tinkered with the Holy Grail to utilize it for his own ends, and summon seven Servants not for a battle royale, but to bolster the power of his family. In response, seven more masters are called by the Greater Grail, to provide another team of Servants to combat Darnic. The Yggdmillenia compose the team of Black, while the other Masters, pulled from the Association, compose the team of Red.

Among the Red Masters is Amakusa Shirou Tokisada, currently going by the name Shirou Kotomine, who has planned for 60 years for this moment, and wishes to bring salvation to all humanity through the Third Magic recorded in the Greater Grail. It is only through great effort and conflict that he is stopped, and every Master and Servant has their own wish to be in this Great Holy Grail War. Perhaps you have your own wish as well. Or maybe you've been dragged into it by chance? Either way you shall become involved in this conflict.

You will begin a week before Saber of Red, Mordred, is summoned, finding yourself in Romania, whether flying into the country by plane, or perhaps already living there as a resident. You will stay 10 years in this world, enough to not only participate in the Great Holy Grail War, but also witness the decade that follows, staying in this world from the year 2004 until the year 2014. And, of course, you have your budget;

+1000cp

Good luck, and may your wish be granted.

Roles

It wouldn't do for you to not have a place in this world. So, choose from the options below.

Master -0/100/200cp

You are a Master, someone who anchors and commands Servants in this world. Surely you have a wish you want to request for the Holy Grail. You may be a normal person, but it is far more likely that you are a Magus. Thus, you get to decide the caliber of Magus that you wish to be. For free you can be an average Magus, someone with plenty of ancestry to your magecraft and minor talent in it, but ultimately not someone who can consider themselves one of the more notable Magi in their family tree. For 100cp you may be actually talented, a genius of a more conventional variety, enough to significantly advance the magecraft of your family in your lifetime, and be quite dangerous to fight for anyone on the level of Servants or higher. Lastly, for 200cp, you are truly a genius of a Magus, likely already on your way to revolutionize your family's magecraft, even if not enough to be truly outstanding among the elites of the Clocktower. Whatever your family's magecraft and specialization are is up to you, although your capability in it will be determined by the level of talent you purchase. As a final note, you may choose to not yet have summoned your Servant yet, if you wish.

Servant -300/500cp

If you want a bit more personal power, you may choose to be a Servant instead. Your class is up to you. Additionally, you may choose to either replace one of the 14 Servants involved in the war, or to be a Servant who has somehow lingered beyond the end of one of the many minor Grail Wars occurring across the world, having made your way to Romania for whatever reason. Since Darnic leaked the blueprints for the Lesser Grail at the end of WWII, plenty of Magi have attempted to recreate the ritual, to the point there are known strategies to deal with certain classes like Assassin. For 300cp you may be a relatively average Servant, as much as the term 'average' can be applied to the type of spirit characterized by their uniqueness. Frankenstein's Monster, Spartacus, Avicebron, Atalante, Astolfo, and so on are those you can count yourself among. There's some variety to be had in terms of capability, of course, and you are by no means weak in any capacity, but you're not quite on the level of true legends. If you wish to be comparable to Karna, Siegfried, Mordred, Achilles, Chiron, and so forth, then you need to pay 500cp. At that level you are powerful enough that properly utilizing you as a warrior and Servant could change the course of the whole Holy Grail War. Of course, you shouldn't grow arrogant, as there are many on this level in the Great Holy Grail War to come.

Other -0cp

You are not a Master. You are not a Servant. You're something else. A normal human unrelated to the war, perhaps. Maybe a homunculus who has attained an individual will by chance. Or something else? Either way, you're involved in the Great Holy Grail War by complete chance, and you have no real ties to it. You could walk away and remain uninvolved if you wish, but wouldn't that be a shame? After all, it's not everyday that you get the chance to witness such magical sights as heroes of the past wielding magic and superhuman might to wage war. Or maybe you have a specific purpose in mind, such as freeing the homunculi created by the Yggdmillennia?

Affiliations

So you've decided on your role. Next is what side you will take. That you will choose here. Choose only one.

Black

The Yggdmillennia family is the whole reason this mess started to begin with. Marked as the Black team, they fight defensively from their fortress overlooking Trifas, and possess the ground advantage. With this choice you are on this side, either being a Magus of Yggdmillennia chosen to participate, one of the many homunculi created to supply manpower and prana for the war, or perhaps one of the Servants summoned as part of the team.

Red

The Mage's Association sent six Magi to be the Masters of Red and confiscate the Greater Grail from the Yggdmillennia, as well as punish them from emancipating from the Association. The seventh Master is one sent by the Church, the supervisor of the war who is to also serve as a Master. Although he has plans of his own unrelated to being the overseer of the ritual. Be very careful with him, or you may find yourself drugged into uselessness for the whole duration of the war.

Independent

You don't truly side with either team. Maybe you have a goal unrelated to the war itself, but as with any war you'll have to fight against either side at least once if you're getting involved at all. Still, given that the Red Master of Assassin commandeers the ritual for himself, perhaps the factions don't matter all that much?

Perks

Perks under a specific origin are discounted half-off to that origin.

General Perks

Honest Eyes -100cp

It is the eyes of those who are honest which can see past any lies. Like the hero of charity, you have an incredible insight when it concerns other people. You would be able to see their feelings, wishes, desires, and such as clearly as crystal, even if they themselves don't know about their own feelings or try to deny them. Whether or not you wish to help them come to terms with who they really are, or misguide them into darkness, or perhaps simply stand aside and watch as they struggle to find meaning, is your decision. At the very least, you'll be aware of the true character of the people you meet.

Heart Of A Dragon -400cp

Dragons are immensely powerful creatures. Not just physically, but magically as well. This magical might has resulted in some strange things, such as granting a hero who bathed in the blood of a dragon near-invulnerability. And what happens when the very heart of a dragon is inserted in one's chest? Well, you're certainly able to figure it out now. In other words, your heart is that of a dragon, pumping draconic blood throughout your body. The most evident effects of this is a significant increase in your physical abilities. It's nowhere near the level of a Servant, but even if you were born with immense physical infirmity, you'd be as fit as someone can be without needing to work out your body. Additionally, you have a decent amount of resistance to magecraft and magical effects in general, although this isn't insurmountable to modern Magi. It also allows you a powerful but slow regeneration should you have magical energy to infuse into your body, letting you heal even from getting shot in the heart repeatedly.

The biggest change, of course, is something else. As you come to fight and wield magecraft and generally exercise your power, you'll find black spots growing on your body. Eventually, these will become entire patches of blackened skin, and you'll feel hints of what seem to be scales growing on them. Should you continue using magical energy and exerting yourself, you'll find your body slowly morphing into a more draconic form. The end of this transformation will turn you into a powerful dragon, on par with Fafnir himself. This of course comes with many powers, such as the draconic breath so iconic to dragons, and the incredible generation of magical energy within your heart, not to mention the physical might of one of the strongest living creatures on the Planet. Of course, you should be careful at this point, as beings of fantasy generally aren't welcome in the world of man. In future jumps you can switch to and from this draconic form whenever you wish, and will retain any benefits from it, like the dragon's breath, even outside of that form.

Galvanism -400cp

Frankenstein was truly a genius. Not only did he create life (as horrified as he was with the end result), but he designed what is almost a perpetual motion machine into it. And however it is that it happened, you've obtained the Galvanism that serves as the most powerful weapon of Frankenstein's monster. The most basic function, active at all times, is the recycling of magical energy in the air, drawing any excess energy used back into you to be reused. Even the waste from your enemies can be recycled. It can also let you convert electricity into magical energy, should that be relevant to you. This ability can also function similarly to a mana burst, using incredible amounts of energy for brief but immense boosts to your physical might and speed, potentially letting you match even Servants in combat, and then of course drawing in all the magical energy thrown into the environment to do it all over again. It's the ultimate defense against attrition, essentially. Also, a strange and possibly unintended function is that it allows you to resist transformations and changes in your body, such as perhaps being turned into a dragon. It's barely enough to stop your body from taking the plunge, so to speak, so you'll still show signs that something weird is going on with your form, but at the very least you can force yourself to remain humanoid. And finally, of course, is the suicide attack Blasted Tree, using all the magical energy you possess to blow yourself up alongside the enemy. Hopefully you'll never have to use it.

Master Perks

Two Types Of Genius -100cp

There are two types of genius in this world. There's the jack of all trades, those who are impressive at anything they do, and become omnidisciplinaries even if they don't reach truly legendary heights at anything. And there's the specialists, those who focus exclusively on one thing and take it to unprecedented heights. With this purchase, you may choose to be a genius of either type. The former of course requires no further thought, but for the latter you must of course choose your specialization. In case it needs to be said, it has to actually be a specific thing, such as a narrow form of magecraft, or perhaps even a single spell. The more narrow your focus, the better, and if you don't pick something that is actually specific, well, you may as well just choose to be a jack of all trades at that point. As perks can only be taken once unless otherwise specified, you may only choose one of the two options.

Haven't Aged A Day -200cp

Immortality. It's such a common desire that it's present in nearly every legend. Living forever, never dying, is something that most seek. After all, few are content with accepting their end. Magi are no different, and of course can reach some truly dark depths in pursuit of this dream. You have also sought it, and have attained immortality of a sort. Unfortunately, it's the kind that requires regular rituals to maintain, but if you're immortal, you have all the time in the world, do you not? That said, hopefully you aren't the moral type, as while you can choose what kind of ritual you've developed to extend your life, it must be dark and terrible in some way. For example, consuming the souls of newborn children. Your ritual must be something on that level, fucked up to the point that nobody can truly say that you are a good or even neutral person for performing it. Whatever it is, it'll be efficient enough that you could live 60 years in the prime of your life and only have to perform your ritual three times during those decades. Additionally you are generally quite talented at finding other immensely fucked up means of extending your life. Perhaps you'll engrave your will onto your Servant?

Eight-Forked Tongue -400cp

Magi are far more involved in politics than you might think. For all their talk of abandoning emotions and dedicating themselves to their family's craft, at the end of the day Magi are still human, and with that comes the ambition for greater power and influence. You would certainly shine in that stage, being as adept in politics as a person can be. Even in the utterly ruthless environment of the Clocktower, the heart of Magi society, you would positively thrive. Unremarkable talent in magecraft would not be an obstacle to gaining the rank of Grand, usually reserved only for the true powerhouses who could single-handedly fight a nation and win, purely through political maneuvering, bribes, connections, and charisma of the political variety. Additionally, you are very good at wrangling disparate factions under your control to make them work together, whether that be a large group such as a department of the Clocktower, or powerful beings with headstrong personalities such as Servants and their Masters. If you're careful and plan properly, you may even become more dangerous than a Servant in the Great Holy Grail War that is to come.

It’s A Ritual In The End -600cp

The Greater Grail. A wish-granting device some might claim as omnipotent. A truly absurd vortex of energy attached to a powerful artifact able to summon Heroic Spirits into class vessels to perform a grand ritual, and capable of transforming the souls of Servants into such a humongous amount of energy that it could drill a path to the Root, or perhaps even activate the Third True Magic and materialize the souls of all humans on the Planet. It truly sounds like an unassailable divine object, doesn’t it? And yet it is not. It was the culmination of three powerful Magi families, the result of thousands of years of experimentation and refinement, and even the assistance of a user of True Magic. But, in the end, it was crafted by human hands. It is not perfect and immutable. With the right knowledge, and the right abilities, and the right tools, it can be modified. And you’ve learnt how. You have the right knowhow to modify the Greater Grail.

Things like tampering with the summonings to allow for non-Hassan Assassins, and Servants who may not be righteous heroes, or perhaps even change the connections between Master and Servant to allow you to set up dozens of specially crafted Homunculi to feed prana to your Servant instead of yourself, are things you know how to do. With sufficient power and will, you may even force the Greater Grail to grant you your wish early, even if not all the Servants are dead, like how Amakusa caused the Greater Grail to begin activating the True Magic despite the war not being over yet. Lastly, of course, is a decent level of talent at tampering with grand rituals in general. It might take some experimentation before you truly get the hang of it, but even world-spanning rituals would not be beyond your tampering if you possess enough resources.

Servant Perks

Beauty Beyond Gender -100cp

There are many legends about heroes who are powerful, in strength, speed, magic, and so on. Likewise there are many tales about beautiful women and handsome men, of those whose charm is legendary on its own. You could certainly spawn such tales about you now. Your beauty is truly a thing of legend, standing out above the masses and shining so brightly that everyone has no choice but to recognize that you look quite attractive. Of course, you can choose what kind of beauty you possess. You can possess a sharp face and a toned body, a smooth skin with soft curves, or perhaps being as feminine as a maiden despite being a man. Whatever you pick you'll certainly seem like the mythical hero you are.

Inheritance -200cp

Noble Phantasms are powerful crystallizations of a Servant's legend. Normally, they can only be wielded by said Servant, however there are exceptions. For example, if a hero gave away some important artifact, then a Noble Phantasm representing said artifact could be given away without issue. Likewise, if a Servant has a legend for receiving a lot of artifacts, they may be able to wield the Noble Phantasms of others without issue. You fulfill the latter case. In other words, you can wield artifacts and treasures that normally can only be wielded by one specific person, just as well as that person themselves. You could dematerialize and materialize a Noble Phantasm just like the Servant that it belonged to, too. Of course, this mainly applies to artifacts restricted to specific wielders. If you have to meet some requirement to wield it, like being worthy or something, it wouldn't help you. Still, there's plenty of Servants around in the Great Holy Grail War. Perhaps you'll grab the Noble Phantasms of some of them as they die?

Incomplete Noble Phantasm -400cp

A Noble Phantasm being incomplete is not as much of a downside as you might think. In fact, it could be said to be better than a complete Noble Phantasm, from a certain point of view. That is because when completed, such Noble Phantasms no longer require the Master or the Servant to continue existing. For example, the golem Keter Malkuth, Noble Phantasm of Avicebron, can simply draw mana from the earth below its feet to sustain itself. With this purchase, you have one such Noble Phantasm, in addition to any others you might already have. Or perhaps this is the only Noble Phantasm you possess. It's your decision. It'll require plenty of expensive and powerful materials to construct, but it's definitely not impossible to gather everything you need fast enough to matter in the Great Holy Grail War if you have wealthy backers. Aside from the Noble Phantasm, you also have a talent for making normally temporary powers, such as Noble Phantasms, permanent in a similar way, through sufficient sacrifice of appropriate materials. Obviously, the more powerful you want the end result to be, the more powerful the resources you'll need. But of course, with sufficient wealth, resources aren't a big problem, are they?

Homeland Advantage -600cp

Fame is incredibly important for Servants. Beyond the fact that their legend has to be known to be able to be summoned, existing within their homeland, within the land where they are most famous, grants them an incredible boost in power. With this purchase, you'll be able to experience that first-hand, as for whatever reason, your legend has come to be known in Romania, to the same degree as Vlad III is known in the small nation. This fame boosts your might, such that even as an average Servant you could fight great heroes evenly. Not only will you have greater physical and magical might to bear, your abilities and Noble Phantasms will grow significantly more powerful and versatile. To use the two tiers of purchase in this jump as an example, it could let you reach the level of the 500cp option if you've taken the 300cp option. And if you're already a great hero, well, your power will truly be a sight to behold. Of course, the moment you leave this land, or perhaps enter a space which counts as somewhere else like the Hanging Gardens of Semiramis, the boost to your power goes away. In future jumps, you may choose a small nation or piece of land, relative to the world at large, where this fame boost will apply to you.

Other Perks

Don’t Give Up -100cp

What makes one human? What separates people from beasts? What makes one an individual? There are many answers to such questions, but of course the most important one is will. A will to follow your own dream, your own path. It is not easy, and the world can be quite unfair sometimes, but those known as heroes have the willpower to chase their ambitions no matter how many difficulties there might be on their way. A will you now possess. It might not be to a supernatural extent, it might not let you outright resist magical corruption, but at the end of the day you have the will to pull yourself up and persist in pursuing your goal, whatever it might be. Of course, you should decide what your wish is, but very little will truly stop you from forging through the path you have decided for yourself.

Noble Path -200cp

There’s something strangely compelling about someone who keeps walking the path they’ve chosen despite facing great adversity. The kind of drive to wade through hell in order to achieve your dreams is not something found in everyone. Whether or not you have said drive, for whatever reason you have a similar feeling about you, which can bring great respect from others. And, of course, it’ll also make you seem quite charming to beautiful maidens (or men), especially the saintly kind. You’ll even find that unusual physical traits, like being a dragon for example, do not diminish your charm, and in fact enhances it a bit. On top of this, you’ll find that fate refuses to separate you from your loved ones. Even if you need to wait an eternity, eventually you shall be reunited with those you love.

Dead Count Shapeshifter -400cp

Those who have just been born tend to be full of potential. A blank slate yet to experience the world, being so pure and innocent makes them quite receptive to gifts of power. Whether or not you’ve been recently born as well, you possess this trait as well. You are quite receptive to being given power, such as the heart or Noble Phantasm of a Servant. With a powerful source of energy, such as a Command Seal, you might even be able to transform into a Servant whose gifts you've received. Even without it though, you’ll be able to use them without any issues of rejection or overwhelming your body, although do keep in mind that having the magical energy to fuel such things is another problem entirely. As a bonus, you don’t lose parts of your lifespan from this, unlike a certain homunculus.

Live Your Life -600cp

The world is cruel. That’s just something that everyone has to come to terms with sooner or later. Heroes, saints, even demons, the world is unfair and there’s simply nothing that individuals can do about that. Well, perhaps the world isn’t too unfair for you? Or maybe you were simply born luckier than most. Either way things tend to go your way generally speaking. Pursuers will barely miss you when you are fleeing, you’ll happen to come across the few people who might choose to help you when you are in desperate need of help, you have an odd tendency to survive just fine in life and death situations, and you’ll generally find yourself in situations where you can stand to gain much. Of course, don’t forget that this is merely luck. If you want it to remain reliable, you’ll have to avoid depending on it and seek to stand on your own two feet. Not that it’ll be too difficult really, with how lenient fate seems to be when it comes to you.

Items

You get one floating discount for 100cp items, 2 for 200cp items, and 1 for 400cp items. If an item has multiple tiers of prices, then you can use a floating discount appropriate to the price you're paying on it (IE using a 400cp discount on Command Seals if you're a Servant).

General Items

Command Seals -0/400cp (Exclusive to Masters and Servants)

One of the more iconic and important components of a Holy Grail War are Command Seals, taking the form of red (or black for the black team) tattoos on your person. These can be used to give orders to your Servant. The more narrow and specific the order, the more effective it is, with something as simple and straightforward as ordering your Servant to kill themselves being used as the standard for an irresistible order (provided the servant lacks abilities to resist magecraft and the like). It can also be used to teleport your Servant to your side in a pinch, or just generally boost their power when using their Noble Phantasm if needed. If you are a Master, you get 3 of them for free, as any Master does.

If you're a Servant on the other hand, then you must pay 400cp for Command Seals. But Servants purchasing this don't get just 3 Command Seals. Instead, they gain two per Servant in the Great Holy Grail War, to a total of 28. Unfortunately, the "two per Servant" thing is very relevant, as you can only use the Command Seals on the Servant they are for. This also makes you into a Ruler Servant, disregarding whatever Class you would have otherwise been. You can choose to replace either of the Ruler Servants involved in the Great Holy Grail War or choose to be one from a different Holy Grail War if you wish, as with the normal Servant classes. In future jumps your Command Seals will no longer be restricted to working on specific Servants.

Hideout -100cp

Magi are secretive people, as they must shroud the inner workings of their magecraft to preserve its Mystery and thus its potency. With that comes quite a bit of experience in seeking out obscure corners to hide out in. Whether or not you fit this description, you certainly seem quite lucky when it comes to finding secret places to hide away in. Maybe it's a graveyard, maybe a run-down warehouse nobody visits, or perhaps an old hotel, whatever it is with this purchase you gain a hideout that few will ever notice existing, even without any magical defenses to shroud its presence. The best part is that it's connected to halfway decent leylines, allowing you to use it as a passable workshop in a pinch. It might not be high quality as a home, but sometimes a hideout is all you need, yes?

Holy Grail Blueprints -100cp

After Darnic Yggdmillennia leaked the blueprints for the Holy Grail War, many weaker variants of the ritual have been held across the world. It's gotten to the point where the global population of Magi has notably decreased, and a 'meta' of sorts was developed around the Holy Grail War (such as the best ways of dealing with Assassin Servants). If you wish, with this purchase you may gain those blueprints yourself. They'll let you hold your very own Grail Wars, although without an immense source of magical energy and power such as the Greater Grail, you'll be restricted to holding wars with 5 Servants or less. Of course, you're not obligated to hold a true Holy Grail War. There's at least one case of a Magus simply arranging for all the Masters to order their Servants to suicide immediately after summoning to merely gather incredible amounts of magical energy. Perhaps with the right skills, you could modify the ritual further? Just keep in mind that the Holy Grails may blow up in your face if you aren't good enough at crafting artifacts of their caliber.

Summoning -200/400/600cp

Summoning a Servant is a rather streamlined process thanks to the Holy Grail, but you can still try to influence the summoning with proper resources. That is, you can increase your chances of summoning a specific Servant by using a catalyst related to them. For example, summoning Siegfried by using the bloodied leaf that blocked a spot on his back as he bathed in Fafnir's blood. Now you don't need to worry about getting your hands on such things the hard way, as you may simply purchase one here. Of course, the price of the catalyst will be determined by the quality of the Servants it lets you summon. For 200cp, you may have a catalyst connected to a Servant of the first tier of purchase, such as Frankenstein's monster, or Astolfo, or Avicebron, and so on.

For 400cp, you may gain a catalyst connected to greater heroes, such as Karna and Siegfried. You can also gain a catalyst connected to a group of heroes instead of a specific Servant, such as a piece of the Round Table of Camelot, to summon one of the Knights of the Round Table commanded by King Arthur. Additionally, the 400cp catalyst may have powerful effects on its own, such as Chiron's cloth of arachne which grants poison resistance to those who wear it. And of course, you may pay 600cp for not only a catalyst which can summon a globally famous hero like King Arthur, but one which also has incredible powers of its own, maybe even a Noble Phantasm outright, such as Avalon, sheath of Excalibur which grants immense regeneration to those who possess it. Now that you have the catalyst, all you need is the summoning ritual. Or perhaps you'll modify that even further?

Elite Squad -200cp

As irrelevant as Magi may be in combat against Servants, there's a whole world outside of the Holy Grail War. If no Servants are involved, then the Mage's Association gets to shine. With this purchase you have the chance to witness that with your own eyes, as you've become the commander of a large squad of elite combatants, whether Magi, Church Executors, or some other type of troop. They number about 50 and are well trained and experienced to take down whatever targets you point them at. Of course, they're still regular humans, so even a single normal Servant would wipe the floor with them, but perhaps you'll find ways to enhance their abilities? Perhaps you'll find a way to equip all of them with Noble Phantasms of their own? Whatever the case, they might not be very useful in the Great Holy Grail War to come, unless you manage to separate Servants from their Masters.

You And This Army -200cp

One of the most important things to a Magus is their workshop. After all, if they don't have a place to work their craft, they can hardly be called a Magus at all. What you have here is an incredibly high-class workshop fit to whatever type of magecraft you specialize in, and with the potential to operate on a large scale. An alchemist might have a homunculus factory, while a kabbalist might have a golem manufacturing facility. It also comes included with plenty of high quality tools to work with. The only thing you'll really need now is resources to conduct experimentation. Whatever this workshop might be, you could certainly produce small armies of troops here.

It's A Fake -200cp

But does that really matter? What you have here is some kind of incredibly valuable resource, one fit for whatever you specialize in as a Magus (or whatever type of magecraft you use). For example, for a necromancer or poisoner it could be the preserved corpse of an infant hydra, a source of immensely potent venom. Whatever you choose, it'll be an amazing material to make powerful tools or weapons out of. In general, it'll be very useful for making powerful trump cards, perhaps even the kind of thing to turn the tables in a fight between Servants if used properly, such as giving your Servant an antidote to combat hydra poison. You may purchase this item as many times as you want, either choosing a different thing each time or getting another sample of something you already have.

Mystic Code -200cp (free if you're a 200cp Master)

Mystic Codes are artifacts crafted by Magi, usually for the purposes of combat. With this purchase you can skip the crafting process and simply obtain a Mystic Code of your own design, ideally made to work with whatever magecraft you utilize. Whatever you choose will be quite high grade as a Mystic Code, even if perhaps not on the level of masterwork Mystic Codes such as Volumen Hydragyrum. An example for the kind of Mystic Code available here would be the Bronze Link Manipulator, a set of four mechanical arms imbued with dog spirits that sprout from your back, allowing you to use them to walk (or even climb up buildings), as well as possessing various functions like shooting bullets of condensed energy like a machine gun, and automatically defending you from danger even without your awareness. Try not to break it.

Old Blood -400cp

Magi families are only considered decent if they have hundreds of years of history behind them. The truly impressive families are even more than a thousand years old. When you have an unbroken line for so long, groups tend to accumulate wealth as history goes by. And perhaps your family is quite old as well, as you are rich enough to embody the term 'old blood'. Some examples of what this would let you do is using your connections and wealth to reserve an entire international airport in the capital of a small nation for a day, as well as slightly more minor things like getting your hands on parchment or gems which are more than 800 years old. You really would not need to worry about running out of money within your lifetime even if you splurge often, and if you're actually prudent with your money your wealth would only keep slowly growing, even if only at a rate noticeable across generations. Hopefully you don't manage to somehow waste all of it.

Black Tea -400cp

Semiramis is famed as the first poisoner in the world. Whether or not that's true, in Servant form she does possess plenty of ability with poison. This black liquid is proof of it, a particular poison she made for the Great Holy Grail War. What it does is plunge anyone who drinks it into a dream world, letting you easily manipulate them into doing what you want. Notably, although perhaps not particularly relevant, is that they hallucinate situations in which doing what you convince them to do is something they would've done even when completely sober, whatever that might be like. So, rather than their thoughts being addled, they're plunged into a delusion with no indication that they're daydreaming. Try not to drink the tea yourself.

{CLASS} SERVANT ACTUALIZATION -400cp

Servants are fundamentally spirits. They're the highest class of spirits, of course, but they still lack physical bodies even when manifesting. With this purchase, you can change that. What this is is a vessel to house powerful spirits. As a Servant you may choose to incarnate into it directly, or leave it empty for offering to someone else. Being incarnated brings a bunch of benefits, such as not needing a Master to remain in the world and being able to generate magical energy yourself like living beings. It also means you need to sleep and eat, although whether that's a benefit is arguable. You can freely choose the nature of your incarnation as well. Maybe it'll simply be your body, maybe you still have the mind of the person whose body you're inhabiting in the back of your head to witness what you do and provide commentary, or perhaps something more similar to Sieg. Whatever the case, you certainly won't need to worry about fading away once the war ends as a Servant.

Jumper Clan -600cp

The Yggdmillennia is a rather large and influential Magus family. Well, rather than a single family, it's more like a conglomeration of families united under a single banner, with members all over the world. It might not be on the level of the Mage's Association, but it's certainly the same type of group. With this purchase, there's now a third group of Magi, one under your control. Just like the Yggdmillennia, your Magi clan has plenty of Magus families under you, most of them downtrodden families just starting to rise to power again thanks to a recent wave of talented heirs. And of course, you have your headquarters in a castle built on top of incredibly high quality leylines, certainly worthy of being used as the center of your new clan. You can choose where in this world the castle is, although of course it's recommended you at least place it in Europe for the sake of being near the Great Holy Grail War. Perhaps you'll secede from the Association as well? While Darnic failed to do so due to several casualties in the Yggdmillennia group during the Great Holy Grail War, perhaps you'll fare better?

Companions

Jumper Team -100/200/400cp

Do you have Companions you want to drag into this mess? If so, you may import them here. Or you can use this option to create Companions outright. For 100cp you get up to 2 Companions. For 200cp you get up to 4. And for 400cp you can get up to 8. Each Companion gets 600cp and are allowed to take drawbacks. Notably, if you have enough Masters on your side, you may choose to become a third team in the Great Holy Grail War, with your choice of color (keep in mind black and red are already taken).

New Friendships -0cp

Or perhaps you've made new friends here, and wish to take them along with you? If so, that's perfectly fine. You may bring along anyone you convince to become your Companion for free. Even if they die before the jump is over, such as a Servant being unsummoned, you'll still find them at your side in the next jump, hopefully as a type of being that doesn't require a Master to survive. Please be nice to your friends.

Servant -100/300cp (Exclusive to Masters)

So, you're a Master, right? That means you have a Servant. Normally you'd have to summon them yourself during the jump itself, but you can skip that here. For 100cp you may gain a Servant on the level of the 300cp purchase in the origin section, and for 300cp you may gain a Servant on the level of the 500cp purchase. Keep in mind that Servants may or may not be difficult to work with if your personalities don't mesh well, and that they'll have their own will and goals even if they serve you. Perhaps it'd be ideal to just do a compatibility summon instead of aiming for a specific hero?

Master -0cp (Exclusive to Servants)

Of course, if you're a Servant, you'll need a Master. They'll be a generally unremarkable Magus, on the level of the free purchase of the Master origin, and you're free to decide their appearance and temperament. You can also import one of the Companions you're importing or creating using Jumper Team into this option, to make said Companion into your Master. Try to get along, please.

Saintly Maiden -100cp

Do you like maidens? Do you like saints? If the answer to both of those questions is yes, well then you're in luck, as a twist of fate has resulted in you meeting this particular young woman. They're generally quite attractive and oddly reminiscent of one of the saintesses of this world (such as Jeanne, or Johanna), but she is very much a living girl of the modern age. They're virtuous and generally innocent, and surprisingly, they're very receptive to being a vessel to greater benevolent powers, such as Servants, particularly Servants who are saints. Additionally, they find your lifestyle and temperament to be oddly charming, which could easily bloom into love if you choose to pursue that path. They may also be male if you're into men instead, should you wish, looking like one of the male saints instead, like St George for example.

Strange Girl -100cp

What a strange occurrence. For some reason or other, you've come across this blonde little girl, and she's latched onto you. Her mannerisms are bizarre, as if she's not very familiar with this world, and while she seems to be oddly talented at, well, everything, she doesn't really seem to have bothered to learn how to do anything yet. Almost as if she had sacrificed her power and abilities to be in your world. She seems to only want your love and affection (being quite clingy in general), although she does seem to hide quite a monstrous side of herself from you, and seems to put a lot of trust in your abilities, always being certain that you'll be able to surmount whatever is in your past and freely cheering you on if she can. Perhaps she harbors some kind of great secret?

Toggles

There are many timelines in this world. It'd be strange to not offer you some options, no?

A Darker Timeline, Perhaps? +0cp

One of the more unexpected but most important factors in the Great Holy Grail War to come is a certain homunculus, who obtained individual will by chance and went on to stop Amakusa from achieving his dream. But what if you didn't want such an unexpected factor in play? What if Sieg had never been born, what would've changed? Well, you'll certainly have the opportunity to know, as with this toggle the certain homunculus who would become Sieg never managed to muster the will to escape from his tank before being used as an experiment by Avicebron. With his absence, many things will change, and Amakusa will almost definitely succeed in his dream of materializing the souls of all humanity. Unfortunately you won't be able to retain whatever benefits such a materialization might have after this jump ends, but perhaps you just want to see what happens?

Apocryphal Prototype +0cp

Rather than Sieg not existing, perhaps you want a different timeline entirely? With this option, you may visit a world for an earlier draft of Apocrypha, with a completely different set of Servants. Figures such as St George, David, Benkei, and Kintoki are those you can expect, and who knows what other Servants will be summoned instead? With such a wildly different cast of characters, there's no way to know how Amakusa's plan would've gone. Are you brave enough to venture into the unknown?

Where It All Began -100cp

Maybe you don't want to participate in the Great Holy Grail War. Perhaps you want to take part in the Fuyuki Grail Wars instead? If so, you'll have the chance to take part in the 3rd Fuyuki Holy Grail War, in 1944. It's kind of a mess, but at least the rules you're familiar with are finally in place, although Darnic's scheming to steal the Greater Grail with Nazi assistance ends up forcing the war to conclude with no real victor. Perhaps you'll try to stop Darnic from taking the Greater Grail way? As a side note, if you've taken the Homeland Advantage perk with this toggle, then it'll apply your fame to Japan instead of Romania. One thing is for certain, this war is far less dangerous than the Great Holy Grail War, purely from the lesser quantities of Servants involved.

Holy Grail Dungeon Crawl -100cp

You're not involved in any of the main Holy Grail Wars. Rather, with this option you'll be involved in a peculiar subspecies Holy Grail War, one of the many that dot the world after Darnic leaked the blueprints. It is 1991, and you'll begin just as a certain powerful being incarnates into the Master of Saber, Artoria Pendragon. There are only 3 other Servants aside from Saber, and perhaps any extra you might bring in from other Classes if you're a Master. Rather than a war, this is more of a dungeon crawl, as the objective is not a deathmatch but to reach the bottom of the labyrinth the Holy Grail War takes place in. Whether you choose to use or destroy the Holy Grail once you reach it is your decision. While this war is incredibly safe compared to the Great Holy Grail War, perhaps the presence of a certain little girl will dissuade you from being here?

Drawbacks

There's no limit to how much cp you may gain from drawbacks. Torment yourself to your heart's content.

Terrifying +100cp

Truly a scary person. Or at least, that's what you look like. Hardened, scarred, rough, you look like a veteran thug about to mug everyone around you. Most normal people would be pretty scared by how you look, and your appearance will certainly not make you any friends. Not that it'll scare actually dangerous opponents either. It's not going to be an insurmountable challenge in making friends, but you certainly don't look very friendly to anyone.

Dark Arts, Darker Mind +100cp

While the dark arts demand a rather terrible disposition, you don't really need to go any further than to be willing to commit atrocities. To actively revel in the suffering of others? That's a whole different issue. One you now have. You're an absolutely terrible sadist, in the sense that you revel in finding ways to break people and greatly enjoy carrying out such plans. You have the wherewithal to actually control yourself in serious situations, of course, but for the most part you are not going to be a trustworthy ally, or a likable one. Maybe you can bond with Celenike over your shared sadism?

Evaporated Reason +200cp

What's logic for if it gets in the way of enjoying your life? Like a certain crossdressing knight, you've gained a boundless sort of optimism that even gets in the way of your rational thinking. As a Servant you'd reveal your True Name without even thinking about it, and you're the kind of person to put their nose where it doesn't belong and intentionally get involved in any problems you might spot. You're just generally airheaded, really. Well, perhaps someone of your character is well suited to cheering people up, but sometimes you need to think before you act, you know?

Created For A Purpose +200cp

The Yggdmillennia created many homunculi to provide magical energy to their Servants, so that they did not need to deal with the strain of supporting their Servants themselves. The homunculi made to serve as magical energy batteries are, as you can expect, not well suited for doing anything other than provide magical energy. Unfortunately, whether or not you're one of said homunculi, you've gained their downsides. You have a degree of physical infirmity so great you can barely crawl along the ground on your own power, even expending all your effort to do so. Even if you happen to have great magical powers, even something as simple as a normal spell would wreck your nerves and body, possibly even permanently damaging you. You'll need some very powerful magic to fix your infirmity, or perhaps a miracle. Regardless, you can't really do much on your own anymore, not without help at least.

Those Wacky Nazis +400cp

Darnic tricked the Nazis into carrying the Greater Grail from Japan to Romania for him, and after he cut ties with them, that was the end of that. But what if the role of the Nazi in this story didn't end there? It may have been 60 years since WWII ended with the defeat of Germany, but with this drawback that changes a bit. Adolf Hitler himself, somehow having extended his life through dark arts, will become a Master in the Great Holy Grail War, bringing with himself 6 of his most trusted generals to become Masters as well. They will form a third team, the White team, and will endeavor to obtain the Greater Grail for themselves, for the sake of reviving Nazi Germany and actually conquer the world this time around with its power. Needless to say, if they win, the result will be disastrous for the human race. Perhaps Hitler's Servant can be convinced to sabotage him? Although the purple haired girl seems to have plans of her own, perhaps involving gods from another world. Whatever happens, the Great Holy Grail War will be even more of a clusterfuck than it normally would be.

A Meaningless Birth +400cp

Born by chance, unintended by any, with a purpose that you can no longer fulfill. You were brought into this world not by anyone's hands, but by the simple whim of fate. You no longer possess the memories or powers of your previous jumps, or of the chain, beginning your stay in this world as a normal amnesiac person, bumbling around the world for meaning. It won't be impossible to recover what you once were, but all you'll have to direct you are vague feelings and a sense that you are missing something. Needless to say, not exactly a good way to start a life when the Great Holy Grail War is so close to starting. Hopefully you'll meet heroes to help you get on your feet and discover the path you must walk to be yourself again.

Leader Of Rebellion +600cp

Ah, so you've awoken to the passion of liberation, of the flame of rebellion that burns brighter the more the oppressors it seeks to destroy fight back. A driving passion that pushes you to fight against oppressors no matter what may happen. Strategy, tactics, even reason is unneeded, simply charge against the oppressors to topple them and bring them down. Do not worry, as there is surely victory beyond the greatest challenge. In other words, you're as insane as Spartacus is, and the more resistance and challenge you meet on your march, the more excited you get. Unwinnable situations? Nonsense, clearly you just need to push harder to attain victory. Hopefully you have reliable allies to stop you from getting yourself killed.

Wait, This Is The Wrong Timeline +600cp

Some way, somehow, you've caught the eye of a certain little girl. Rather than latching onto a blonde knight, you've become the focus of her attention, and in her determination has managed to reach into this timeline with her full capabilities. Manaka Sajyou, a girl with a deep connection to the Root and Master of Beast 666. A monstrously powerful and calculating girl, she will do a lot of terrible things to grant your wish. Unfortunately, what she will grant you will be a twisted form of that wish, in a way you would never accept. If you wished for a perfectly orderly utopia, perhaps she'll try to bring it about using uncontrollable monsters. Whatever the case, if she 'grants' your wish, your chain will end. If she somehow survives to the end of the jump, you may bring her along as a Companion, if you're insane enough to want to do that.

Scenario

Guardian Of The Grail

There are a lot of wishes to be made on the Greater Grail. Yours is merely one among them. But, really, the whole point of the Holy Grail War is to obtain the wish. Why should you be content with denying the wishes of others? The goal of this Scenario is rather simple; win the Great Holy Grail War, and retain ownership of the Greater Grail after the war is over. You'll have to fight against Amakusa and the Servants that he employs, and likely also against Sieg and the Servants who fight against Amakusa, as you probably don't have good intentions in mind for the Grail.

Regardless, should you succeed, well, you get to keep the Grail. Aside from the ability to grant your wishes using the immense amount of magical energy stored within the Grail, you can also use it to simulate small worlds that recreate the Great Holy Grail War, or at least simulates a battlefield with the same Servants involved. Perhaps you'll even summon different Servants into such a simulation. Of course, you're not obligated to leave it largely unused like Sieg did after he carried it to the Reverse Side of the World. Perhaps you'll still materialize the souls of humanity, like Amakusa intended? Or maybe you'll materialize your own soul? Or perhaps you have some other world-changing wish of your own design? Whatever you wish from the Grail, it is certain that you can completely change the course of humanity with it.

Ending

So, you've survived to the end of the jump. What will you do now?

On To Another Tomorrow

You'll continue on to the next jump in your chain. What adventures await?

A New Home

Perhaps you've grown attached to this world? In such a case, you may choose to stay. This world is quite large, and there's plenty of interest to discover.

A Happy Life

Or maybe you've had enough? If you want to return home, to the world you lived in before your chain, you may do so.

Notes

As a Servant, if you disappear at the end of the Holy Grail War that will just end the jump early instead of ending your chain as death does. This must be a peaceful disappearance after the War is over, of course. If your Master is killed early and you have no way to sustain yourself that's still death, but if you actually made it to the end you won't be forced to incarnate yourself to keep living after the war or try to keep anchoring yourself to your Master.

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