Fate Servant Supplement

So you've summoned a Servant. Or maybe you decided to be summoned as a Servant instead. What does this mean? What does a Servant get? What doesn't a Servant get? It might sound complicated and daunting and alarming but don't worry- we're here to guide you through everything you'll need to know.

What follows will be your introduction to everything you need to know about having or being a Servant as well as a step by step guide to making one. Right below, you'll find an index made to help you keep everything on track.

The first three chapters introduce the concept of Servants and explain their various abilities. Chapter 4 is the starting point for actually creating a Servant and continues to chapter 10. Chapter 12 contains many premade Servants at varying cost levels for those who do not want to make their own Servant and chapter 13 includes a terminology section for easy reference.

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Introduction

The Holy Grail Wars. Secret battles between wizards and witches fighting over a mythical artefact said to grant any wish the user can dream of. 7 Masters are chosen by the Holy Grail, 7 magic users from across the world to take part in this battle, each of whom will be drawn to the battle site. On each of those Masters appears a set of 3 red seals. These are the Command Seals, the sigils that mark them as a Master and will perform an important function. Once chosen, these 7 Masters can then summon their Servant and once all 7 Servants are summoned, the Holy Grail War commences.

So what exactly are these Servants? They are Heroic Spirits. Heroes, Anti Heroes, Villains and Monsters from myth, legend and history who have been called from their legendary resting place, the otherworldly Throne of Heroes, to take part in this war. They are people whose deeds have changed entire countries, entire continents, even the entire world. King Arthur and his Knights of the Round, Heracles and the heroes of the Trojan War, Alexander the Great and his great army and hundreds, thousands more are all possible to be summoned.

What is summoned is not truly this original mythical person or being but rather, a spiritual copy of them, a spirit formed of magic and legends into a physical but artificial form. To you and I, they are every bit as real as the original and they possess all the memories of that being but still, they are not truly that original being. Instead of the real being, they are summoned in a form that fits one of the many Class categories of the Servant System.

Saber, Lancer, Archer, Rider, Caster, Assassin, Berserker. These are the 7 core classes, though there exist several more specialised forms. When a Servant is summoned, they are summoned into one of the classes that they meet the requirements of, such as being famed for great magical power as a Caster or feared for terrible rages as a Berserker. These Classes will define many of their abilities such as the basic Parameters of Strength, Speed or Magical Power and even grant new ones, but often the Servant themselves will bring unique powers of their own.

Some of these unique powers will take the form of Skills, innate abilities or techniques possessed by the Servant, to reflect the abilities and skills that they used and picked up in life. But the thing that every Servant has at least one of, the thing that can be called the crystallization of their legends, is the Noble Phantasm.

Noble Phantasms are terrifically powerful magical artefacts or abilities or beasts or any number of other forms. They can range from things such as the Sword of Promised Victory, Excalibur, which can unleash immense blasts of magical energy to Gae Bolg, the Barbed Spear of Cu Chulainn, which can alter Cause and Effect to always strike its target in the heart to Godhand, the representation of Heracles legendary 12 tasks, which grants him almost unstoppable durability, regeneration and resurrective powers. Some Servants have more than one but all have at least a single Noble Phantasm.

These are all Heroic Spirits. Whether they are Heroes to millions of people or just to their own stories, every single one has a legend. There is no Heroic Spirit who is afraid to fight. No Heroic Spirit that has no reason to be in the Grail War. Even if solely for the chance to fight other powerful beings, they will come when summoned. Whether you are summoning a Servant to fight for you or becoming one of these legendary beings, it is now your time to choose what you will make of it.

How Do I Choose?

There are quite a few things to consider when choosing who will be your Servant or when choosing to be one yourself. But don't worry, this part will walk you through the initial steps and things to consider.

Time Periods

Heroic Spirits have been made throughout history, from all the way back in the very beginning of civilisation to the beginning of the 20th century. Just because they have been made however, does not mean they will continue to be so. In the world of Type Moon, after a certain point humanity simply ceased to qualify as heroic enough to become Heroic Spirits. Thus, there are certain restrictions on who can become a Servant, if you are choosing someone from myths or history.

In the Fuyuki Grail Wars, which include the Fate Stay Night, Fate/Zero and Fate/Apocrypha, any figure of history or legend or fiction can be taken as long as they were created or their story largely took place before the 1900s.

In the Moon Cell Grail Wars, which include Fate/Extra, any Heroic Spirit up until 2030 may be taken, though they must be dead by then and have actually qualified as being notable enough for the honour. This can include canonical characters from the Type Moon series as long as there is no doubt at all that they are dead by then and that they have made a great enough mark.

In the Grand Order Grail War, including the Fate/Grand Order Part One jump, there are no time restrictions on when Servants may be taken, even including Servants that come from the future or present and have not yet died. This does not lift the restriction on contemporary fiction Servants but it does allow you to summon beings that are otherwise still alive as Servants.

Fictions

Servants may not be summoned from any sort of modern fiction. Unless they are a canonical Servant, as in they exist in a published work in the Type Moon series as a Servant, you may not take anyone from any form of modern fictional media such as Video Games, Movies, Anime/Manga, Comics, TV Shows and so on.

Non-modern fiction that was made within the time limits of your particular jump is usable.

Life

To be summoned, a Heroic Spirit must be such a thing. If the hero is still alive then they have not passed onto the Throne and cannot be summoned, though who is or is not alive may change depending on the Jump in question, as some take place in alternate realities or timelines. Fate/Grand Order summons do not need to follow this rule and may summon still living beings.

Divinity
Demigods are a common sight in fables, as are other forms of god-children or other divine creations. However, the creators of the Fuyuki Grail War deemed fully realised Gods as being unwanted for various reasons.

Thus, in the Fate/Stay Night, Fate/Zero and Fate/Apocrypha jumps, no Servant that has a Divinity rank of EX may be summoned. This includes any sort of actual God or Goddess, along with extremely highly placed beings in monotheistic religions such as Archangels or the like.

In all other Fate jumps, this restriction is lifted and Servants with a Divinity Rank of EX may be summoned.

Jumps
You may not summon any being from a previous jump, even if they resemble or share qualities or identity with legendary beings in the various Fate jumps. The sole exception to this is the case in which you choose to summon an imported companion, which will be detailed in each individual Fate jump.

Canon Servants
But what if you want one of the Servants that's already present in the war as someone else's partner? It's simple, you replace that someone. Taking any of the canon Servants in a war in which they'd already participate under another Master replaces that Master with yourself. As an example, taking King Arturia in the Fate Stay Night jump would lead you to replace Shirou Emiya as the Master of Saber.

Be careful, as this can change the story dramatically and ruin or mess with many plans.

If you are simply taking the same class of Servant as another that already exists, such as taking a Saber in a war that already has a Saber, they will both be summoned. It wouldn't be the first time a Grail War doesn't go as planned.

But maybe you're choosing to become a Servant. In that case, a lot of the above information isn't so applicable to you. So instead, have some advice below.

Masters
Since you're a Servant and all, you'll need a Master to go with that. There's a few different options you've got open to you now and we'll outline each one below.

A) First up is the Jump option. This involves taking whatever Master option is outlined in the Companion section of the specific Fate jump you are taking.

B) Second is the Canon Master option. Similar to the Canon Servant section above, by choosing one of the classes already used in this war as your own, you may opt to replace that Servants with yourself and take their Master as your own. As an

example, becoming the Berserker class would make you replace Heracles as the Servant of Ilyasviel von Einzbern.

Beginning Date

As a Servant, it might seem strange to simply drop in half a decade in advance of the war. There are a few choices open to you as to when you begin as a Servant.

A) First, you can choose to be summoned anywhere between a day and a year before the Holy Grail War of your jump commences, giving you ten years after your entry point for the rest of your jump.

B) Two, if you take a Canon master, you may choose to be summoned at the canon time that Servant would have been summoned instead.

The Basics

A Servant has a whole array of abilities just because they are what they are. This section will tell you the basic abilities, powers and weaknesses all Servants possess. It will also tell you what happens post jump to you as a Servant or to the Servant you have picked up through the Jump's options.

Magical Energy

Servant can have massive stores of magical energy and start with them fully filled when summoned but they do not naturally regenerate this mana. Instead, they must receive most of it from their Master through the bond they share. There are several alternate ways a Servant can regain Magical Energy however. The first is eating and sleeping like a normal human. This allows a very small amount of magical energy to be restored each day. Second is to devour the souls of humans being, which can give significant amounts of magical energy back to the Servant. Third is direct prana transfer rituals, usually through some form of bodily liquid, between the Servant and a being with Magical Energy of its own. Post Jump, Servants regenerate magical energy naturally, as if they were living beings.

A note for those who somehow became a Demi or Pseudo Servant. These sorts of beings can naturally regenerate their own magical energy as if they were alive, as they effectively are.

De/Materialization

Servants are spiritual beings. They do not have to be in physical form if they are not fighting. A Servant can choose to be invisible and intangible if they wish to be, though they can still be sensed and affected by magic. They can freely re-materialise from this state at any time. This power is also applicable to any Noble Phantasms that they have, allowing them to instantly dismiss them to this intangible, invisible state or to instantly summon them back to their hand/around their body. This ability is lost post jump unless you have taken the Living Template.

Modern Weaponry Negation

As they are spiritual beings, mundane weaponry and beings cannot harm a Servant. A human could physically interact with one if the Servant had materialised but they would be unable to actually deal harm to one. Someone could push them around if strong enough but not bruise or split their skin. Similarly, no matter how powerful the weapon, if a given attack could not harm a spirit then it would not harm a Servant, as by their nature they are simply physical spirits. This is lost post-jump unless one takes the Living Template.

Innate Knowledge

Servants gain a certain degree of innate knowledge when summoned. This is roughly equal to what an adult of the modern first world would know and serves to smooth over any culture or time shock that they might otherwise experience. It also teaches them the main language spoken by their Master in order for the team to be able to communicate and work together. This only applies to the initial summoning and is not a continuous effect.

Sensing

Servants are able to sense the presence of each other. This is not an exact locator but rather allows them to know when another Servant is present in the area, even when they are dematerialised, though it does not bypass any Skills or Noble Phantasms dedicated to hiding the user's presence. This ability is retained, however it still only works on other Servants.

Historical Weakness

Heroic Spirits have a built in weakness to whatever killed them in their original life and legend. A hero who died to poison would take greatly increased damage from it, even a mundane poison would be able to hurt him. This flaw is removed post jump unless desired to remain.

Creating A Servant

To build your Servant will need to purchase their class, Statistics, skills and noble phantasms.

You will receive *1000 Servant points* or *SP* to spend to do so, spend them wisely

This Supplement uses a ranking system to organise costs for Statistics, Skills and Noble Phantasms. The Ranks are as follows: E>D>C>B>A>EX. It is also possible to add on up to 3 plus (+) marks to any level except EX or to add a single minus (-) to any level without a plus.

Each letter upgrade from E to A costs 50SP each, meaning that an A Rank costs 250SP. A plus (+) costs 100SP per plus and can be added to any rank level except EX up to three times. Upgrading from A to EX rank however, costs an additional 350SP on top of the cost for gaining A rank as it is a much bigger boost. Your first EX rank costs this much but everyone after that you take, regardless of which category they are from, costs an additional 100SP. Thus your second EX rank will cost 450SP to gain whilst your third would cost 550SP and so on. It is also possible to apply a minus (-) once to any ranking without a plus (+) mark. This will give you 25SP back but will reduce the effectiveness of that Statistic, Skill or Noble Phantasm until certain conditions are met.

Class

The first step to building your servant is to purchase their class. This will provide a range of basic stats and abilities for your Servant to start off with in exchange for a reduced CP cost that it would normally take to purchase the same. Each option will describe it's cost next to the name, what the Class is, what its requirements are and what it will give you in return, such as base stats and discounts.

Saber- 375
One of the three Knight classes, the Saber class is one of the stronger classes. To be a Saber, one must be known for wielding a melee weapon that does not fit into one of the other classes, rather than just sabers.
They gain an A Rank in Strength, B Ranks in Endurance and Agility, C Rank in Mana and D rank in Luck. They gain a discount on buying ranks in Strength and Agility. They gain Magic Resistance and Riding as Class Skills.

Archer- 200
Second of the Knight classes, the Archer class includes all Heroic Spirits who became known for or utilise some form of projectile or ranged weapon.
They gain C Ranks in Strength, Endurance and Agility. They gain discounts on Endurance and Agility. They gain Independent Action and Magic Resistance as Class Skills.

Lancer- 300
Third of the Knight classes, the Lancer class involves any Servant who uses melee weapons with a long reach, such as spears or other polearms, and they are often very fast.
They gain B Rank in Strength, C rank in Endurance, A Rank in Agility and D Rank in Mana. They gain a discount on Strength and Agility. They gain Battle Continuation and Magic Resistance as Class Skills.

Rider- 200
Servants in this class are known for having mighty steeds or familiars that supported them in battle.
They gain D Ranks in Strength and Endurance, B Rank in Agility and C Rank in Mana. They get a discount on Agility and on a single Noble Phantasm. They gain Riding and Magic Resistance as Class Skills.

Caster- 275
Servants who are primarily magic users and famous for such take the Caster class as their own. It also includes inventors, writers, artists and other famous crafters or creators.
They gain C Rank in Agility, A Rank in Mana and B Rank in Luck. They get a discount on Mana and on a single Noble Phantasm. They gain Item Construction and Territory Creation as Class Skills.

Assassin- 250
Stealthy Servants and those known for betrayal, espionage or assassination all fit into the Assassin Class.
They gain D Ranks in Strength and Endurance and B Ranks in Agility and Luck. They gain discounts on Agility and Luck. They gain Presence Concealment and one chosen Personal Skill as their Class Skills.

Berserker- 300
Servants placed within this class are heroes who have gone mad in their lifetime.
They are often very physically powerful but lack magical skill or power.
They gain A Ranks in Strength and Endurance and C Rank in Agility. They get discounts on Strength and Endurance. They gain Mad Enhancement and one chosen Personal Skill as Class Skills.

Shielder- 275
Servants that become Shielders were known for their defensive ability, nature or simply possessing legendary shields.
They gain C Rank in Strength and Mana, A Rank in Endurance and D Rank in Luck. They have discounts on Endurance and Luck. They gain Magic Resistance and Self Field as Class Skills.

Brawler- 275
Those Heroes who utilised naught but their bare fists or bodies find that the Brawler Class suits them best.
They gain B Ranks in Strength, Endurance and Agility. They have discounts on Strength and Agility. They gain Independent Action and Presence Concealment OR Mad Enhancement as Class Skills.

Ruler- 375
A Class for the Saints and those of a neutral side in the Holy Grail Wars. While often summoned as the coordinators of large Grail Wars, it's not absolute requirement for that to be so.
They gain B Rank in Strength, C Rank in Endurance, A Ranks in Agility and Mana. They gain discounts on Agility and Mana. They gain God's Resolution and True Name Discernment as Class Skills.

Avenger- 200
The class for those who have been betrayed, abandoned and left to lie in their own hatred. Sadly, many heroes of myth have met their end to a knife in the back.
They gain C Ranks in Endurance, Agility and Mana. They have discounts on Endurance and Mana. They gain Avenger and Oblivion Correction OR Self Replenishment (Mana) as Class Skills.

Jumper- 50
The Anomalous class. Possibly a hero of another world or many worlds. There is no common denominator to this class. It is the most unpredictable of the classes.

They gain no base stats above the E Rank base level. They gain a discount on one stat of their choice. They gain one Skill of their choice as their Class Skill. Jumper also can pick Personalised Class Name for free.

Personalised Class Name

For 25 SP, you may alter your class name to whatever you desire. This has no effect mechanical effect and for all non-cosmetic purposes you are counted as the original class you bought such as for discounts. You will also still replace the canon Servant if you chose a non-jumper class originally. Free for Jumper class Servants.

Templates

In this section, several additional templates will be presented. Each one will give a variety of buffs/debuffs, personality changes, history changes and cosmetic changes in exchange for a certain amount of SP. Not all Templates are compatible with each other and if they are incompatible with certain other Templates, this will be noted.

If you are the Servant or a companion is one, your/their history will not change but they will receive all other effects. Template rank ups can give +s to A rank stats but they do not give EX ranks and rank ups gained from Templates cannot be cashed in for SP back.

Alter- 150
Your Servant comes from a much darker version of their past. Though not necessarily unhappy, they were forced to take a much more brutal path in their original lives and this has left them much more aggressive, dominant and commanding. They are much paler and their armour or clothing has taken on a predominantly black/red colour scheme. They gain a one Rank increase to Strength and Endurance and a two Rank increase in Mana. They also gain a greatly increased willpower to reflect the greater hardships they have suffered through in their past.

This Template is incompatible with Lily template.

Lily- 150
Your Servant comes from a much lighter version of their past. They succeeded where they might have otherwise failed and reached their happy ending. This optimistic ending has left them brighter, friendlier and more hopeful. Their outfit takes on a mostly white colour scheme and they a more graceful appearance. They gain a one Rank increase to Strength and Agility and a two Rank increase to Mana. They gain a greatly increased willpower to reflect the victories they know they have achieved in the past and the bonds of friendship and love that still support them even now.

This Template is incompatible with Alter template.

Living- 200
Your Servant somehow retained their living body or perhaps they were simply given a fitting host when summoned by you. Either way, they no longer need you to supply them with mana as they generate it naturally at their own original rate, though they do need the connection between the two of you through the Command Seal to remain summoned, at least without certain skills. Buying the Living Template also allows you to keep certain innate traits of a Servant, as denoted earlier.

Fresh Fruit/Fine Wine- Free
Your Servant, perhaps the age they would normally be summoned in is not to your liking. With this free, optional choice you may summon them in an older or younger form. Whether this is merely a physical change, to give them a more youthful appearance or to have them appear older and more well-developed, or also includes the personality they would have had at that stage in life is up to you.

Sakura- 25
Your Servant is Best Girl. Kidding. This is one of the alteration Templates that gives little mechanical benefit. Instead, the Sakura template changes the appearance and personality of your Servant. Taking Sakura will make your Servant into an excessively Japanese version of themselves. Any swords become katanas, armour becomes Samurai armour and so on. Their personality also becomes more fitting to the Japanese equivalent of their current role, such as knights behaving more like mythical Samurai.

Summer- 25
Your Servant at the beach. Your Servant has now been summoned in a fetching swimsuit and with many of their items taking on a appearance more suited for fun and games at the beach, such as horses becoming surfboards or swords becoming super soakers. They're a lot more friendly and relaxed, perhaps too much to really focus on battle.

Bride- 50
The Waifu Servant. This Servant is a version of themselves currently looking for someone to love, apparently you fit most of the criteria they're looking for. They're very devoted to their particular idea of love too. They wear a white wedding outfit, which doesn't cover very much, but otherwise have little difference from their normal version.

Mystery Hero- 50
Your Servant instead arrived from an entirely different dimension. They're a super cool and collected version of themselves and have technological alternatives to many, but not all, of their Skills and Noble Phantasms. They also have an innate hostility to other versions of themselves and a surprisingly poor memory.

Red- 25
Your Servant but without any inhibitions. This version of them is, to put it politely, excessively lewd. In both their exhibitionistic attire and the attitude they have towards you, they're sure to raise more than a few blushes. They're also a lot move developed physically, to fit their new personality.

Lion- +50 or -25
A vicious little beast wrapped up in an adorable little package. Your Servant is now in an animal mascot suit, related to the animal that is most associated with them, and seems very devoted towards playing their part. For +50 points, you may have this be the mascot suit as described and your Servant will seem to lack much intelligence beyond how their animal suit acts. For -25 instead, you may have them just take on the ears, tail and paws of whatever animal is chosen, along with some similar personality traits.

Santa- 25
Your Servant arrives on a reindeer driven sleigh, with a fitting present for you as their new Master. Outfitted like Santa Claus himself, this Servant has a Christmas theme from their powers to their Phantasms. They retain most of their old personality but feel it is their duty to reward or punish good and bad boys and girls with presents and coal respectively.

Brave- 50
The classic heroic adventurer version of your Servant. Very similar to certain famed video games, your Servant has taken on a new outfit and a new outlook on life, more fitting for the hero of a fantasy RPG than whatever they used to be.

Halloween- 25
Trick or treat! It's your Servant, all dressed up to spook you. This spooky version of your Servant has gone for a big Halloween theme, changing both their appearance and even their powers and equipment to fit the scary spooky Halloween theme. They also really, really like candy.

Statistics

You receive base stats according to the Class you chose, as indicated by the previous section and this section. Each letter rank upgrade costs 50 SP. Pluses cost 100SP and can be bought up to 3 times per Stat and permanently increase the Statistic. EX ranks may be bought for A rank Statistics or higher at 350SP, with an additional 100SP added on for each successive EX rank you have bought in the entire supplement. You may buy a Minus once for any Stat that has no Pluses to give you +25SP.

Discounts are given as described immediately below and on the Class Section.

There are six Statistics that are important to Servants.

Strength: The measure of the servant's Strength and Physical Power.
Discount: Saber, Brawler, Lancer and Berserker Classes
Endurance: The measure of a Servant's Toughness and resistance to damage.
Discount: Archer, Shielder and Berserker.
Agility: The measure of a Servants Speed and Reflexes.
Discount: Saber, Archer, Brawler, Lancer, Rider and Assassin, Ruler
Mana: How much prana can store and use.
Discount: Caster, Ruler
Luck: The measure of a servants luck. Not luck in the common sense, it is used to see whether a Servant can dodge or avoid the most certain abilities and attacks here, such as causality reversing attacks.
Discount: Assassin, Shielder
Noble Phantasm: The strength of the Noble Phantasm one owns. Note: this Stat does not need to be purchased it is assumed equal to your servant's highest ranked Noble Phantasm.
Discount: Caster and Rider (on one Noble Phantasm)

Base Parameters: Each class has base parameters that are unmodified by the strengths and weaknesses of particular Heroic spirits, described in the Class Section and directly below. These are the base statistics that your Servant gets you may spend points to raise them. Base stats may be lowered below their base level as indicated by your class but you only gain points back as if they were discounted ranks for you. Ex. A Saber who lowered her Mana rank by two (C>E) would only gain 50SP back as the Base Parameters she gained from her class count as discounts, instead of the 100SP it would usually give. Lowering Stats that are not gained as Base Stats through a Class or Template gives full SP back.

Container	Str	End	Agi	Man	Luk
Saber	A	B	B	C	D
Archer	C	C	C	E	E
Lancer	B	C	A	D	E
Rider	D	D	B	C	E
Caster	E	E	C	A	B
Berserker	A	A	C	E	E
Assassin	D	D	B	E	B
Jumper	E	E	E	E	E
Shielder	C	A	E	C	D
Brawler	B	B	B	E	E
Avenger	E	C	C	C	E
Ruler	B	C	A	A	E

Scale

The above Parameters work on a special scale, that is unique to them. Human Peak, for ease of measuring, refers to the current peak in our world, not the theoretical maximum the human body can output. For reference, the peak for Magic would be Tohsaka Rin, a genius magus in the FSN series. This Scale only applies to Statistics, it does not apply to Skills or Noble Phantasms.

E x10 the human peak.
D x20 the human peak.
C x30 the human peak.
B x40 the human peak.
A x50 the human peak.
+ Each adds again the rank it is applied to. A+ becomes x100, A++ becomes x150 etc.
EX x500 the human peak

Variability of Scale

Not every Fate jump accurately follows this scale. Some like Apocrypha and Grand Order will regularly have showings from certain Servants that indicate higher statistics than they seem to have. In those cases, as long as you can give an accurate, supported guess as to the actual level of benefit a stat rank has, you may take that instead. If a series has Servants regularly display more than x50 the human peak of strength for Servants with A rank Strength, you may also have you're a rank or higher strength be on that level SO LONG AS you purchase it in the same jump that those Servants display those higher stats.

Skills

You get one C rank Skill free and receive an E rank for free in any Class Skill you have according to your bought Class, what each Class has as Class Skills is indicated below and in the prior Class section. Further ranks in Class Skills are discounted, including Pluses and EX ranks, excluding the undiscounted surcharge for additional EX ranks beyond your first. Reducing your ranks in a Class Skill only gives you back discounted SP.

Each letter rank upgrade costs 50 SP. Pluses cost 100SP and can be bought up to 3 times per Skill. EX ranks may be bought for A rank Skills or higher at 350SP, with an additional 100SP added on for each successive EX rank you have bought in the entire supplement. You may buy a Minus once for any Skill that has no Pluses to give you +25SP.

Certain Skills are not available, partially unavailable or conditionally available. The Banlist section at the end of the supplement details these. Partially unavailable or conditionally unavailable Skills will have BANLIST next to the Skill name, indicating you should check the Banlist section for details on whether it may be taken or not.

IMPORTANT

Until the Supplement is fully updated, you may gain Skills that are in canon but not in the below list. You may not take any Skill that is exclusive to a Grand or Beast Servant, any Cheat/Id_es Skill, any Skill that breaks the supplement (Skill that gives more skills, Skill that gives extra Classes, etc) or any Skill on the banlist.

Servants possess two types of Skills. Class Skills are abilities that certain Classes gain discounts on because of the Class they are summoned to, as indicated below and previously. Personal Skills are Skills that are not discounted or connected to any one Class. If you do not have a discount on a Class Skill, you can still buy it, you just need to pay full price for it.

Class	**Class Skills**
Saber	Magic Resistance, Riding
Archer	Independent Action, Magic Resistance
Lancer	Magic Resistance, Battle Continuation
Rider	Riding, Magic Resistance
Caster	Territory Creation, Item Construction
Berserker	Mad Enhancement, One Skill of choice
Assassin	Presence Concealment, One Skill of choice
Jumper	Choose one Skill of choice
Shielder	Magic Resistance, Self-Field Defense
Brawler	Independent Action, Mad Enhancement OR Presence Concealment
Avenger	Avenger, Oblivion Correction OR Self Replenishment (Mana)

Ruler	God's Resolution, True Name Discernment

The Skills that may be bought are detailed over the following pages. Only canonical ranks will be given as examples for now, a more complete redoing is in the works still, but even if a rank does not have an example given you may still take it, barring the **BLIST** notification that indicates you should check the Banlist section at the end of the Supplement to find out what limitations there are on a Skill.

Multiple Examples of a given rank may be given at times.

List of Class Skills

Avenger	A Class Skill of the Avenger representing the state of an Avenger as one that gathers people's hatreds and grudges onto oneself.
A	Those around the servant consider him/her as an enemy but those negative emotions immediately turn into strength.
B	It is easier for her to accumulate loathing and resentment.

Counter Hero	Reduces the Statistics of any "hero" that the Servant faces in combat.
B	At Rank B, it reduces all of the opponent's parameters by two ranks. It's weaker against anti-heroes, reducing their parameters by one rank.

Independent Action	This skill is allows the Servant to operate independently of the Master and reduces the reliance on the master's prana. As indicated in the later Drawback section, this Skill may give a certain amount of SP as described there if taken by a new companion Servant rather than the Jumper or an existing companion as a Servant. For Jumpers and their companions as Servants, it is a costing skill.
A+	Servant can remain in this world indefinitely even without a Master. However, in order to activate his Noble Phantasm, it is necessary to first acquire an extra supply of Magical Energy from alternative sources.
A	Can remain in this world for a week even after losing his Master. However, to use Noble Phantasms of great Magical Energy consumption, back up from the Master is necessary.
B	Capable of remaining in this world for two days without an established contract. Also capable of living on for a short period of time after suffering extensive damage on his spiritual core.
C	Capable of remaining in this world for one day without an established contract.
E-	Materialization is possible for 30 turns.

Item Creation	A Caster-class skill. It is the skill to manufacture magical items.
A	Capable of making healing potions that grant limited immortality.
B+	Avicebron specializes solely in crafting Golems, so it's impossible for him to craft anything else.
B	Production of devices that carry magic power.
C	While Hans Christian Andersen does not know magecraft, by putting his Noble Phantasm to practical use, it seems he can more or less produce what can be found in his literary works. - Semiramis specializes in poisons, so she can't make any other types of tools.

Mad Enhancement	Raises basic parameters in exchange of hindering mental capacities. In some cases, also seals away Personal Skills.
EX	Parameters are Ranked-Up, but is deprived of most reason. Even when under Mad Enhancement Spartacus is able to hold a conversion. He is fixated on "always making the most difficult choice," so essentially, a mutual understanding with him is impossible. - She does not lose her reason and remains as her original intellectual self. However, she manifest a fanatic maternal love, to the point she monopolize the one who she feel motherly love for, losing sights of all social morals and eliminating anything for him/her. She's mentally ill, but other and neither herself can perceive how much broken she is. She is impossible to persuade to make her correct her ways. - She doesn't lose her reason, but she will not listen to anyone and will follow through her desire to save others by any means, seeming more a demon, instead of an angel in her pursue of her means. - Parameters are ranked up, but they aren't or are just partially deprived of their reason. They follow strictly their ways, becoming impossible

	to persuade and to get a mutual understanding with.
A+	All stats receive a Rank-Up, but the majority of reason ended up being robbed away. Only the mission to expand the Roman Empire and make it prosper is not lost; thanks to it, if an ally approaches him citing Rome, a Luck check occurs, and if successful, he restrains his rampage. If the contact is by a person with ties with Rome, the check occurs with a plus. That is to say, if he is approached by the likes of Nero or Romulus, he would be able to reliably restrain himself. However, such restraint is just a condition of standby, and it's not like perfect communication becomes possible.
A	Rank up for parameters, but most of one's reason is robbed. Due to undergoing consciousness equalization with the Master, one has become a more mechanical Servant.
B	Rank up for all parameters, but takes away most of sanity.
C	Increases all parameters in rank with the exception of Luck and Mana, but removes the ability to speak or have complex thoughts. As a Berserker, she is only active at night, with "Darkened Misty Metropolis" always active, and will attack anything that possesses mana. - Rank up for all parameters except Luck and Mana, but in exchange one can no longer think and speak properly.
D	Strength and Endurance parameters are up. Language ability is simple. Continuing complex thoughts over long periods of time are difficult.
E	Normally does not receive the benefits of Mad Enhancement. In exchange, he retains a normal capacity to think. A Luck Check is performed whenever damage is received, failure results in him going wild and Stats excepting MGI and LCK being raised. On that occasion, his whole body becomes red.
E-	A skill that transforms one into a brute and raises one's abilities. ...But as Elizabeth still possesses her reasoning abilities, the benefits from this are very low. Rather than effecting her abilities or endurance, it's simply made it so that she "does not feel pain." -

	The user does not receive the benefits of Mad Enhancement nor do they lose any of their reasoning abilities, and overall they just become a little rougher. Beowulf has this rank of Mad Enhancement because, while he is linked to historical berserkers, he had never lost his sanity in his life.

Magic Resistance	Grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether.
EX	In addition to the Magic Resistance of the Saber Class, Joan demonstrates high Magic Resistance due to her unwavering piety. However, since it is just averting (evading) the Magecraft, only Joan will be saved against a wide-range magic attack. It cannot cope with the sacraments of the Church either.
A	Cancel spells of A-Rank or below, no matter what high-thaumaturgy it is. In practice, the Servant is untouchable to modern magi, so it would not be an exaggeration to title the Servant a "Magus Killer".
B	Cancel spells with a chant below three verses. Even if targeted by High-Thaumaturgy and Greater Rituals, it is difficult for them to be affected.
C	Cancel spells with a chant below two verses. Cannot defend against Magecraft on the level of High-Thaumaturgy and Greater Rituals.
D	Cancels Single-Action spells. Magic Resistance of the same degree of an amulet that rejects magical energy.
E	Cannot cancel spells, but magic damage is reduced somewhat.

Oblivion Correction	An Avenger-class servants Class Skill. People are creatures that forget many things, but an avenger never forgets. The critical effect of Avengers who attack from beyond oblivion is strengthened.
A	It doesn't matter how much time passed, she will never forget her resentment. Not even if she were to understand the wonders that come from that very resentment.

Presence Concealment	The capacity to hide one's presence as a Servant. It is a common skill to the Assassin class.

EX	Becomes one with the World itself. The moment one shifts to attack, it becomes A+.
A+	It is possible to disappear completely and become almost impossible to be detected. However, efficiency will decrease once preparations to attack are taken. -
C+	The rank of presence concealment drops considerably when preparing to attack. However, this condition does not apply to poisoning something.
D	Suitable for spying.

Riding	The Class Skill of Rider and Saber, is the ability to ride mounts.
EX	Allows one to ride anything, even high level dragons, and the boost from Riding is increased greatly. - MHX cannot ride pretty much anything but displays amazing performance when steering spaceships. To the point that she can make them warp even if they are not installed with a warp function.
A++	She is able to ride every beast and every vehicle. Normally the Riding Skill is not supposed to allow one to ride dragons; however, she is an exception.
A+	Creatures on the level of Phantasmal Beast and Divine Beast can be used as mounts. However, that does not apply to members of the Dragon Kind.
A	All creatures but those of Phantasmal Beast and Divine Beast-rank can be used as mounts.
B	Most vehicles can be handled with above average skill. However, cannot ride the likes of Phantasm Races such as Monstrous Beasts. - As long as it is an animal that exists in reality, even if it is a wild animal, she can ride it. - Most vehicles can be handled with above average skill. However, cannot ride the likes of Phantasm Races such as Monstrous Beasts. Nero's forte is chariots, but she avoids them because they make her butt sore.
C	One can flawlessly ride animals and vehicles that received a proper training and adjustment.

Self Field Defense	A Shielder Class Skill.
C	A power displayed when protecting allies or an allied camp. Exhibits damage reduction surpassing the defensive limit value, but Shielder herself is not included as a target. Also, the higher the Rank, the more protective range spreads.

Self Replenishment (Mana)	An Avenger Class Servant Skill.
A+	Prana self-sustaining production until she manages to fulfil her revenge. Albeit only a small amount, each turn she will recover her prana every turn.
D	Until they acheive their revenge, their mana will endlessly keep springing out. Mana will be recovered every turn, even if only a minuscule amount.

Territory Creation	This skill allows the servant to build a special terrain that is advantageous to oneself as a magus. A Territory allows the creator to cast stronger spells at a reduced cost, with the effects increasing as the rank does.
A	Creation of a "Temple", which is superior to a "Workshop", becomes possible
B	Creation of a "Workshop" becomes possible.
C	At this level even creation of a Workshop is difficult

True Name Discernment	Status information such as one's identity, Skills and Parameters are automatically revealed when directly encountering a Servant.
B	If summoned as a Ruler, during a direct encounter, a Servant's true name and entire status information will be automatically revealed. In regards to Servants with concealment abilities, a luck check is required.

Personal Skills List

Aesthetics of the Last Spurt	A skill that derives from Atalanta having always made her opponents run ahead in footraces that she ultimately won.
C	Can anticipate the enemy by letting him take the initiative and then confirming his actions. Related Quote: "Go ahead. I shall pass in front of you afterward like a squall".

Affections of the Holy Grail	A skill for one who is deeply loved by a Holy Grail, in some time and place. One could call it the greatest curse in the world
A+	This skill boosts the rank of his Luck. Under special circumstances, he can even break out of enemy Servant abilities that would normally be impossible to escape from. However, this good fortune comes at the merciless expense of others' happiness.

Affections towards the Beyond	The distance that might have been someday…
A	The feelings towards those beloved days support her struggle to the very end.

Alluring Nightingale	A mesmerizing-kind of Skill possessed by those with a natural beautiful voice; it is also a declaration of exercise of power by the royalty. It works as a fascination magecraft-like effect towards males, but evasion is possible by means of a Magic Resistance Skill. Even without Magic Resistance, one can abate it to some extent so long he maintains a will to resist.
C	Can guide magical damage to the opponents of the royalty with just a single singing voice.

Alcoholic Fruit	The capacity of making a target drunk via various means.
A	Target can be made drunk through a tone of voice, a sigh, or even just a gaze, that possesses the fragrance of a fruit's melting tipsiness. In

	case of beings without magical forms of protection (common people or animals), their thoughts will end up melting instantly.

Animal Dialogue	The Communication of intention with animals that don't speak a "language of words".
C	Since it's not like the intellect of the animals improve, very complex nuances are not conveyed.

At the Boundary	The Skill of one who always walks with death.
A	Those who walk within the Valley are as one with Death and familiar with its ways -- resistant to its instantaneous imposition, and as well as the effects of charm.

Awarded Hero	A skill for the heroes who were born to be receive.
A	From the moment he's born, everyone loves him and gives him everything he needs. Unless he's hit by something like curses, Arjuna won't ever find himself wanting for anything. This does have limits.

Baptism Rite	A type of magecraft that changed style into a church form. It is effective on a spiritual body.
B+	By linking Amakusa Shirou's two Noble Phantasm, it is even possible to make a Servant go through a sublimation process.

Battle Continuation Also works as Performance Continuation.	The strength of vitality for predicaments. Also, the ability to withdraw from combat and reach allied territory alive after being defeated. It is one of the powers of a vampire.
A+	Can continue fighting even with wounds that place them on the verge of death. An ability representing the strong will to stay alive on the battlefield.
A	Makes it possible to fight even with deadly injuries and can remain alive so long as one does not receive a decisive fatal wound.
B	In the case of Elizabeth Báthory, it somehow became a skill that permits her to turn up again no matter how many times she's defeated. "Because it's Battle Continuation, it is not

	embarrassing no matter how many times I appear!"

Beast Killer	A Skill that grants increased damage towards Magic Beasts and Wild Animals.
B+	A special attack towards magic beasts and wild animals. Having deep knowledge about the nature of beasts, Cu Chulainn knows how to kill them.

Berserk	A skill that permit the user to enter a state of controlled rage. Nullifies Mental Influence and boosts melee damage.
A	Beowulf is capable of fighting like an animal.

Blessings from the End of the World	A Skill given to the wielders of Rhongomyniad. Must have Rhongomyniad as a Noble Phantasm.
A	Other than Mana and Luck, all parameters rank up during battle.

Bloodstained Demon	A skill that provides great bonuses to close-range combat power and provides weapon proficiency.
B	It has been said that he - who not only was an excellent warrior, but also burned with desire for vengeance more than anything else - fought to the bitter end against the Mexican soldiers with a single knife, even after his spear broke and his arrows ran out, while he becoming red with his own and the enemy's blood.

Blood Sucking	The act of absorbing anothers blood to replenish their own health and physical and/or magical strength. It is one of the powers of a vampire. As the Rank raises, the power of absorption increase.
A	The act of sucking blood. Additionally, this may apply the detrimental status effect of Seduction (Chaos). It has a medium chance of being applied and affects both men and women. Those who were sucked are dead while still alive, and are fundamentally subordinate to the one who sucked them as they are turned into one's manservants through the sipping of their blood. Also, because this deed is not an attack but an act of affection, one cannot defend against it even with "a body that pushes aside all sorts of attack".

C	For Carmilla, it is an absorption and recovery of physical strength by bathing in blood. Although something close to a misconception, Carmilla's skin has certainly rejuvenated. - For Eurayle and Stheno, sucking blood will recover one's own magic energy. While this recovery will happen with anyone's blood, because the blood of her sister Medusa is the one they like the most, Eurayle and Stheno recovers greatly when sucking Medusa's blood.

Blossoming Journey	A Skill to make more likely a Good End for a journey.
EX	A blessing (Gift) towards the girl-knight who began walking on the path to be a king. Her traveling is filled with hope, making the hearts of those who fight along her be more proactive.

Bow and Arrow Creation	A Skill for the quick and skilful creation of bows and arrows.
A	The goddess Armaiti gave him the wisdom but the designer and the creator of the bow was Arash. As long as he has the materials he can instantly make a bow and arrows. A bow needs physical materials; however, arrows can be made by using his magical energy. Because of this, Arash can intermittently fire a countless number of arrows.

Bravery	The ability to negate mental interference such as pressure, confusion and fascination. Not usable under the effects of Mad Enhancement.
A+	Bonus effect of increasing melee damage.

Breath of the Dragon	The ability to release a torrent of mana like the breath of Dragons.
E	The use of the dragon breath put strain on the body, so the power output of her breath is low.

Charisma	The natural talent to command an army. Increases the ability of allies during group battles. A rare talent, and an ability inherent to Servants of the Saver class. It is said that a rank of B in this skill is sufficient to lead a nation as its King.
A+	At this point it is no longer popularity, but rather a kind of spell (curse) in itself.

A	Can be said to have achieved the greatest level of popularity as a human being.
B	Suitable for a king of a country.
C	Joan’s figure participating in the assaults hoisting a flag raised the morale of the soldiers to the limit and united the troops. Thanks to her charisma, it is possible to make others believe in the contents of the "revelations" without basis. - Elizabeth Bathory has a Charisma bonus when talking with females. - Having the Roman citizens' exuberant support and seeing his success as a general in the Gallic Wars, there's really no need to ask if Gaius Julius Caesar is charismatic.
E	Leadership skills increase, but the morale of troops decreases extremely. Charisma is a rare talent, but in rare cases, there are things that can affect the personality development of the owner. In the case of Sir Gawain, this resulted in a "Natural Knight" against whom no one could object.)

<u>Chinese Martial Arts</u> If one wishes, this may also be taken for the martial arts of other culture groups.	A Chinese rationality. A value that measures one's mastery of the martial arts that made becoming one with the universe as its objective. Its difficulty to learn is of the highest level and, unlike other Skills, it is at A Rank that one is at a level where he is said to have finally "learned it".
A+++	At this point, one is a master among masters.

<u>Clairvoyance</u>	Grants superior visual perception and dynamic occipital capture, such as to supplement the long-range aiming of projectile weapons. At higher ranks, it is possible that the bearers of this skill have acquired such abilities as precognition ("future vision") and other forms of perception beyond standard eyesight (X-ray vision and so forth). It is a Skill furnished on the flesh
A	For Arash, who has A rank or higher in this skill, one type of future sight (predicting the future) and even mind reading is possible.

B+	With a good balance of the Eye of the Mind (True) skill, limited future sight is possible.
C	Capable of keeping track of fast-moving object within a range of four kilometers. (EMIYA acquires this by applying Reinforcement to his eyes).

Clown's Laughter	A skill derived from Innocent Monster as a (designated) demon, allowing the servant to cast intense pressure over the human species.
A+	Mephistopheles' targets would fall into a situation like they have been abandoned by luck, where if there is any chance of failing a Luck check, it would fail for as long as Mephistopheles is casting his pressure.

Collector	The "talent" to collect high quality goods—a "luck" that draws rare items into the possession of the Servant. However, the Servant's Master derives no benefit from this personal skill. This Skill only assists in creating a collection like this, it does not automatically grant a full collection.
EX	A collector of treasures. Within his era, he aggregated and sealed unto his collection all the fruits of civilization. Rather than "possession of individual items," it would be more appropriate to say that the true treasure he grasped was "the very essence of human ingenuity." All that falls beyond the Treasury of the King are those creations that came of "new concepts" crafted by Post-Humans, and items derived of the civilizations of other celestial bodies.

Combination	A Skill that displays how much one's combat power increases when on a united front with a specific person
C	At C Rank, no matter what sort of severe battlefield, they will be able to grasp each others actions with a single gaze and then take the most suitable move. In Mary's and Anne's case, their Noble Phantasm also receives a great influence from this Skill.

Consummated Shape	A Skill held by those whose bodies are made from magic and the land.
A	By making use of the magic energy of the land, it restores itself to its former shape. So long there is a supply of magic energy from the land, Enkidu's body (which was produced

	from the clay of the Age of Gods) will never collapse. A powerful regeneration/restoration ability that is completely unprecedented. However, the soul is a different matter.

Crossing Arcadia	A skill that allows for quickly moving over the field of battle.
B	Can move while jumping over all kinds of obstacles on the field, including enemies. Related quote: "Arcadia, my far-away homeland, I shall jump stone by stone across the steep mountain range that lead to you."

Cry of the Angel	A skill to boost the instincts of those around the user.
A	A cry from the heart of the woman known as the Angel of Crimea. The spirits of those who hear it stir, granting a remarkable boost to their survival instincts.

Demon King	A skill that twists the user's physical appearance based on the stories told about them.
A	Distorting her abilities and appearance, Demon Archer is unique in that it was something Nobunaga called herself in life, allowing her to receive its benefits without any demerits and activate or deactivate it of her own choosing. She can alter her appearance from being a small child to having a prominent bust.

Demonic Defender of the State	The capacity of a Servant to mark a region as his personal dominion by securing the surrounding leylines prior to an engagement.
EX	Vlad III's ability permits the reinforcement of his combat capabilities when fighting in his territory, gaining a combat power bonus equivalent to Mad Enhancement of Rank A, and Kazikli Bey is a Noble Phantasm that may be deployed only within the marked domain.

Dignity of the Rearguard	Is unique Skill that displays more power the more disadvantageous the situation (such as defensive battles and military withdrawals) is.
A	The power displayed by Leonidas in the Battle of Thermopylae turned into a technical skill.

Discernment of the Poor	Insight to see through the opponent's character and attribute.
A	He will not be deceived by excuses and deceptions from words. (It expresses the power to grasp the true nature of the opponent possessed by Karna, who was blessed with the opportunity to inquire about the life and value of the weak due being someone without a single relative.)

Disengage	The ability to break away from combat.
C	Bonus effect of returning battle conditions to what they were at the beginning of the match.

Divine Protection	A form of divine protection that gives the user the quick-wittedness and the brute strength needed to defeat beasts unaided.
A	David has been resurrected by the power of the Grail, he does not regard himself as a vessel to the soul of his original—merely as an instrument of God. He does not terribly mind this existence, content merely to feel the grace of his Lord.

Divinity EX rank divinity refers to Divine Spirits, and is only purchasable for Servant's in Extra, Extella or Grand Order.	The measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own rank as a Monster, Demonic Beast raises. It can also decrease due one's dislike for the gods. It also has an effect which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as Protection of the Faith and Enlightenment of the Sacred Fig.
A+	Gilgamesh's original value as a 2/3rds demigod.
A	A demigod, with one divine parent and one mortal parent.
B	Altera is not related to a divine spirit by blood; however, Europe was overrun on what was considered to be the authority of God. The target of this fear was given the name, "Scourge of God." Because of this, Altera who became a Heroic Spirit on Earth, has a high ranking divine spirit aptitude. - At the same time that he is a ruler that controls the people and reigns over the land, a pharaoh is also someone who reaches the gods. A pharaoh has his divinity change in accordance

	with factors such as the era and etc, but she is regarded as a child of the Sky God Horus, as well as one of its incarnations.
D	Kintoki is the son of a thunder deity and an man-eating witch. - Descended from the goddess Venus and defied after he died, Caesar has divine spirit aptitude even if the rank is low. - David as an ancestor of Christ, do qualify weakly as a being of divine nature—perhaps equivalent in rank to Joseph of Nazareth. He possesses some defense against the action of conceptual relics and Noble Phantasms based in the divinity of Christ (though not those based in the divinity of God) -- for example, "holy shrouds," "the stakes of the Crucifixion," and "the Lancea Longini"; possibly even "the Holy Grail."

Dragon Witch	Grants an innate skill to control dragons. This skill partly works as the Charisma skill, raising the party attack.
EX	Joan possesses this skill as the result of being created from Gilles' wishes. Acting as an opposing phenomenon to the legends of saints who defeated dragons like Saint George and Saint Martha, she can control everything from Wyverns to mighty dragons like Fafnir.

Elemental	Represents one's skill with elemental magecraft.
A+	Paracelsus is an Average One, capable of manipulating all five elements, and is very adept in Jewel Magecraft.

Enchant	The Skill that empowers people via various means.
A	William Shakespeare can reinforce the battle capabilities of his Master by writing about them, such as he can act as an observer documenting his master psychological state.

Enlightenment of the Sacred Fig	Renders protection to one who has reached "the Truth of the World" or "the Answer of Humanity"—a Protection Against Purging that marks the Servant as a "Protector of the World." Unconditionally reduces the damage

	dealt by physical attacks, conceptual attacks, and interdimensional attacks by a value equivalent to the Servant's HP. This skill also shuts out probability of Mental Interference by 100%.
EX	In the circumstance of Buddha, who has attained an EX in this skill, even the seven desires of man may be received with perfect tranquility.

Espionage	Does not conceal one's presence, but rather makes one's presence fail to register as hostile. This Skill causes others to misunderstand one's status, including a kind neighbor, a harmless pebble, or the most beloved person.
A++	At this rank, as long as the user is not outed by her allies, it is impossible to discern any hostility from the user. However, the instant when Mata Hari attacks directly, this Skill loses its effects.

Eternal Arms Mastership	Prevents degradation of fighting skills when under the effect of mental hindrance.
A+	Mastership of combat arts has reached the point of being said to be unrivaled in one's era. By complete merging of mind, body and technique, it is possible to make use of full fighting skills even when under the influence of any sort of mental hindrance.

Evaporation of Sanity	Reasoning is disappearing, making it impossible to keep any secrets.
D	Carelessly chatters about own team's weaknesses and True Names, forgetful of important things, etc. A kind of extreme curse. This skill also serves as "Instinct." During battle one is able to, to some extent, feel the optimal course.

Evil Eye of the Abyss	The final fate of Gilles de Rais that looked into the abyss and was looked back in turn. Those eyes suffered a great metamorphosis and became a thing that spreads fear, similar to those "things" that lurk in the depths.
C	It is not a fear coming from violence or coercion, but because of making the "fear of the unknown" the opponent already has inside surface up, resulting in one's Lost Sanity.

Expert of Many Specialisations	Access to and use of many expert skills. This indicates normal skills, not Servant Skills.
A+	Tactics, academia, espionage, assassination, swindling, rhetoric and a total of 32 other skills can be used with proficiency of *Rank B* or above. (Assassin achieves this by arbitrary changing between his multiple personalities).

Eye for Art	Infatuation with works of art
E-	If he happens to see a Noble Phantasm that possess artistic anecdotes, there is a small chance that he might be able to figure out its true name.

Eye of the Mind (False)	A natural talent to avoid danger on the basis of an innate 6th sense, intuition, or prescience, where accuracy of instinct has been augmented by experience -- somewhat overcoming the problem of visual obstructions that appear in the course of combat. The difference between **Eye of the Mind (True)** and **Eye of the Mind (False)** lies in that the former is an ability that humans can obtain through accumulation of experience. The 'False' version is superficially similar, but in fact represents a natural instinct that cannot be obtained regardless of effort or experience -- even though experience can refine its accuracy.
A	The ability grants an effect of offering resistance against penalties caused by visual obstructions. (During the fifth Holy Grail War, in the battle with Arturia, Assassin crossed blades with an invisible sword numerous times. He was able to use this ability to gauge even the length and width of the sword, and see through the fact that Arturia was unable to use her Noble Phantasm attack due to a lack of mana. Seeing through the weapon and style of his opponent after crossing blades only a few times, the perception of his eyes is the best among Servants.)
B	(Even though Hercules‟ sanity was lost due to Mad Enhancement, this skill remained effective as it is nearly an instinct. When crossing swords with a seasoned swordsman like Arturia, he would not fall for half-hearted feints. It is such a troublesome ability for Heracles' opponents. Although monstrous in size, Heracles has a high

	rank in Agility. As a result, it is very difficult to corner him.)

Eye of the Mind (True)	A heightened capacity for observation, refined through experience.
B	Capable of calm analysis of battle conditions even when in danger and deduce an appropriate course of action after considering all possibilities to escape from a predicament. So long there is even a 1% chance of a comeback, this ability greatly improves the chances of winning.

Fairies Maddening	The ability to awaken the spirits sleeping within the earth and crushes the will of enemy forces.
A	This mental interference causes a temporary decrease in STR and AGI in all enemies.

Familiars This Skill can be used for similar animals to Doves as well.	Allows the use of doves as familiars.
D	They can be directed by thought alone, without need for a contract.

Galvanism	A skill that allows unrestricted conversion and accumulation of magical energy and bio-electricity. Thaumaturgical attacks involving no material existence—wind manipulation, energy bullets, beam attacks—are converted to electricity and rendered without effect, discharged into the environment. Absorbed electricity may be used to implement rapid self-repair and physical attribute reinforcement. Like Phlogiston and Ether, the concept of Galvinism, which explains organic activity as a bio-electric process, falls under the domain of Alchemy.
A	By instantly converting attacks without form such as magic light, magic wind, and magic bullets into electricity and charging it, Tesla can recharge his own mana.

Glory of the Past	The memories of the four years when Caligula lived as a wise king; these memories don't soften his madness, but they actually accelerate it.
B	He obtains a plus modifier to his resistance against mental interference and the like, and

	he raises his strength parameter temporarily if fighting unarmed, but every time Caligula uses this Skill he also suffers damage. The rampaging madness makes his spiritual core grate.

God Slayer	As the demonic realm, [The Shadow Realm's], gatekeeper, her continual slaying of multitudes of divine spirits has become a skill.
B	Super effective against Divine Spirits. A 'Plus' modifer is gained when attacking Divine Spirits, wraiths, and Servants with the divinity skill.

Golden Rule	Measures one's fortune to acquire wealth.
A	Money problems are completely unknown.
B	Since he had enough assets to challenge Iskander several times during his life, Darius III possesses this skill at Rank B. His financial power is a part of his strength as much as his combat ability.
C-	For Siegfried, due to the Nibelung treasure promised a lifetime untroubled by money, but his Luck is Rank-Down.

Golden Rule (Body)	The possession of a perfect goddess-like body, preserving beauty.
B	Leonardo intentionally acquired this Skill when he "redesigned" his body as a female (Mona Lisa).

Grace of God	A Skill that denotes the "beauty of royalty".
B	She was born to be a beautiful monarch, endowed with the greatest body and good looks.

Guardian Knight	Temporarily raises defensive power when protecting others.
A+	As the guardian of many countries and regions, George is always expected to "guard over others". And such expectations give him incredible power of protection.

Harp of Healing Can be taken for other instruments instead.	A skill that gives the user the ability to exorcise and heal by playing a melody with an harp. It is analogue to the modern musical therapy.
A	His melody will purge mental interference, restore psychological stability and heal those who listen to it, while accuracy of projectiles and polearms suffer a Rank Down in the hearing area.

Hero Creation	A Skill that represent the techniques to artificially give birth and raise a king.
EX	Merlin, who can be described as the true father of King Arthur, is known as the most prominent kingmaker in the world.

Hero's Bridesmaid	Skill of one who was beloved by a hero.
C	Allows for the viewing of another Heroic Spirit's legend; seeing their skills and identity causes her to adore them if their legend had love in it.

High Speed Divine Words	Is the power to activate Thaumaturgy without the use of Magic Circuits. The language of the Age of Gods, back when words played a heavy role in spellcasting. As such, it is power long lost by modern magi.
A	*High-Thaumaturgy*-level Magecraft can be cast at the speed of *Single-Action s*pells.

High Speed Incantation	The ability to speak magical incantations at an accelerated speed.
A	Paracelsus is able to perform Great Magic at the speed of a Single Action spell. In his case, he is able to use it to improve the efficiency of his Jewel Magecraft, specifically, when using Philosopher's Stones. - Archimedes' own magecraft level is not high, but the incantation speed is comparable to a first-class magus due to his accurate memory and his thought processing being beyond that of an ordinary person's.
C	Solomon, despite being fast, sometimes makes a mistake due to his worrywart nature and ruins everything.
E-	In the case of Hans Christian Andersen, rather than expedience in spell recitation, this skill embodies the immense speed at which he is capable of generating publication drafts.

Honor of the Battered	A skill that make those who have it become more powerful as they are inflicted more pain. The cost used to heal injuries via Magecraft or similar methods is reduced.
B	In the instance that Spartacus' injuries are repaired by means of magecraft, the required Magical Energy cost is quartered. In truth, the pain inflicted heightens his combat focus, allowing him to tap into his full potential;

	by corollary, if he is not injured, he cannot fight at full strength. The notion that "one must first conquer the pain inflicted by the enemy to attain absolute victory" is a fundamental premise of Spartacus' tactics.

Human Anatomy Study	A concept placed on the "other side" of execution techniques and medicine.
B	Sanson did not neglect researching on where he could hurt the human body without killing, without leaving prognostic symptoms. Putting on another way, it means he understands where it is okay to injure.

Human Anatomy Understanding	An understanding of the human body and healing it.
A	Grasp of the inner workings of the human body, like a piece of precision machinery. All actions intended to heal through skills, magecraft, etc are improved. Able to target enemy vitals with extreme precision, and all damage inflicted is increased. In addition, all damage received by the user is reduced. Nightingale's knowledge of anatomy is not just recorded in her memory, but is ingrained in her body and instincts as well.

Human Observation	A technique to observe and understand people.
A	At this level, it is not simply observing but also hypothesizing the livelihoods and preferences, all the way to their life, of people one may not even known the names of. This requires a tremendous memory that does not forget easily. Hans Christian Andersen is known as a pessimist, but what lies at his foundation is not rejection but understanding.

Illusion	A magecraft that deludes people. It indicates intervention towards the mind, virtual projections on the real world and the likes.
A	Upon reaching A Rank, nightmares on the mental world are a matter of course, but he can also easily create virtual images of about the size of a single village to deceive people.

Information Erasure	The removal of information regarding the Servant's true name, abilities, and appearance from the records and memories of all

	witnesses, including the opponent, following the conclusion of an engagement.
B	This effect is enforced even within digital recordings by a closed-circuit camera in broad daylight. However, evidence of the engagement is not removed from the scene, and by way of logical deduction, the Servant's identity may be revealed.

Innocent Monster	An attribute possessed by Servants whose history and existence have been distorted by the monstrous reputations they accrued across the course of their life and thereafter. As a consequence, the Servant's abilities and appearance have been rendered to conform to the specifications of their legend. Incidentally, this personal skill cannot be removed.
A	This effect is enforced even within digital recordings by a closed-circuit camera in broad daylight. However, evidence of the engagement is not removed from the scene, and by way of logical deduction, the Servant's identity may be revealed.
D	Phantom as the model for the novel "The Phantom of the Opera", he received the influence of the work and his face became grotesque, while his arms also turned into something strange-looking. If he removes his gloves, talons sharper than large knifes are exposed. In the case of Hans Cristian Andersen, distortion is rendered by the Curses of the Readers

Instinct	The power to "feel" the most favorable developments for oneself during battle.
A	A refined sixth sense that is now closer to true precognition. Has the bonus effect of reducing penalties caused by obstructed vision and hearing by half.
C+	Her instincts are considerably lower than the normal Arthuria's, but only when facing a Saber, her instincts rank-up to A.
C	It is only effective for the sake of defense. Saint George employs this ability for the sake of immediately judging "whether the opponent is an enemy that must be fought".

Jaws of the Dark Jungle Can be applied to different types of terrain instead.	Skill that grants variety of boosts when in a particular terrain.
A+	In a case where she is on a “forest” field, plus effects are added to all sorts of checks and saving throws.

Kiss Demon	A Skill that allows one to drain mana from others by kissing, willingly or not.
B	Kuro, who unexpectedly manifested as a Servant-like being without a Master, always requires magical energy. Thus, she resupplies via mucous membrane contact as a quick and easy method that requires no contract. An unguarded victim will suddenly oneself thrust into a kissing scene by the brown little devil, without a care for the time or place.

Knowledge of Respect and Harmony	Prevents any decrease in the effectiveness of a technique, regardless of how many times it is used against the same opponent.
B	Attacks cannot be recognised by the enemy as something they have seen before.

Librarian of Stored Knowledge	An ability that makes it possible for a clear recall of knowledge from memory with a successful Luck check, even if the information perceived in the past was not consciously acknowledged at the time.
C	The Hundred Faced Hassan achieved this by distributing his memory processing among his many different personalities

Looks of Loveliness	Coupled with the attire, one is endowed with a beauty that makes difficult to discern the gender by means of an aura (not appearance).
C	Plus modifiers are applied to checks when negotiating with both men and women. Also, effects that target a specific gender are disregarded.

Love Spot	Is a spell (curse) inherent of one's facial features which is cast as soon as the target look at the user's face.
C	Diarmuid of the Love Spot. Effects are similar to those of Charm -type Mystic Eyes.

Magecraft	Knowledge about modern Thaumaturgy.

C-	Capable of using orthodox Thaumaturgy.

<u>Mana Burst</u> Has multiple variations. These include basic force, any of the five classical elements, Courage, Jewel, Pumpkin. The non force variations apply relating effects such as fire auras, ally inspiration and so on.	Is the increase in performance caused by infusing one's weapons and body with magical energy and instantly expelling it. Simply put, recreating the effect of a jet burst by expending large amounts of Magical Energy.
A+	Originally, Ishtar's divine power was free and unrestricted - mostly almighty. But, maybe as an influence of her possessed vessel, for some reason she is now unable to store her magic energy on anything other than jewels. A powerful Mana Burst skill, but because the process of charging jewels before firing is necessary, it is quite hard to put it to good use
A	A normal weapon that is not on the level of a divine mystery can be destroyed in one blow. Raises defense in several times. Artoria uses this skill mainly for defense and high-speed movement. - As Saber Alter, her magical energy will cover her body regardless of her will, but it have the side effect of making her less agile. - In Karna's case, blazing flames become Magical Energy to dwell in the weapon used. This Skill is usually active and all the weapons that Karna grasps receive this effect. In Arjuna's case, the flames become propulsion for his arrows. Arjuna's arrows pierce his enemies faster than a rifle. - Pumpkins spirits reside in Halloween Elizabeth's weapon and magic, and if it's in a place with festivities clamor it can display the effects of a first class Mana Burst. However, those very pumpkin spirits can materialize in the first place because of Elizabeth's mana. Which is first, the pumpkin or Elizabeth?
D	Increases defenses.

<u>Mana Defense</u>	A Skill of the same type as "Mana Burst", where magical power is translated directly into defensive power.
?	Operates on a similar level to Mana Burst.

Manifestation of Beauty	The fearsome charismatic nature as a goddess of beauty. A power to charm others.
EX	Originally a composite Skill (gauge absorption, curse, skill-sealing) that had a strong temptation effect at its core. Despite of being in a condition of merely possessing another, it already surpasses the realm of men.
B	Thanks to the strong inclination of the possessed human, the restriction effects towards others were removed and it essentially became a simple Charisma skill.

Marksmanship	A Skill representing all-round shooting techniques, which includes quick drawing and trick shooting by means of small arms.
A++	Skill with firearms includes quick draw and trick shots, at A++ he's a one-in-a-century genius.
B	Anne Bonny's shooting ability is to the extent of perfectly hitting a target with a musket, even while on top of a shaking ship.

Mental Disorder	The mind has fallen ill. It is not the Mad Enhancement that Berserkers usually possess.
A	Being unable to feel the pain of others or read the mood of one's surroundings. Has the ability of mental super armor.

Mental Pollution	This makes it highly possible to shut out any mental interference Thaumaturgy, due to possessing a distorted mentality. However, at the same time it becomes impossible to come to an understanding with individuals that do not possess an equivalent rank of mental pollution.
C	Provides a probability that mental interference magecraft will be rendered ineffective. In the condition that the Servant's master is of Evil alignment, and perpetrates acts of cruelty against the Servant, Mental Pollution will increase in rank, further increasing defenses against magecraft. However, as the Servant's psyche is inherently broken, this may result in irreversible deterioration.

Military Tactics	Tactical knowledge used not for one-on-one combat situations, but for battles where many are mobilized. Bonus modifiers are provided during use of one's own Anti-Army Noble Phantasm or when dealing against an enemy Anti-Army Noble Phantasm.

B	Leading his troops to victory in many battles while alive, Caesar's ingenuity and military exploits have transformed into this skill.
C	Particularly when waging a war of attrition, he gains a high battle tactics bonus.

Monstrous Strength	An ability possessed by monsters and beasts, temporary boost of the Strength parameter by one rank for a time limit determined by the ranking of this skill.
B	If Medusa uses it, the longer is under the influence of this skill, the more she turns into the legendary monster Gorgon. In the case of Dr. Jekyll, this Skill will manifest when he transform into Mr. Hyde.
C	However, in the situation that this skill is activated, every 1 turn that passes damage is taken.

Murderer of the Misty Night	A skill associated with the Servant's nature as a serial killer rather than as an Assassin, which permits preemptive strike against all opponents. However, unconditional success of the skill is possible only at night. Requires a successful Luck Check for use during daytime.
A	From the conditions of their bodies, it is believed that all of the victims of Jack the Ripper were assailed when unguarded

Mystic Eyes	The possession of Mystic Eyes that are capable of interfering with the outside world.
A++	Has possession of Mystic Eyes of the highest level “Cybele”.
C	Arcueid possesses Mystic Eyes that enchants the souls of those who the user looks at and of those who look at the user. (In Arcueid's case, it does not function properly due a misunderstanding from the Master. Her original Rank in this Skill is A)

Natural Body	The possession of a perfect body as a living being from birth. The owner of this Skill is treated as if his STR is always Rank-Up.
A	Even without training Kintoki's muscles are brawny and his body shape does not change no matter how much calories he intakes.

Nature of a Rebellious Spirit	The temperament to never remain at one location and never embrace a lord. A wandering star that does not have the

	capacity to be king nor is capable of finding his own king. Negates the effects of *Charisma* with the same rank.

Numeral of the Saint	Denotes that "3" is the sacred number of the Celts. Only during the three hours between 9 AM and midday and the three hours between 3 PM and sunset, one's power increases.
EX	From 9 AM to noon and 3 PM to sunset, power triples.

Numerology	The magecraft system, Kabbalah.
B	Combining shortened arias due to Notarikon, multiple commands can be instantly given to multiple golems.

Nursing of Steel	Skill with treating injuries.
A	Using scalpels and medicines created from magical energy, she can treat the injuries of her allies. Strengthened by the anecdotes of the people she saved, even the most serious of injuries can be treated. Treatment is possible whether the patient is a human or a Servant. While the techniques she uses are from the 18th to 19th century, others attempting to replicate her technique cannot hope to achieve the same results.

Oath to the Goddess Can choose culture groups other than Romans.	Gains an increase in damage when attacking a chosen culture group.
B	Gains plus corrections when attacking Romans.

Pioneer of the Stars	The unique Skill given to heroes that became turning points in the human history. All difficult voyages and challenges which are considered "impossible" turn into "events that can be realized".
EX	Tesla brought an existence that belonged only to beings from the age of gods down to the Earth, and raised the level of civilisation on the entire world, and thus has this skill at a high rank.

Planning	Tactical thinking meant for assassinating a target. Unlike Military Tactics, this is

	constricted to only assassination missions in which few people are involved.
B	One's own survival is not taken into account.

Pheremones	The general term for substances secreted/emitted from inside an animal's body, and that has an effect on the conduct and physiologic state of a different specimen of the same race.
B	Even without being a beautiful courtesan, Mata Hari can dissolve the wariness of men and women alike and, so long as she makes no mistake in the approach of the conversation; she can probably even obtain intelligence from the innermost circles.

Presence Detection	The ability to detect other Servants and local mana sources.
A+	Called an ability of the highest class, Enkidu is capable of detecting anything from other Servants to water sources clear across Snowfield, covering more than ten kilometers.

Princess of Loveliness	A Skill representing one's charismatic nature in regards not to leadership, but the ability to charm the people around oneself.
A	Just by existing, a knightly individual that protects her is pulled towards her.

Projectile (Daggers) Similar objects may be chosen as the focus instead.	The expertise for throwing projectile weapons; in this case, daggers.
B	Thrown projectile weapons are now comparable to bullets.

Protection from Andraste	The protection given by the Goddess of Victory, Andraste.
A	When participating in group battles, it gives a plus modifier to all checks by Boudica and her allies. In particular, it shows its maximum effect when waging a defensive battle.

Protection from Arrows	An increased defense against ranged attacks by predicting the projectiles' trajectories through exceptional means, such as hearing the sound of air being cut, or sensing the killing intent of the enemy.
B	An inborn ability of Cu Chuhlainn; as long as the shooter is within his line of sight, he can track

	down ranged weapons with his eyes and defend against them. Does not apply for attacks made from super-long-range or with a great area-of – effect

Protection from Wind	A charm (spell) originated from the Middle East, used mainly for protection against sandstorms and Jinns.
A	Hassan of the Cursed Arm's ability originate from the time when he was alive (mainly used to protect himself from sandstorms and similar events), and this ability once saved him from Saber's Invisible Air.

Protection of the Faith	A Skill possessed only by those who have sacrificed themselves for a religious view. Despite being a form of divine protection, it is not a blessing from a higher existence. It is only the absoluteness of one's body and soul, which is born from faith. But if it is too high, it causes abnormalities in the personality.
A+++	Vlad III or Vlad the Impaler, possesses this ability due to his brutally effective methods of protecting Christianity and the lands of Wallachia. At such a high rank, however, it took a heavy toll on his sanity.

Protection of the Music God (False)	Originally a Skill that denotes the divine protection of the Goddess of Arts Muse, that one attained by oneself by great skill in music. Makes possible to distinguish all kinds of sounds and play a masterful music performance. Furthermore, plus modifiers are applied to the exercise of music magecraft.
EX	All these effects can be displayed by "his own power".

Quick Draw	Skill in fastly drawing and holstering his weapon.
A+	Specialisation of the shooting technique, he can see his opponent draw, draw himself and have time to spare.

Revelation	A Skill to hear the voice of heavens and take optimum action; a Skill equivalent to Instinct, a sixth sense regarding battles. However, "Revelation" accommodates all matters related to the achievement of a goal (for instance, choosing the most suitable path while traveling). Because there is no basis to it (or so

	thinks Ruler), it cannot be explained to others clearly. It is a Skill held by the soul of the user
B	Solomon states that this Skill allows him to "hear the voice of heaven".

Rosy Cheeked Adonis	The disposition as a pretty boy who charms people. A fascination magic-like effect that works on both men and women, but one can abate it so long there is a will to resist. Complete evasion by means of Magic Resistance Skill is possible.

Rune Magic	Knowledge about this type of Magecraft that originated in northern Europe.
A	Other than attacks, he mainly uses this to temporarily simulate the effects of other Skills, such as Magic Resistance or Clairvoyance.
B	The capacity to use the 18 original runes. Possession of the magic crest of Northern Europe, the runes, granted by his mentor Scathath. By making proper use of this, powerful and varied effects are mastered. Other than attacks, this is mainly employed for effects corresponding to the Skills Magic Resistance, Clairvoyance, for raising parameters, and etc. All of those are merely temporary and he cannot employ multiple of those simultaneously.

Sadistic Consitution	A term used for people who derive pleasure from the suffering of others.
A	A skill that augments one's aggression in battle. It appears to be a positive skill, but the longer its owner stays in battle, the more their abusive disposition will grow, causing them to lose their usual composure. It's possible to say that this is just one step short of the skill that causes Berserkers to go insane. The more one attacks, the stronger one becomes, but on the other hand, one's defensive abilities drop. With the added disadvantage of unconsciously lowering one's chances of escape.

Saint	Indicates being acknowledged as a saint. When summoned as a Servant, the ability of saint is selected one among "raising the effectiveness of sacraments", "automatic HP recovery", "1 *Rank-Up* to Charisma" and "production of a holy shroud is possible".

B	Picks one of the three choices.

Saint of the Waterside	A skill representing Saint Martha's deep connections to water for having to drift on top of a boat and reined in the Tarasque at the Rhone's riverbank.
C	Upon perceiving a waterside, Martha's attack power raises.

Saint's Gift	A skill acquired by turning Santa Claus and enriching hearts by giving presents.
EX	However, because said presents' design is subtly different from what the targeted person requested, you cannot expect much from its effects. One could say she has a natural gift for making choices that subtly perturb the traumas of others.
C	Although inexperienced, maybe because her attitude of earnestly striving in everything was valued highly as a Santa, her Rank is quite something for a novice Santa Claus.

Scream of Awe	A roar that arouses another's instinctive awe as a living being.
A++	Gorgon can bestow fear, continuous Defense Down, momentary Large Defense Down, curse and other conditions on all enemies

Self Modification *Banlist*	The aptitude to remold one own body or merge one's own flesh with body parts of others. The higher the ranking in this skill, the further away one is from being a proper hero.
A	Do-do-do-does not matter does not matter that kind of stuff does not matter at all! Whatever it is if you talk to me I'll do it from your orders!
C	It's possible to fuse the arm of Shaytān with his own right arm thanks to this skill

Self Upheaval	Originally, Servants are summoned on their golden age, but she was exceptionally summoned as an existence that "will grow up from now on".
A	Become evil if expected to be evil; become good if expected to be good.

Septem Colles	A Skill based on the hills of Roma, where the city was founded near.
A	Grants blessings to those he recognizes as his "children", e.g. Roman emperors

Shadow Lantern	A skill that allows one to become one with the shadows.
A	Because he can gain surrounding magical energy from the darkness, as long as he does not materialize he almost does not need the Master's magical energy supply. As long as a command spell is not used, it is possible to conceal one's status from the Master.

Shapeshifting Can also be bought as an Infiltration Specialisation.	Refers to both borrowing bodies and appearance change. A method used by the millenary spirits of foxes and badgers of China that are put on par with Tamamo-no-Mae. It is also one of the powers of a vampire.
A+	It seems like the master's look has been copied exactly
A	A method used by Daii of the Shang Zhou Revolutionary Period, but Tamamo-noMae does not feel like making much of an use of this due a trauma of the past
B	Tamamo Cat shapeshifting ability are the same as the spirits of foxes and badgers of China.-
C	By a woman's determination, she was reduced to a poisonous snake and crossed a large river. She transforms into a low ranking dragon of the orient. She will keep on running while she still has feet, but once her feet disappears she will start to crawl around on the ground. - It is possible to change his form into mist, or even countless bats. Extremely useful in close-range combat, but little effective against wide-ranging attacks. - Hassan of Serenity tailor her face based on the mission she has to execute, but her third stage face is her original one.

Signs of a King	A portion of the spirit Alexander will eventually have as the Conqueror King Iskander.
A	By stimulating his spirit, he obtains a plus modifier for every kind of check.

Soul of a Martyr	A mental protection that negates mental interference.
B+	Saint George is the owner of a strong faith who was pressed to renounce his religious beliefs many times and, despite receiving countless tortures, never fell down to such persecutions.

Sphere Boundary	A meditatively-based technique by which, through utilization of Qi (one of the culturally-specific names of Od), one may perceive the exact conditions of the immediate environment, and make use of the resulting perception so as to adjust and minimize the noticeability and impact of one's existence. For those who have reached the pinnacle of this skill, it is possible to synchronize with the world to such an extent that the human figure is rendered naturally indiscernible; it could be said that this state of oneness is the purpose for the pursuit of the Sphere Boundary to begin with. Vitrification functions on a similar basis. Incidentally, this personal skill is attained purely through the mastery of the martial arts, and is therefore unrecognizable to those trained solely under the system of Magecraft—being lacking in the telltale large-volume Magical Energy utilization that manifests in the use of Magecraft-based invisibility. As with the Tsubame Gaeshi attained by the Assassin of the 5th Heaven's Feel of Fuyuki, the Presence Elimination effectuated by the Sphere Boundary exceeds the domain of human capability. According to the Fate/Extra Drama CD, as with the technique of Presence Concealment utilized by the Hassan i Sabbah, elimination of presence drops in efficiency in the circumstance that the user initiates an attack or poises for an offensive—even though invisibility is still effectively maintained. For this reason, opponents unfamiliar with the technique are still capable of 'just barely evading' a seemingly invisible attack, provided sufficient skill, talent, or experience. However, in the absence of any preparation for offensive action, a practitioner of the Sphere Boundary remains wholly indiscernible even on physical contact.

Stalking	A Skill for keeping on one's pursuit of a beloved target.
B	Something that may also be described as a wild instinct that includes the fives senses and magic power, she tracks down Anchin no matter how far the distance.

Subversive Activities	The talent to reduce the enemy forces in the preliminary stages, before going into battle. An expert of traps. However, the higher is the ranking of this Skill, the more one's spiritual status as a hero declines.
A	It is possible to disable nearly 60% of the total military force before the enemy advances.

Supporting Shamanism	A skill that causes the parameters of one's opponents to decrease in rank.
C	A curse from Gunhild that causes the parameters of the opponents to be decreased by one rank.

Suppression	A secret art of assassins for not letting intention to kill show off until right before attacking.
A	Having reached A Rank, her intention to kill will not come out until the moment she grasp her weapon.

Surgical Procedure	The capability of surgical repair with use of a bloodstained scalpel, applicable to the Servant or her Master.
E	Despite the technique being 120 years old, and somewhat unreliable by visual appearance alone, the procedures manage to attain their intended effect, boosted somewhat with application of Magical Energy. (The victims of were found with their organs removed in such a way as to require anatomical knowledge or skill with dissection.)

Taijitu	A skill given to those who have both a male(Yang) and a female(Yin) that though opposite, embrace, coperate and coexist each other. It is also called "Yin-Yang Fish", since the symbol look like two fishes nesting each other and it represent the various contradiction and paradoxes of the world. To want to keep this alive is, in other words, to kill it; to want to fulfill this is, in other words, to injure it; to want to remember this is, in other words, to abandon it; to want to save this is, in other words, to forget about it. Blessing and loss, Longing and regret, they are both two sides of the same coin. Just like life and death.
A	Paradox spiral. Shiki (Saber) supplements Health by losing Mana.
B	Residual sense of pain. Shiki (Assassin) supplements Mana by losing Health.

Teachings of Circe	The princess Medea learned magecraft in the temple of the moon goddess Hecate, along with another senior apprentice, the witch Circe. It was Circe the real prodigy at magecraft, but she also had a pretty problematic personality.
A	Medea learned magecraft while a princess, so actually it cannot be said that she is a true witch. If she could act as a witch at all after being abandoned by Jason, it must have been because of the time spent learning with this great apprentice.

Thrice Setting Sun	A skill that is used to revive oneself when falling in battle up to three times per activation; it is similar in nature to God Hand, but it must be prepared beforehand. It is a skill born from emperor Nero's final anecdote. Only grants one extra life per jump whilst in pre-spark.
A	A Roman solider found Nero three days after she committed suicide. Feeling that her final moments were pathetic, the solider covered her remains. That moment, she briefly opened her eyes and thanked the Roman solider.

Torture Techniques	The knowledge of a collection of techniques used to torture other peoples.
A	Plus modifiers when using torture tools. Because it strengthens bloodshed and agony, further damage is continuously added after the ordinary damage. Although the ranking of the Skill is the same, Carmilla has accumulated far more experience than from when she was younger as Elizabeth Bathory.

Uncrowned Arms Mastership	Arms competency that was not recognized by others due various reasons.
-	To the opponents, the rank of Karna's sword, spear, bow, Riding and Divinity appears to be one degree lower than what it actually is. If his true name is revealed, this effect will be terminated.

Unyielding Will	An extremely firm will that never yields to any sort of agony, despair or circumstances.
A	Possesses resistance against physical and mental damage. However, said resistance will not hold against attacks that aim at inducing

	others - such as illusions. For example, while there is resistance against damage from "falling into a pit trap", no resistance will be in place regarding "making a pit trap appear as solid ground with an illusion".

Vitrification	A serene state of mind. A mental protection that nullifies mental interference.
	By limiting his fighting spirit as a martial artist, one can conceal his presence. (As he is not a true assassin, Kojirou cannot truly make use of the Assassin's Class Skill Presence Concealment. However, with this ability he is able to simulate its effects to some extent)

Voyage	A Skill denoting one's steering techniques for a ship. Because it is specialized for ships-only, it is impossible to ride horses or chariots.
A	As expected of reputable pirates, both of them are prodigious.

Voyager of the Storm	The talent to impel a ship and those who the user identifies with. Because the ability as a group leader is also necessary, this unique Skill also has the effects of both *Charisma* and *Military Tactics*.

Warcry of the Warrior	A morale boosting skill.
B	Similar to the breathing techniques in karate, by way of this warcry he carries out a moral coordination.

Wisdom of Divine Gift AKA Wisdom from the Gods	A gift of wisdom given by various Greek Gods to the character.
A+	Other than those characteristic of heroes, almost all other skills of proficiency B~A rank can be displayed. Also with a Master's agreement, other Servants can be granted skills. This refers to normal skills, not Servant Skills.

Witchcraft	The Dakini heavenly methods. It includes methods to discern one's time of death and secret arts to obtain influence, such as methods to attain status and fortune (for men) and methods to gain the favor of influential individuals (for women).

EX	By lamenting harshly learning from experience in the past, Tamamo-no-Mae does not feel like making much use of this

Whimsical Bond	Originally a Skill to shackle Orion by overwhelming love, but it acquired increase in attack power towards males as a side-effect.
A+	According to the claims of a red bowman -- she claims that effectiveness is stronger towards those prone to adultery, but that is probably a misconception.

Zealotry	Normally unattainable mental strength can be obtained by having so much religious faith in something that it is beyond the understanding of those around her.
A	Trauma is instantly overcome, strong resistance to mental interference type magecraft is obtained.

Noble Phantasms

You receive one C rank Noble Phantasm for free. Each letter rank costs 50 SP, Pluses cost 100SP and can be bought up to 3 times per Noble Phantasm. EX ranks may be bought for A rank Noble Phantasms or higher at 350SP, with an additional 100SP added on for each successive EX rank you have bought in the entire supplement. You may buy a Minus once for any Noble Phantasm that has no Pluses to give you +25SP.

Caster and Rider Class Servants gain a discount on a single Noble Phantasm.

Your Noble Phantasms. Crystalizations of your legend. This section is where you will decide what will become your chosen trump cards. They can take many forms. Weapons, Armour, Abilities, Attack Techniques, Pets, Clothing and so on. Magical blades that can unleash blasts of powerful light, the ability to negate any attack below a certain level of power complete and a mighty dragon steed are all examples of things Noble Phantasms could be. Noble Phantasms must be singular however, it is not possible to purchase collections of Noble Phantasms.

Costs are as before each letter Rank costs 50SP. At A rank, an EX rank may be purchased for 350SP (+100 for each successive EX rank, including ones from earlier in the Supplement). Pluses may also be bought for 100SP each, up to a max of 3. The ranking system in this section measures the power of the Noble Phantasm, with more ranks giving more power and pluses (+) granting a permanent increase in power unless indicating otherwise.

Each Noble Phantasm is based on the legend of their wielder, linking to some deed that they have accomplished in the past or some idea important to them or some being they hold dear or any of a great range of reasons. Because of this, you have mastery of whatever Noble Phantasms you buy. A sword would make you the equal of all but the greatest swordsmen in its use, a horse would make you a rider unmatched by any below the level of an actual Rider class Servant in its use and so on. The stronger these Noble Phantasms are, the higher the rank must be.

Most Noble Phantasms must be activated to call out their true effects. This requires one to call out the name of the Noble Phantasm and usually expend a varying amount of magical energy. However, not all Noble Phantasms are active effects, some are always on or are passively activated and these do not need to be called out to use.

Noble Phantasms also possess certain classifications that determine the area or number of targets it affects such as Anti-Unit, Anti-Army or Anti-Fortress. These would be built into the cost and thus are entirely up to the wielder, as they are largely extraneous to the main effect. However, for 25SP the player can purchase a single Anti-“type of target” for their Noble Phantasm that will increase it’s effectiveness somewhat against that category. Things such as Anti-Divine, Anti-Human or Anti-Elf.

Variability of Scale

Noble Phantasms are not always quite equal across the Fate jumps. In certain worlds such as Apocrypha or Grand Order jumps, they possess much greater destructive power. Their special abilities are not any stronger but the level of force they hit with may be much higher

in certain worlds than in others. In those worlds, if you are creating a Noble Phantasm through this supplement in that jump, you may have your Noble Phantasms work on that same higher scale of destructive force as long as you can point to accurate examples to support the higher scale.

Drawbacks

You can take up to 600SP in drawbacks from this section. Certain Drawbacks are unable to be taken if you have a specific template or Demi/Pseudo Servant and these will be marked as such.

This section will detail several drawbacks that you may take in order to gain more SP. Any number may be taken but only 600SP worth may be gained in SP, no matter how many you take.

Gender Bent- 0
Your Servant has been summoned as the opposite gender to what they were in the myths or even what they were in this reality. Maybe history got things wrong or maybe your summoning was just particularly strange.

Saber again, Really?- 0
That man, this mysterious Takeuchi person, seems to have struck again. Your Servant has taken on a face and body exactly like that of King Arthur, in either their male or female incarnations. Doubtless this will cause quite some confusion if taken in a war with any other Seibahface.

Troublesome Host- 200 (Pseudo Servant Only)
As a Pseudo Servant, you would normally have taken over a blank body or one that you easily subsumed with your will. Now however, this is no longer the case. Your host has the mental strength of will to easily put up an incredible fight against you and when they are in control of the body, they will gain your powers and work to tear down what you have done. When the jump is over they either disappear or can be negotiated with but for the course of the jump, you will constantly battle for control.

What Spiritual Form?- 50
For one reason or another you or your servant is unable to go into a spiritual form. This means they will have to physically accompany you everywhere, you may have to find a way to conceal their identity and they are more likely to draw attention.

No Natural Mana Replenishment- 100 (Cannot be taken by Demi Servants)
Something with your summons must have gone wrong. You or your Master are incapable of replenishing your servant or your own mana through the Master-Servant bond. You must either find some other way to replenish their mana or they will fade out of existence before the war

Does not feel like using this Skill- 100
Due to some past trauma, your Servant refuses completely to use one of their Skills. Maybe you could convince them to use it once with a powerful argument and the risk of death or with the use of a Command Seal, but such things would seriously strain your relationship. This drawback may be taken up to two times.

Sader- 300
You're not quite sure you summoned the right Servant. It could be the blank, white stare they have. Or maybe the…sort of melted face they have. Is it their painful stupidity in fights and inability to properly use their abilities? Or just the way they constantly seem to be gross and annoying? All of the above it seems. You've summoned a cheap knockoff version of the Servant you originally wanted and sadly, you're stuck with each other. If they die before the jump is up, they're gone for good. But if they survive, you'll find the real version of that Servant arrives to cleanse the shame of their half arsed copy and join you as a proper Servant henceforth.

If you are the Servant…well, you won't be replaced at the end, but you'll have to suffer through all the above indignities. You might be coming out of this one with a bit of a poor reputation.

Personality Clash- 200 (Cannot be taken by Demi Servants)
You have an extremely poor relationship with your Servant. Perhaps due to simple dislike or to a dire difference in ideals, the end result is a great deal of infighting between the two of you. If you don't do your best to accommodate or work with them even in spite of this, they might even turn on you. Survive past the war and you'll be able to work to resolve this dispute, but before then you'll need to deal as best you can.

Mana Muncher- 100
Your Servant requires a much greater amount of upkeep then normal, both for maintaining their existence and using their abilities, roughly around twice their usual level. This cannot be taken by those with Independent Action or anyone who naturally regenerates magical energy.

Independent Action- Variable (25cp per rank. Up to A+ rank may be gained)
The ability to remain independent even when rejecting the prana supply from the Master. At the higher ranks, it is also possible to remain for extended periods of time in this world without an established contract. It is both useful and troublesome depending on the disposition of the Servant and the rank of Independent Action. Acting in autonomy from the Master's prana supply, the Master can concentrate their own prana on large spells, or the Servant will be fine even in the case they cannot supply prana due to injury to the Master. The downside is that they can be harder to control and keep by their side, making the only true way to command them by utilizing Command Spells. This only gives SP if the Servant is a new companion. If the Jumper is the Servant or if one of their existing companions has become their Servant, it costs SP to grant as it is only an advantage then.

Migraine- Variable (25cp per rank. Up to A+ rank may be gained)
A curse inherited from the birthplace of one's previous life. Due suffering from chronic headaches, the success rate of mental Skills decreases considerably. Worsens the higher rank is taken.

Powerless Shell- Variable (25cp per rank. Up to A+ rank may be gained)
A skill that make the user difficult to perceive as a Servant, declining both his parameters and skills. This may be temporarily released but comes with negative conditions, such as loss of control when using true power, time limit or increased energy costs. Higher ranks increase the loss in parameters and skills or worsen the conditions to release.

Weak Constitution- Variable (25cp per rank. Up to A+ rank may be gained)
A weakness struck by the nature of frail health. Taking this means that one's physical Statistics have a certain chance that increases with higher ranks, of taking a sudden drop in one or more ranks when in strenuous activity. Active combat makes this chance much higher.

Banlist

Certain Skills are either far too powerful or specifically break certain aspects of this Supplement to be offered. Such Skills will be noted here and cannot be taken.

The Skills listed in this section, in most cases, will eventually be available through use of a certain pair of scenarios in the future. Some Skills exist which are not in the Skills list or the Banlist, these are Skills with currently insufficient information and will be added at a later date.

Keys-

EX/NO- may be taken at any rank below EX level as normal.

Authority of the Beast
BB's skills
Cheat Skills
Composite Skills

Distortion
Double Class/Summon
Id_Es
Imperial Privilege
Independent Manifestation
Natural Born Genius
Nega Genesis
Sea of Life

Self Modification- EX/NO

Self Suggestion
Transfiguration
Wisdom of the Haunted Ground

Sample Servants

This will list a variety of Servants that can be taken premade. It will list their Stat Sheets and their cost in SP. Some Servants below will require more SP than the base 1000.

FSN Saber (Rin Version)- 1850SP cost

Arturia Pendragon. The King of Knights.

Class- Saber (-375)

STR- A
END- B
AGI- B
MANA- A (-100)
LCK- A+ (-250)

Class Skills-
Magic Resistance- A (-100)
Riding- B (-75)

Personal Skills-
Charisma- B (Freebie, -50)
Instinct- A (-250)
Mana Burst- A (-250)

Noble Phantasms-
Excalibur- A++ (-450)
Invisible Air- C (Freebie)

Drawbacks-
What Spiritual Form (+50)

FSN Lancer 1450SP Cost

Cu Chulainn. The Hound of Ulster

Class- Lancer (-300)

STR- B
END- C
AGI- A
MANA- C (-50)
LCK- E

Class Skills-
Battle Continuation- A (-100)
Magic Resistance- C (-50)

Personal Skills-

Disengage- C (freebie)
Divinity- B (-200)
Rune Magic- B (-200)
Protection from Arrows- B (-200)

Noble Phantasms-
Gae Bolg: Barbed Spear that Pierces with Death (Freebie, -50)
Gae Bolg: Soaring Spear that Strikes with Death (-300)

FSN Archer 975SP Cost

EMIYA. The Faker.

Class- Archer (-200)

STR- D (+25)
END- C
AGI- C
MANA- B (-150)
LCK- E

Class Skills-
Magic Resistance- D (-25)

Personal Skills-
Clairvoyance- C (Freebie)
Eye of the Mind (True)- B (-200)
Magecraft- C- (-125)

Noble Phantasms-
Unlimited Blade Works- A++ (-300)

Drawbacks-
Independent Action- B (+75)

FSN RIDER (Sakura Version) 1325SP Cost

Medusa. The Gorgon.

Class- Rider (-200)

STR- B (-100)
END- D
AGI- A (-25)
MANA- B (-50)
LCK- E

Class Skills-
Riding- A+ (-150)
Magic Resistance- B (-75)

Personal Skills-
Divinity- E- (-25)
Monstrous Strength- B (-50)
Mystic Eyes- A+ (-350)

Noble Phantasms-
Bellerophon- A+ (discount, -175)
Blood Fort Andromeda- B (-200)
Breaker Gorgon- C (Freebie)

Drawbacks-
Independent Action- B (+75)

FSN Caster 675SP Cost

Medea. The Witch of Betrayal.

Class- Caster 275

STR- E
END- D (-50)
AGI- C
MAN- A+ (-50)
LCK- B

Class Skills-
Item Construction- A (-100)
Territory Creation- A (-100)

Personal Skills-
High Speed Divine Words- A (-100)

Noble Phantasms-
Rule Breaker (Freebie)

FSN Berserker 1625SP Cost

Heracles. The Greatest Hero of Greece.

Class- Berserker (-300)

STR- A+ (-50)
END- A
AGI- A (-100)

MAN- A (-200)
LCK- B (-150)

Class Skills-
Mad Enhancement- B (-75)
Bravery- A+ (-150)

Personal Skills-
Battle Continuation- A (-100)
Divinity- A (-250)
Eye of the Mind (False)- B (-200)

Noble Phantasms-
God Hand- B (-50)

FSN True Assassin 1050SP cost

Hassan I Sabah. The Demon Arm.

Class- Assassin (-250)

STR- B (-100)
END- C (-50)
AGI- A (-25)
MAN- C (-100)
LCK- E (+75)

Class Skills-
Presence Concealment- A+ (-150)
Protection from Wind- A (-100)

Personal Skills-
Self-Modification (Free)
Projectile (Daggers)- B (-200)

Noble Phantasms-
Zabaniya: Delusional Heartbeat- C (Freebie)

F/ZERO Lancer 800SP cost

Diarmuid ua Duibhne

Class- Lancer (-300)

STR- B
END- C
AGI- A+ (-50)
MANA- D
LCK- E

Class Skills-
Magic Resistance- B (-75)
+25

Personal Skills-
Eye of the Mind (True)- B (-200)
Love Spot- C (Freebie)

Noble Phantasms-
Gae Buidhe- B (-50)
Bae Dearg- B (-200)

F ZERO Archer 1750SP Cost

Gilgamesh. The King of Heroes.

Class- Archer (-200)

STR- B (-50)
END- B (-25)
AGI- B (-25)
MANA- A (-200)
LCK- A (-200)

Class Skills-
Magic Resistance- C (-50)

Personal Skills-
Charisma- A+ (-200)
Divinity- B (-200)
Golden Rule- A (-250)

Noble Phantasms-
Ea- EX (-450)
(Gate of Babylon cannot be taken in it's canon rank but an empty one may be purchased)

Drawbacks-
Independent Action- A (+100)

F ZERO RIDER 1325SP Cost

Alexander the Great. King of Conquerors.

Class- Rider (-200)

STR- B (-100)
END- D
AGI- A (-25)
MANA- B (-50)
LCK- E

Class Skills-
Riding- A+ (-150)
Magic Resistance- B (-75)

Personal Skills-
Divinity- E- (-25)
Monstrous Strength- B (-50)
Mystic Eyes- A+ (-350)

Noble Phantasms-
Bellerophon- A+ (discount, -175)
Blood Fort Andromeda- B (-200)
Breaker Gorgon- C (Freebie)

Drawbacks-
Independent Action- B (+75)

Terminology

The world of Type Moon can use some pretty confusing words and it can use them quite often. Servants especially deal with a large amount of pretty confusing terminology at times and this section will be all about explaining these terms and what they mean for you as a Servant or Master, especially if you ever need to refer back to things.

Heroic Spirit

This is what a Servant is technically called. A spiritual, ghost like being made of magic, legends and spirit. They have physical form if they wish but are not truly alive. Nor are they the original beings, just copies. If a Servant was summoned in one war and then summoned again in a later one, they would have no memory of the former.

Master

One of the 7 (Sometimes more) human wizards participating in the Grail War. They are the ones who summon Servants and assist them in their battles against other Servants. Sometimes, the Master is strong enough to even directly fight Servants on their own, but that is meant to be rare.

Throne of Heroes

A mystical location outside of normal reality that holds the true, original spirits of all beings that would qualify as 'Heroic Spirits' through their actions. It is also what each Holy Grail War copies information from to make copies of Heroic Spirits to summon as Servants.

Holy Grail War

A battle between 7 Magi and their 7 Servants over a Holy Grail that grants wishes. The HGW can often change depending on the series of origin, such as having two teams of 7 Masters or extra Servants being summoned. What the HGW in your jump is like should be explained in that specific document.

Prana

The magical energy used in this world. It is actually a mix of two energies. Mana, the energy that is external to the body and exists naturally in the world and Od, the energy produced from within the bodies of living things. For human magic users, this energy is generated and controlled through Magic Circuits but Servants, being formed of magical energy and spirit stuff entirely, do not seem to possess the same weaknesses that Magic Circuits have, though they still produce Prana through mixing Mana and Od. Unlike living Magi, Servants do not naturally replenish magical energy on their own and must draw either from their Masters or find an external source, such as eating souls.

Command Seals

All Masters possess 3 Command Seals, which symbolise the bond between you two and allows them some control. Each Seal can be used up to give an Absolute Command to the Servant. If a Master were to order their Servant to do something they were completely against, they‟d have no choice but to obey. Even if the command was "Kill Yourself". However, while specific commands like this cannot be disobeyed, the more general and

broad the command the weaker the effect. If you were to tell a Servant to “Obey All My Commands” then at most you‟d give them a minor compulsion to follow your orders, something any Servant worth his salt could resist with ease. These orders can also be used to boost the Servant. Ordering “Come to Me” would teleport your Servant to you regardless of the distance, while telling them “Defeat that Opponent” would boost their power.

Using up all 3 Command Seals severs the connection between the Master and the Servant. Without any ranks in Independent Action, this spells death for the Servant and without high ranks in IA it only means a temporary respite. It is possible to steal command seals from other Masters and then reconnect with your Servant or even another Servant in the war if they be willing. However, without Command Seals, the Master is no longer considered an eligible participant and even if their former Servant were to win, they would receive no prize.

Classes

The various ‘outfits’ that Heroic Spirits are summoned into. These generally govern what abilities a Servant will have access to and will usually grant them several basic abilities and stat boosts too. Each class has prerequisites that are gone into with more detail earlier but they are surprisingly wide. A Saber is typically a swordsman or woman but axes, hammers and big sticks are all just as viable.

Parameters/Statistics

The 5 Stats that each Servant has, measuring their basic abilities. These are Strength, Agility, Endurance, Mana and Luck. Strength is physical power and strength, Agility is speed and dexterity, Endurance is durability and stamina, Mana governs the amount of magical energy you have available and Luck deals with the chance you have to avoid certain supernatural powers that are otherwise unavoidable, such as effects that reverse casuality to always hit or those that manipulate destiny.

Skills

These are innate skills and abilities each Servant has.

Noble Phantasms