

By Valeria

Introduction

A world like nothing ever seen before. From a infinite ocean of spiritron data is made the beginnings of new lands, times and tales. Heroes of the past are brought to life in a lunar paradise far from the broken world below. But no matter how hard those within might desire, the outside world will always creep in.

It has been some time since the last Moon Cell Holy Grail War came to a close, finishing with the victory of Hakuno Kishinami and their Servant Nero. With the Regalia in hand, an expression of being the ruler of the Moon Cell, a new world begun to be created. A virtual world that allowed Hakuno, their Servants and many beings from past eras to exist in harmony at the same time. Servants are summoned by the Moon Cell, many with memories of the past wars, and NPCs with the personalities and histories of people of Roman, Ancient Japanese and other historical periods begin to exist as well.

There's potential for a peace that has never existed before. One where Imperial Romans could party alongside ancient Celts, the explorers of the Age of Discovery and European Royalty all at once. But a threat has called it all into question.

An ancient enemy is approaching the Moon Cell, the Umbral Star known as Velber. An Anti-Civilisation being which dispenses powerful cells that attack worlds to feed from their advancements. Fourteen thousand years ago was it's last visit to Earth and the Moon Cell, barely fended off on Earth by the Holy Sword and it's Anti-Cell that attacked the Moon contained at the deepest levels of data prisons.

With it's approach, it has managed to infect a Servant within the Moon Cell, who acts to free the Anti-Cell by tricking Hakuno. Hoping to destroy the Regalia that represents the Moon Cell's power and defences. This double agent only partially succeeds, resulting in the Anti-Cell creating an avatar known as Altera and for Hakuno to be split into three parts along with the Regalia.

Hakuno was split into three clones that represent the Mind, Body and Soul. Each has come to be taken in by the leader of a Faction of Servants present in this developing world. One is Nero who partners with the Mind Hakuno. The other is Tamamo who covets Hakuno's affections and holds

Soul Hakuno closely. The last is the avatar of the Anti-Cell, Altera, who is an inhuman agent of destruction that cannot help but quickly begin to develop humanity and feelings due to the influence of the Body Hakuno with her.

Each of these Factions will clash with each other, aided by allied Servants, while the double agent works in the background to try and destroy the Regalia. If he succeeds, the anti-cell of Velber will rampage and destroy both the Moon Cell, everything in it and the Earth below. Even should the heroes win and a Golden Ending be found, there will be more threats to come in the future of this timeline. Great Emperors who seek to bring peace to the world by force, for example.

You begin as Hakuno wakes up, just after he was split in three at the beginning of the first game. You have 1000 Code Points (CP) to spend in the following jump.

Timeline and Locations

By default, you being in the first timeline of Fate/Extella, known as Flame Poem. While this timeline will not end in a doomed Moon Cell without your intervention, it is set out to have an unhappy finish for the main characters of the story. For free you may alter this to one of the three other timelines, Orchid Words where Tamamo takes the stage or Dawn where Altera is the primary protagonist. For 100CP, you can start in Golden Poem, the happy ending of the first game, assured that the danger will be taken care off and end happily for everyone without any intervention on your part needed.

Choose one of the following locations to start in.

Mare Aurum

The new Rome and some say centre of the new world. The first and primary district in the slowly created virtual world, it is ruled by Nero who treats it as a revival of the Roman Empire of her time. Festivals and personal performances from the Emperor are a near constant in this land, to the misery of the Roman NPCs. Mind Hakuno is present here with Nero as their main Servant and the leader of the Faction here. Among the generally loyal Servants are Nameless, Cu Chulainn and Gawain.

Mare Luxuria

A traditional Japanese city rises from the sea of data, the seat of power for the Fox Priestess Tamamo no Mae. Ruling as a cruel tyrant, she forces everyone to play to her whims while she fawns over Soul Hakuno, her darling beloved. Jealously guarding him from any perceived competition, she's gathered a Faction of people mostly looking to betray her for power or wealth or freedom. Karna, Robin Hood and Lu Bu are among these Servants, though only Karna serves her with any sincerity. Not that much though.

Mare Melum

A neutral territory and something of a place out of time. A replica of the Fuyuki City of many years past, where the original Grail Wars were once conducted. Mare Melum appears to be a simulation of the old city, with NPCs acting out their old lives with little acknowledgement given to the Moon Cell's virtual world. While no Faction calls this place their home, independent Servants can often be found wandering here, particularly one Arturia Pendragon.

Zero Dark Entrance

A mirrored entrance to the deepest part of the Moon Cell, forming into a living area where Altera Moon can eventually bring together a faction of her own. Body Hakuno is present here, quickly forming a bond with both Titan Altera and her avatar Altera Moon. While Altera's lands have little culture or NPCs to speak of, she will recruit powerful Servants such as Gilgamesh and Iskandar to her party quite soon.

Origin

Master

A rare human or data lifeform that still exists after the Moon Cell Holy Wars came to an end. You likely took part in those Grail Wars before but somehow managed to survive their ending and wake up in this new world. Your faithful Servant accompanied you, having formed quite a strong bond over the course of your battles, but they seem just as confused as you. Especially at the sight of the small group of other Servants waiting for you both, pledging their service for various reasons. You're decently familiar with the mechanics of the virtual world but right now you don't have any real ability as a hacker or code caster.

Optionally, you can choose to take the role of Hakuno Kishinami in the story. Having been the winner of the last Moon Cell War, you gain their memories and relationships with existing Servants. However, your being has also been split with the three Regalia into a Mind, Body and Soul versions of yourself. Each now aligned with Tamamo, Nero, Altera and their factions. Velber's agents will be aiming for your end along with the Regalia's destruction, putting you in quite the danger.

Servant

A Servant, a Heroic Spirit that has been recorded and incarnated by the Moon Cell's incredible powers into a data construct. You are either a Solo Summon, someone spontaneously generated by the Moon Cell into this land, or a remnant of the last Grail Wars, one of the losing teams or perhaps even the one who fought with Hakuno to win it all. This allows you to, if you wish, take the place of either Nero or Tamamo. Altera cannot be chosen. Otherwise, you are either part of one of the three Factions or an independent Servant.

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

Invader

A threat to the Moon Cell and the worlds beyond. You are a Servant still, through the Moon Cell or by the efforts of an outside being, but you are not intended to defend this virtual world. You're a foreign entity to this land, one likely with hostile intentions or connections to a being such as Velber that wishes to use you to destroy or take over this reality. While you're not forced to follow this Fate, the other Servants you meet will not know you and the factions will be suspicious of you at first, unless you have some reason to be there.

This origin gives access to the Servant Supplement. This works identically to the Servant origin above.

You may decide your age and sex freely. The virtual world and the nature of Servants mean that both matter little, being easily changed.

Perks

2 100CP perks are free for their origins and 2 other perks at each price tier are discounted for associated origins.

Command Spells- Free for Master/200 to keep

The sigils that show the Masters right to command his Servants. The Moon Cell regenerates these seals at a fairly fast rate, one of the three signs on your hand restores itself each hour after it has been used. They work as Command Spells are known to, allowing you to give orders to Servants that cannot be disobeyed or grant them powerful buffs. A single spell could revive a badly wounded Servant to full health or teleport them across a wide range, while all three could give a temporary but enormous power up or allow the free and instant use of a Noble Phantasm. This option is free for Master origin takers while in the jump but must be bought for 200 to be kept afterwards. Servants or Invaders can also buy and keep it for 200.

Installation- Free for Servants and Invaders/400 to keep

A packet of data, a subroutine made to be latched onto the spiritual core of a Servant. An Install Skill is what it sounds like, a Servant Skill that can be installed into any Servant. From weak abilities that provide minor buffs to power new traits, Install Skills can cover any potential Servant Skill. The same Skill can even be combined, creating slightly stronger Install Skills from identical components. But there are limits to how many can be had at once. Servants start with only two slots for Install Skills and can unlock up to six more as they grow stronger and make close bonds with the people around them. Install Skills of a similar type will boost each other, such as offense focused Install Skills giving minor increases to other offence focused Install Skills.

This option is free to both Servants and Invaders. It represents the ability to generate Install Skills from defeating powerful enemies, a random chance of giving one of random Skill and Rank. Weak enemies, such as Shadow Servants, are likely to give minimally powerful abilities but powerful Top Servants could give you B or A Rank Skills. For Masters to gain and keep this perk or for Servants/Invaders to keep it past this jump, they must pay 400CP.

Titan- 1000

Whether from the maturation of an infection or having been created for this purpose since birth, you have taken on the role of an Anti-Civilisation weapon like those used by Velber. You are the same model as Altera, a standard kind of Anti-Cell. This manifests in two primary abilities, Magic Energy Absorption and the Crest of the Wandering Star. Unlike Altera, you appear to have been disconnected from the Umbral Star and receive no compulsions towards destruction from it.

Your body becomes composed of Spiritron Collectors, which will automatically convert the energy of any attack designed by intellect- skills, techniques, knowledge, technology, even simple tools made with rudimentary intelligence -and convert it into Health and Armor Values that are added onto your being. High powered magic or advanced strategic weapons are useless, only empowering you further. It's worth noting that sapient beings created through intelligent design are not fully affected by this, just the methods they use. An artificially created Servant can hurt you fine with raw energy as normal but will find techniques blocked as usual. While this absorption has no regard for special abilities and will absorb despite them, it has two vulnerabilities. Raw power that is not refined can mostly bypass this absorption, meaning that simply bludgeoning you with little skill will see the

majority of the attack pierce this defence. The second is that the Holy Sword Excalibur can work past this defence and deal fatal damage even after extensive growth and gaining of power.

The second passive skill represents your new nature as a destroyer of civilisation. Lives, structures and concepts relating to civilisation that you destroy are converted into spiritron data and absorbed by your being. Killing humans, their tools and homes, destroying the ideas and inventions that they have made through civilisation are all valid methods, whereas attacking wild animals or aspects of nature will give nothing. Data absorbed is treated as mana and will increase your size steadily, as well as improve other aspects of your being in stages. By absorbing an amount of data mana equal to your health, your health value will double. Whenever your size reaches double it's current state, having steadily increased as you destroyed, all parameters will be multiplied by ten. Physical and magical abilities such as Strength, Agility, Endurance and Mana Power increase this way. When your size reaches twice your new default, your parameters will again increase by a multiplier of ten. Provided that you continue to destroy, this has no upper limit, but increasing will require enormous amounts of data to be absorbed. While the Crest passive skill cannot be deactivated, you are able to channel the data mana it absorbs into you into outside sources as pure energy to reduce your size, also losing the increases to health and attributes as you shrink.

Master

I Am Your Master- 100
You've only just woken up and already you're surrounded by a dizzying variety of strange new heroes. If you weren't so good at getting to know people, you might seem a bit out of your depth. But quickly understanding people and making a good impression on them comes naturally to you, letting you get not just what someone can do but also what kind of person they are, if they're not trying to deceive you about it. It's real handy when you need to know what your soldiers can do to use them right, as well as the best ways to talk to them to get them to cooperate with you.

Violent Master- 100
There's no time for silent protagonistry, not when you have to lay waste to everyone's self esteem with savage burns and cutting remarks. You're a lot more quick witted than you look, rarely being put off balance by strange and unexpected events, yet being able to use your own weird responses and easily thought up insults to do the same to others. Trying to trade verbal blows with you is a fool's game, with even the great heroes regretting trying to step to you. Walk off that nice tan Archer, you won't get any more sympathy here.

Brother Father Son- 100
When people begin to grow close to you, without developing romantic affections of some kind, you'll notice that they start calling you by certain titles. Brother, sister, dear, sir. Familial affection feels natural once someone has come to consider you a friend or trusted ally, people without even realising it coming to see you as part of their family. Older mentors eventually think and may even express a desire to adopt you, younger students may look up to you as a caring parent, while your friends see you as a true brother in all but blood. It deepens the existing friendships you have and makes them far more difficult to break. Family sticks together through what might break friends apart.

Code Casting- 200
You were always a deft hand at wizardry, the art of hacking the virtual world around you in the Moon Cell, and you've not lost the touch you had back in the old Grail Wars. It's made you both a genius hacker with any electronics or computers but also a competent hand with a variety of Code Casts. The equivalent of spells used by Masters and humans of the modern era, the Code Casts you know allow for decent buffs to the strength and speed of your Servants or giving them advantages against certain types of enemies, teleporting them across a battlefield or healing most of their wounds. In effect, you have a range of low to medium strength Code Casts. Unlike normal, due to these being personally cast instead of through Mystic Codes, your Code Casts work similar to the Active Skills of a Servant. They can be cast without cost to yourself but have short cooldowns depending on their strength. A minor heal code might only be usable every 30 seconds, while a powerful all-rounder buff could take three minutes to recharge. Learning more Code Casts will take personal practice, though using Mystic Codes as reference will be enormously helpful.

Buy Up- 200
Not all Servants are equal and this only becomes more apparent as time goes by, favoured or bloodthirsty Servants progressing far more via fighting more often. But ways become available to bring the rest of your allies up to par. Taking this will cause a special kind of resource, QP, to be generated as your or those you directly command defeat enemies. QP will gather within you and allow you to instantly raise the power and skill of yourself or your other allies, requiring more QP the

greater the increase. At first, this is only a general increase in overall power but in time, you may find ways to focus it into specific things such as skills or shared powers. It also has an important limit, that the most you can raise anything with QP is to the highest limit that you or someone directly working for you as an ally has. You cannot increase your lesser used Servants power beyond that of your best Servant or yourself, whichever is higher. The same applies to more specific tasks.

General Position- 200
A Master's role is not to fight but not everyone acknowledges that rule. Why face a powerful, united team when you can cut down the Master and send them into disarray? Thankfully you have some protections of your own if you play to the role. As long as you remain the strategist and supporter to others, enemies will find it far more difficult to harm you on the field of battle. Powerful shields will automatically appear that can take numerous attacks from even powerful Servants. A determined enough foe can eventually batter through, if they have a few minutes to spare, but doing so signals to all those fighting for you that you are in danger, where you are and who is currently attacking you.

Bonding- 400
Such precious things and far more tangible than most realise. In your mind's eye, you see a visualisation of the Bonds you have with everyone you know. A number represents the level of affection, starting at zero for strangers and going up as you grow closer. You're no more charismatic than normal with this and while you could raise the bonds normally, just fighting alongside someone is enough to slowly but surely raise your bond level regardless of other dislike that might go on between the two of you.

As someone's bond level rises, they don't just become closer friends with you, but find the limits of their power rising. Where the potential they had was once restrained, they now find themselves able to grow stronger and in more ways than before. Sometimes they will even develop new powers entirely, especially at very high Bond levels. Finally, you don't find any issue in maintaining many Bonds at once, somehow finding time for your many friends to each feel valued and special to you. Perhaps it could even help with more romantic bonds.

Master Your Self- 400
An unassuming and invisible quality, yet all too important to stand against the forces of destruction. When the Moon Cell itself sought to erase you in the past, it was your pure force of will that allowed you to hang on long enough to survive. Even odds that make the gods of the old world shiver in fear won't make you shrink back and this steady fiber can be shared with those that fight on your side, giving them a great measure of your own willpower. And like you, it can allow them to maintain their existence for a short time purely through will, though too long and attacks or effects that might erase you could break through.

To War- 400
The meaning of being a Master has changed an awful lot from what it was in the Grail War. You're not just a two person team anymore, you've become a commander of a small army now. An army made of legendarily willful and powerful beings from different eras and cultures. Without someone as good as you are at encouraging teamwork, there's no way it wouldn't end with infighting and backstabbing. That's where you shine, getting almost anyone to work effectively together with your leadership, uniting their specialties in combat to form greater forces or solving their out of battle issues with each other. It works best with smaller teams, which is where you also find yourself gifted

in terms of combat leadership. Leave the army commanding to your legendary Servant commanders, you'll be in charge of leading the Servants themselves.

Like a Disease- 600
A battle needn't always end in death. Humanity may clash and conflict constantly but that's just another way to grow. And humanity's growth is as infectious as ever, despite all the hate it causes in those that think of us as a disease. You find that those you defeat in battle become more agreeable to your views, more so the more total their defeat was. An overwhelming victory could convince someone originally quite opposed to your views to join your side. But this has another side, as this same effect can also humanise those who lack human traits. Those that lack emotions find the experience of losing to you awakens them, beings enslaved by magic or inherent instincts start to gain a measure of free will and creatures obsessed with stagnation and stability start to realise the human joy of expanding, of growing to become something more. Just being around and talking to someone is enough to slowly have this humanising effect take hold, though this version takes far longer to become noticeable. A slow awakening of your allies, or your jailers, becomes possible.

Kishinami Crusher- 600
What do they all see in you, that can make so many heroes and villains follow you with such loyalty? Like an aura of royalty, the influence that you have on other people is impossible to ignore. Despite what some may see as a relatively plain personality, you still possess a charisma to which little can call themselves equals, at least when it comes to individuals. Kings and emperors that once led nations find themselves hopelessly charmed as they get to know you, sometimes even falling in love if you give pursuit to their hearts. Much of this takes effect with little action on your part beyond continuing to seek out your own goals, your actions seen in unrealistically good light or people taking your words far more personally than intended.

Mind, Body, Spirit- 600
A much more purposeful division than one might expect. The Moon Cell's unique reality allows for many things normally considered impossible, like the Mind, Body and Soul each existing independently of one another. It happened to you as it does to Hakuno but you gained the ability to do it at will, splitting your being into three individuals that represent these three traits. Each one is equal to your full self, though with certain differences. The Soul is more submissive and easily led, the mind is physically weaker and less adept at combat, with the body lacking good forward thinking and planning abilities. However, each one otherwise possesses all your abilities and remains as you, just in three different perceptions of you. Should one die, it causes the forced fusion of the remaining two to survive, leaving the splitting ability unable to activate for a few days. Death of one part of you does not remove it from the whole.

Servant

Good Wife- 100
A Servant is not a servant, it's just a coincidence that you happen to be a good servant and a good Servant. Or perhaps a good wife is a more desired term? Keeping a partner happy and satisfied isn't very difficult when you cook, clean and care for your lover with such easy skill. Caring for their home is little different and making them well aware of your attentive nature isn't something you need to try at. Even the most demanding man would be pleased with such a cute and talented partner, without ever realising that your skill in making your lovers follow your lead and not question your actions is even greater than the rest of your talents.

One True Love- 100
No thieving snakes are allowed in this particular love nest. Having a romantic interest in someone is enough to ward away most others from forming an interest in that same person, except for those already strongly attached. Your love is meant for you alone, not to be shared with foxes or Romans or snakes or aliens. The closer you get to succeeding, trapping your wonderful Master in the chains of romance, the more any competitor will find themselves struggling to make any sort of impact. If you've properly fallen in love and gained the same in return, it's just about impossible for your beloved, or anyone that wants him, to be taken from you.

King of Many People- 100
While it is the Master who organises the teams together, it's been the Servants who manage the actual ruling of the new world that the Moon Cell is creating. Personal problems are one matter but how can you solve the cultural clashes of Romans, ancient Japanese, Huns and more all living together in the same areas? With grace and talent, like you have. You find yourself quite skilled at getting varied kinds of people to live together, especially when it comes to differing cultures and expectations of life. You could get groups of people from drastically different times and places to not just settle their differences fairly and move on but even naturally move to combine what makes them special, finding new interests in what each other brings to the table. Personal problems of an intense nature might be out of your skillset but multi-cultural new cities are where you have it nailed.

Real of this World- 200
In a virtual world, a reality made of not-real things, what is even the difference between the fake and the original? Just because you're not true, doesn't make you have any less right to existence. That fact reinforces your very existence against things that would treat you as fake, fictional or not real. Erasing you proves far more difficult, from active attempts or just your body fading away from not 'being real'. The latter no longer occurs at all, as long as you believe you deserve you exist, and the former requires far more time and effort than it once did of even powerful beings. Should you actually pass on, from fading away or death, your friends will be able to bring you back once per ten years. By all accounts, it was just your death that was fictional, not you. It might take quite a bit of work to have you back though and if the jump ends before you can, it'll not help you.

Active Skills- 200
A new method of battle for the powerful Servants, Active Skills are an allowance of the Moon Cell that translates the special powers, spells and skills of a Servant into repeatedly usable, no cost abilities. A blast of light from a holy sword, a barrage of magical spells or a special martial arts technique- all able to be instantly executed and without normal energy costs. Only four Active Skills can be contained in one Servant at a time, requiring a period of rest from battle to change them out,

but otherwise almost any ability can be made into this form. The limitation is that Active Skills have a cooldown timer before they can be used again, more powerful Active Skills compared to your base level of ability requiring longer times.

Only three kinds of things are limited from being turned into an Active Skill. Your most powerful abilities, such as the complete release of a Noble Phantasm, and things with extremely high and unique costs, such as requiring the sacrifice of a Noble Phantasm or large portion of your own life to use. Finally, anything that would take more than a few seconds will be invalid for Active Skill use, like magical rituals.

Link Mode- 200
A unique connection that appears between allied Servants in the Moon Cell's reality, expanded to any ally you fight alongside now. When fighting close by another on your side, a line of intangible energy forms between you and up to three other allies. This allows you to naturally share passive abilities and buffs between each other, all benefiting as the original holder does while close to each other. Teamwork becomes natural and intuitive, even without prior training, and combination attacks can be easily performed with no planning or preparation. Such moves exhibit much greater power than normal. A Link state can only be maintained in the short range, no more than ten or twenty meters at maximum, and only while in the heat of battle.

Elizabethan Mind- 400
Such blinding stupidity, the villain could never hope to see past it. Who can plan around someone who just decides to eat the most powerful artefact in existence because it looked shiny and they were part dragon? Whether because of such immense idiocy as this or another factor, you become extremely hard to predict or manipulate. Even brilliant masterminds find themselves constantly making the worst assumptions about what you will do, their plans falling apart from not realising what a normal action for you is. It's even stronger when you actively make efforts to mess up the plans of bad guys, those schemes falling apart around you as you act like a wrecking ball to all their machinations. Even if you barely understand what is going on, who the bad guy is or why everyone keeps calling you a stupid idol who can't sing.

Variation Phantasm- 400
The mana in the air here is mutable, far more easily changed than the reality on Earth. Things impossible to achieve in Gaia's bounds become much more probable within the lunar shell. One of those such things is a alteration of sorts, one you can apply to your own abilities. Your Noble Phantasms, as well as other abilities or magic you may have, can be rapidly and easily expanded or defined in their target number or area of affect. An Anti-Unit Phantasm that strikes a single person in the heart could be expanded to an Anti-Army effect able to attack many targets at once. The trade-off is a lowered level of power, matching the expansion in targets. That heart striking Phantasm would have to lose the attached fate-bending effect to work on such a large scale. Exchanging power for scale but the reverse also applies, letting you narrow the effective range of your Phantasms and abilities to greatly increase their power or even generate entirely new effects. It takes only a few moments to adjust these things, enough to be effective in battle, and their costs otherwise remain the same. While there is no theoretical limit to the expansion or narrowing limit, both do reach a point where the power thins out enough or the focus is so small that they are impractical against most targets.

Extella Challenge- 400
Removing the politics, sneaking and plotting has done wonders for the war. Differences can be solved on the open battlefield now, feuds worked out in great duels and love affairs sorted with mortal combat. Whatever the actual argument, you're able to force conflicts to be resolved through large scale battles like one would find in Extella. Even things as silly as whether the Empress or the Priestess gets to have the hand of their shared Master in marriage. Any conflict activated in this way will bring you, your target and a range of allies from both of you to a generated zone, like the constructed worlds in Extella. Even hostile programs, bots, will generate to fight as larger armies for both your sides. Defeating your opponent and claiming all the zones will secure yo not just victory over them but a conclusion in your conflict that favours you. Depending on how serious the argument in question is, victory may just give you a few steps forward or significant advantage, leaving your opponent to flee and fight again another day. It might take several Extella battles to truly gain victory this way.

Top Servant- 600
In the Moon Cell, each Class of Servant has at least one Heroic Spirit who is known as a Top Servant. The greatest example of that Class, or one with very few peers to challenge their title. Scathach, Karna, Iskandar; all examples of famous and mighty people. One Class of your choice, almost certainly what you chose as a Servant, now counts you as a Top Servant as well. Any abilities or items that fit into your chosen Servant Class receive a very large boost in power. Class Skills, suitable Noble Phantasms or Personal Skills, even normal abilities and skills that all fit within the role a Class is meant to play receives these boosts. A Top Servant isn't impossible for a normal Servant to beat but these boosts will make it very difficult to do so if they have the same kinds of abilities as you. Beyond that mere power boost, you also find yourself with an advantage when fighting against anyone that also fits within your chosen Class, finding battle to be easier through good fortune when fighting such opponents. Only the seven original Servant Classes can be chosen, as well as Ruler.

Jumper Faction- 600
Without the standard Master system in place, the Moon Cell has taken over the summoning and allocation of Servants. Solo Summons without Masters, in places that lead them to encounter each team and end with factions forming. Maybe it's just being lucky but it seems awfully common for notably strong Servants to be summoned near you, in just the right mindset to consider helping you out to be in their best interests. Both in the Moon Cell with events like Solo Summons, and in other realities, you find yourself constantly encountering powerful new allies who are conveniently looking for someone to work for or serve. This regular new blood to your team usually makes up their own reasons for following you, even rarely as negative as planning to backstab you eventually, but also becoming much more vulnerable to any charismatic efforts you make to turn them into a true believer.

For Your Sake- 600
Love is a mighty force, able to transform even the most worthless of men into great heroes when it calls upon them. But for you, it often takes a much more substantial and physical form. You'll find that love is able to transform you on both the physical and deeper levels, should you let it. This manifests in two ways. The first is a transformation that forms around you when your loved ones are in danger, increasing your power as a Servant the more danger and the stronger your love for them. Your dearest beloved in mortal danger could allow ten times your normal strength to be used. But this is tiring as an increase, temporary in how long you can benefit.

The second is a more involved process, allowing you to transform yourself to fit what your loved ones desire you to be. Such self sacrifice requires great effort and journeys of change, coming to you in the form of difficult quests that have a end reward of allowing you to change what you are. A monster becoming human for the one who wishes they could both be humans, as one example.

Invader

White Star- 100
In a way, it makes sense that only a being from a different world could look as you do. You possess an unearthly beauty that even the King of Heroes would remark on as physical perfection, a gorgeous state of maintained purity that goes unmarked by battle or filth. It affects your mind with similar traits from the stars, giving you a manner that gives others reason to think of you as a heavenly being. Even actions you take that'd appear strange or silly are given a more mysterious and meaningful light, regardless of their actual nature.

Jumper Larva- 100
Surviving terrible danger and injury is one thing, coming back from it safely is an entirely separate ordeal. This safety mode you now have makes it much easier. When badly wounded or critically low on energy, you can enter a Larva state that reduces you to the appearance of a child. Your overall power is cut to a tiny amount of your normal ability but your current negative conditions from your true form are sealed away, allowed to heal without endangering your actual life. Being hurt again while in this child state will force you to deal with the wounds as normal, changing back while negative conditions have been sealed but before they have fully healed only results in them being re-applied. You're awfully cute as a Larva though, it'd take a real bastard to want to hurt you like that.

Villains' First Steps- 100
A Servant, especially one Solo Summoned, is thrust into a strange new situation with very little understanding of the context of the world they are in. But things become clear to you with little effort. Understanding your current situation, such as the relations between the major factions in your surroundings and the individuals within them, the ongoing conflicts and history of the world, even the more obvious stress points and vulnerabilities of individuals you meet; it's all quite simple. You very quickly adjust to new places, times and cultures in order to more easily start laying your own plans.

Lofty Goals- 200
Extremist is a nasty word, used to denigrate those who have the ambition to reach for the stars and change the world. It is your will to move past such insults and connect with people who can see the value in your goals, if not your methods. You find it simple and clear to communicate your desires and intentions to others, more easily making friends and allies with those that can sympathise or outright agree with what you intend. It's unlikely to make an enemy side with you but it makes far more common ground between you and others, paving the way for your own leadership or more invasive abilities to take care of the rest.

Deprogrammed- 200
The tethers Velber keeps to it's Anticells are far from as powerful as the entity itself. They can be withered and broken, with enough time and the right input. Thus even the robotic, anti-civilisation extermination machines can become human. Such restrictions on your free will and mind slowly unwind and fall apart over time, allowing you to eventually break free of magical commands, mental programming or an inhuman nature to reach a more human-like state. If you desire to break free. This process can take years but being in the company of those that wish to aid you in gaining freedom or humanity can rapidly accelerate it, potentially to just hours if they're charismatic enough.

System Worker- 200
A position normally only entrusted to neutral Casters but the story of this world proves that's not really how it works out. The Moon Cell has decided to make you one of the system maintenance workers, Servants in charge of caring for the virtual reality within the computer structure. Superhuman skill with computers and most technology is yours now, mostly focused on repairing and maintaining it. Even alien technology, like that of Velber, is relatively easy for you to get in working order and keep it that way. You're not able to alter much, the Moon Cell keeps that knowledge out of your hands with just this, but making new stuff isn't too hard. You don't know how to create the highly complex systems that form the core of the Moon Cell but pretty much anything on Earth till the year 2030 is easy to construct. Those lunar databases are good for something.

Heroic Avatar- 400
Doing things right might be best done by yourself but you won't always be able to get out there in the field. If like a certain Titan, you're bound up in a prison cave and prevented from directly interacting with the world, what is there to do? Somehow, you're able to create an avatar to act for you regardless of how you've been bound or prevented from acting. A Heroic Spirit who you can act through, like a lesser body, which possesses only a small fraction of your overall power. You can freely perceive through and control them, even if normally restrained from movement or sensory input. More power can temporarily be channeled to your avatar but it risks damaging the fragment of your being to do so. There is no limit on range and, with a great deal of practice, you may even learn to create more than one and control them simultaneously.

Mathematical Process- 400
Fooling the greatest kings, assassins and liars in history is a tall task for a simple Greek mathematician yet that is exactly what Archimedes managed. Even the most suspicious 'ally' who had strong reason to disbelieve him could not figure out his true aims. You're every bit the illogically good liar as that Caster. Playing dozens of powerful actors against each other at once becomes quite possible, all the while hiding your true nature and goals as you act as the trusted advisor for multiple factions at the same time. You're best at not technically lying and doing so through ommissions, leaving even magical talents at detecting deception or true natures struggling to get a grip on you. Combine it all with a great talent for plotting out schemes well in advanced, even taking advantage of multiple timelines, and it'll be rare for anything but the near impossible to cause you to fail.

Umbral Blood- 400
A gift from the Umbral Star, given quite strangely without expectation of service in return or even a visible sign of spiritron corruption. The particles of the Umbral Star in you have reinforced your being against fluctuations in time. If you had the ability to travel between timelines, it would prevent damage or destruction to you from doing so. But even outside of that, you become for the most part immune to changes in the timeline or other dangers such as paradoxes or being erased in the past. Should the past be changed, you become aware of that old and new timeline at once, and you gain a sense for when and where quantum timelocks will appear. Most useful of all, is that time inevitably gives you a chance to act against those that would use it against you, guaranteeing that your enemies travelling in time will not cement your defeat but give you at least a small chance at interfering with their aims.

Oraclisation- 600
A strange visitation unlocked something special in you, a virus-like trait with which you can spread your ideals across humanity. Oraclisation is the process of connecting to the spirits of those around

you, on a level deeper than just controlling minds, and rewriting the core of their being to be loyal to you and your goals. If someone agrees or even sympathises with your goals, even if they hate you or their methods, Oraclisation can take effect easily when you activate it near them. Resistance to soul targeted effects can aid but the ability is extraordinarily powerful and even Top Servants like Scathach are not immune. Oraclisation does not change the character or personality someone has, not even their morality, simply changing them enough so that they are willing to work with you to achieve your goals. It can be forcibly activated even against those that lack sympathy for your aims, requiring much less to resist the process if so, but the strength of your oraclisation will raise as your charisma and force of personality does. It is possible to infect spells or viral programs with the effect, using it at range of enmasse, if enough magical energy can be supplied.

Sliding- 600
The ability to observe and travel between parallel worlds, a potent and normally impossible method of travel. But some mysterious force has reinforced your existence, allowing your mind and body to survive this experience. You're able to look into other existing timelines through the lens of your alternate selves, seeing how it differs by what they have seen. Useful for collecting data but once an ideal world has been found, you can forcefully take over your alternate selves and continue to exist in this new timeline. Your alternate self is assimilated in the process, allowing you to easily fake being naturally of that world, but anything too different from yourself is unfortunately ejected to an outside space. A limited amount of time travel is possible with this, moving to slightly earlier or later points than your current time in the alternate world, but more than a year forward or back results in hitting a locked space.

Hack the World- 600
The right position and enough time taught you far more than the Moon Cell may have intended for you to gain access to. The Moon Cell is nothing more than a hyper-complex computer system when you get to the very basics, a system you've become able to manipulate. A form of wizardry far and away beyond modern magus code casts, you've learned to hack into the reality around you. While large scale operations are time consuming, and difficult in a time when the Moon Cell isn't being distracted from correcting your changes, you are very skilled in altering reality on the local scale. Replicating most magical effects is easy, even high level spells such as dimensional shields that can protect against anything short of a powerful Phantasm release. Changing how the laws of physics are working, directly upgrading or altering a Servant's spiritual core and more. It only takes a bit of time to apply your newfound abilities to the reality outside of the Moon Cell. A benefit to how faithful the Moon Cell is to reality.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Good Meal- 50

The most powerful Anti-Invader weapon of them all, a proper feast! With dishes gathered from cultures across time and space, these tables stacked with food and drink can be summoned at any time by your mental command. An endless supply of delicious sustenance, of dizzying varieties, sure to be met with exclamations that this is surely good civilisation. Apparently, it makes for a wonderful feast for those that eat civilisations, making them wiggle dance in happiness. Most Servants will probably be happy for the taste of their homelands too.

Master

Survival Gear- 100
Haven't you heard? The Moon Cell is an awfully dangerous place, filled with all kinds of dangers. Obviously, the solution to this is to outfit yourself in wilderness survival gear. Not a full set, it's not that dangerous but half an outfit will do. It's rugged, comfortable and reliable despite looking a little silly. It's also tough enough to withstand a handle of attacks from a Servant, leaving you battered and bruised but not cut in half or crushed. Handy for the Master that can put up wearing just a coat.

Secret Pleasures- 200
A fairly large luxury complex, made on the orders of a certain Roman Empress. Filled with large natural springs, hot baths, secret gardens and other places of serenity and pleasure; it's a location that brings even the most hostile Servant to a feeling of peace and satisfaction. Your allies are far more trusting and friendly here, those with amorous feelings much more open about expressing them to you. Even wounded or tired friends will find the waters of the baths here do wonders for healing them and restoring their fatigue. Each room is also quite private, preventing anyone from accidentally walking in on you when you're busy with another friend.

Mystic Armory- 400
A range of mystic codes, already unlocked and well fitted to you. Around a dozen in total, with four linked code casts to each outfit. While it is difficult to wear more than one at a time, the code casts linked to this have no cooldowns like personal use ones do. Instead, they can only be used a certain number of times per engagement, needing a short rest to recharge their uses. These Mystic Codes contain mostly middle to high level effects. Powerful buffs to all of a Servant's statistics, immediately healing all wounds they've taken, reflective shields, teleporting in new allies and even instantly allowing a free use of their Noble Phantasm without the normal energy requirements.

Quantum Key- 600
An impossible object, going against the foundation of the time stream, yet still shining in your grasp. Something created to demand freedom from the restrictions of the Quantum Timelocks, a golden key lies in your possession that can forcibly unlock a sealed event in time. Unlocked events can be changed once again, no longer set in stone, for good or ill. While there is no restriction on how many times the key can unlock something, it can also create a Quantum Timelock to guarantee that a specific event cannot be changed and will be present in every alternate world, regardless of the means to attempt to divert history. This locking can only be used once per ten years, relative to you rather than any time travel or manipulation.

Servant

DLC Costumes- 100
The Servants have taken a bit more of a casual approach to the war this time around. Some days you can see Nero fighting in a bikini or Tamamo dictating commands in a skimpy police uniform. You can keep up with them all now, as you've got a whole pile of clothes fitted to you to replicate any outfit worm by a Servant in Fate Extella. From default to alternate costumes, they won't have any powers that the original Servants had from them but they will be able to be worn over anything else you have without getting in the way. That way, you can enjoy the protection of your full suit of armor while being able to show off that bikini body, if you like.

Install Group- 200
A collection of Install Skills to get you started. These are subroutines able to be planted into a Servant's data, taking the form of individual Servant Skills that can be added to any being. Suddenly gaining Riding or Magic Resistance if the right Install Skill can be found. You've got a range of options here, mostly in the D and C rank range, numbering about twenty in total. There's also a special gem of a pair of B and A Rank Personal Skills. These generally cover the class skills of the core seven Servant Classes, as well as a handful of more common Personal Skills. While normally, a Servant or being could only contain a very limited amount of Install Skills at once, these work differently. Instead of a start of two and a maximum of six after lengthy training and growth, six install skills from this group can be equipped regardless of the number of slots available or how many are already taken. These Install Skills are Tier Two via the Supplement.

Personal District- 400
A division of your own, created with priority by the Moon Cell as part of the new world. A slice of land the size of a small city, brought up from the virtual space around you. It's a mix of various times and places, chosen by you. You might combine an Irish town from the time of the Ulster Cycle with a Roman imperial city, with an ancient Chinese temple at the centre. While you can't pick more than three or four, you'll find your city populated with people from the times and places you've chosen, albeit most aren't too far beyond ordinary humans or magi. The city will automatically spawn defences if threatened, from ranged artillery to large numbers of attack programs, and those that live in your new city also aid in it's defence. You're considered the faction leader of your homeland, which is likely to result in Nero and Tamamo seeking you out to ally or serve under them in the initial battles here.

Charles Patricius- 600
The flying fortress of a dream-like hero, hovering softly before you. A mix between a base camp and a high tech airship, Charles Patricius is capable of moving at very high speeds, flying around the virtual world to easily reach any zone in minutes. It's difficult to detect even with powerful sensors and well protected by magical shielding. The top of the fortress is an open garden, where three sizeable buildings rest. A personal room for the owner or leader to rest and conduct magic in, a War Room that significantly increases the strategic aptitude of those within and a large dormitory able to comfortably house several dozen Servants or other warriors. The fortress generates it's own fuel and supplies, letting those riding live in comfort without worries.

An additional secret has also been found, passed down from the more mature Carolus Patricius. A Fascimile Servant Generator, able to create shadowy and obedient copies of Servants that you bring into the generator room for scanning. It requires large amounts of magical energy to operate but

most Servants would be able to support a ghost being created each day, with powerful ones allowing for several. The copies are significantly weaker than the actual originals but much stronger than ordinary attack programs.

If you also purchase Personal District, you can instead combine it with this option to upgrade it to the scale of Carolus Patricius, the fortress of Karl der Groebe. The flying fortress gains the scale and defences of the personal district, becoming a city sized flying monstrosity covered in artillery guns and containing a small army of defenders. A second Servant Generator is added if this is the case, along with an impressively large throne room and intrusively long staircase to said throne room.

Invader

Traitor's Cloak- 100
Vital for anyone hoping to fool the heroes gathered to stop Velber's advance. A few outfits in designs of your choice, with a unique ability to hide the taint and presence of other beings within your body from detection. The influence of something like the Umbral Star would normally leave a noticeable stain just on your skin, much less your spiritual core, but these special garments will prevent anyone from noticing either as long as you don't draw attention to them. They'll still see you as normal, the cloth doesn't hide you, only influence from outsiders.

Zero Dark Sleeping Room- 200
Not quite the Zero Dark prison dimension but it's at least as comfortable. Somewhere in the virtual world of the Moon Cell is a unassuming cave, very difficult for anyone else to locate. The cave's entrance and interior grows as big as you need it to be based on your own size and what you store within it, with any reasonable comfort you could desire being found within. Relatively common food, entertainment, fashion, shelter and so on. All mundane supplies but enough to make for comfortable living even for a titan stuck within. While mundane and common is the rule, sometimes strange things tend to appear in this little pocket realm. If Altera can accidentally create a water slide made from breasts, who knows what might pop out of your dreams while here?

Ark of the Stars- 400
One of the ships used by the Anti-Cells sent out by Velber or at least a fragment of such. Six hundred meters wide and shaped like an almond, the cockpit is a dimensional pocket within the structure that automatically draws you in if you are nearby and wish to enter. It's a fairly small space inside, enough for a group of humans to fit comfortably, but the ship automatically regulates the conditions inside and has no need for controls or seats. Instead, it operates according to your thoughts, able to rapidly travel extremely long distances, even between stars in short time periods. The Ark contains a useful treasure however, a disconnected piece of Velber's code and power. Acknowledging you as the new controller, it is an extremely potent virus that can rapidly infect even large sections of the Moon Cell. Your fragment won't be able to take over the entire virtual world but it is enough to forcibly brainwash most virtual beings you encounter, one on one. You're even able to remove it if you need to insert the Velber corruption into a different target.

If you have bought the Zero Dark Sleeping Room as well, you can replace the cockpit of the Ark with that cavern.

Monolith- 600
An alien relic, of unknown origin and purpose, though the benefits it grants you become clear quite quickly. The tall pillar, covered in strange sigils, is able to generate vast amounts of energy when needed, of almost any kind. Both magical and more technological sorts. Enough that if you had a way to channel it, you could cast spells across whole cities or even multiple at once. The pillar acts as a clear line of connection to any alien being that you know the rough identity of, connecting you directly to their closest means of communication when you lay hands on the monolith and wish it. It is also possible, with extensive study and interaction towards the relic, to use it to unlock astounding new knowledge or abilities in yourself. It takes time and rarely will this happen more than once or twice, but the databases of alien worlds or the ability to override the spiritual cores of other beings are examples of what could be gained. In future worlds, a new monolith will be present, based on an alien race that does or could exist in that new world.

Companions

Import/New Companion- 50

An option to import an existing companion or create an entirely new one, with things such as personality and appearance entirely under your design. They may choose any origin and gain the benefits of choosing it, along with 600CP to spend. If they choose an origin that grants access to the Supplement, they will only gain 600SP and will not gain CP. Companions important as Masters do not gain free companions but may be treated as your Master if you wish. Companions cannot buy companion options.

Canon Companion- 50

A chance to convince someone to come along on an adventure with you. Each purchase of this option gives you a slot that may be filled with one canon character existing in Fate Extella or it's sequel, provided you can convince them to join you in future worlds. They will become a companion at the end of the jump if you can do this.

Faction Leader- Free for Master

If you have taken the Master origin, you gain a unique Servant option for free. One of the three Faction leaders of the original Fate/Extella; Nero, Tamamo or Altera. This Servant, unlike normal, is automatically granted their canon Servant statistics, abilities and so on from the game they are sourced from. If you aren't already doing so, this option will have you replacing Hakuno's position as the Master of that specific Servant, gaining their service and any feelings that were previously directed at Kishinami. The cost is that your alliance will be widely known to the rest of the Servants in the world and that you'll have to take the place of Hakuno as that Master. You'll be dragged into not just the faction war but also have to help out against the Velber threat, since two of the three divisions of Hakuno before died doing so.

It is worth noting, here and for the below Servant options, that the Moon Cell will generally provide decent amounts of mana for all Servants. Enough that they can each act as if they have a fairly competent Master, even if you have little to offer there.

Main Servant- Free for Master

Your primary ally and, if you are a Master and did not take the above option, almost certainly the Servant who you fought through the Grail War with and became closely bonded to. Even with a Faction Leader, this would be your loyal second in command who looks out for you and tries to limit the worst excesses of the Leader. This can import an existing companion.

Your Main Servant is a powerful companion and free for a Master to take. They have the Servant or Invader origin, with associated benefits, and gain 600CP to spend in the jump, along with 1000SP to spend in the Servant Supplement. You can transfer additional points into their SP supply at a rate of 1CP to 4SP, supplying CP from your own budget. This cannot give them more than 3000SP in total, though they can also transfer their own CP into SP at a 1:1 ratio within this limit.

Servant Team- 100/50, 4 Free for Master

Each faction has a team of three to four Servants supporting it as primary commanders, with more to join as time goes on. Your own personal team is no different. This option summons a Servant who will decide that you are currently the ideal leader to follow, predisposed to easily bond with you through battle and living together even against their normal personality. A Master gains four

purchases of this option for free and further purchases only cost 50CP each. For those of other origins, each purchase costs 100CP and they receive no free Servants.

A Servant from this option has the Servant Origin, with associated benefits, and 600CP to spend in the jump. They also gain 1000SP to spend in the Servant Supplement. You can transfer CP to these Servants on a 1:1 basis per Servant but they are also able to transfer their own CP into SP at a 1:1 value exchange. You may also import existing companions into this option.

GG Battery- Free
A small golden battery, easily fitting into the palm of your hand, with a see-through exterior. Within can be seen a tiny version of the Hero King Gilgamesh, struggling and ranting his displeasure. The golden king is unable to exit this battery and appears to lack his powers, with magical reserves scaled down to his teensy tiny new size. He's quite unhappy about it and clicking a small tab on the side of the battery projects his angry voice from the inside of the battery. Otherwise, he seems to work as a standard AA battery that won't run out of power, though he has a tendency to appear within games or devices he's powering as an mostly ineffectual, angry spirit. Add him to all your favourite fighting games.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

Continuation +0
The past you may have had in this world can be brought over with this, altering this setting to fit the changes you may have made in previous jumps in the setting, provided they fit onto the right timeline. All drawbacks will function as normal, regardless of your changes, which can create characters that may have been erased before.

Fate Ikustella +0
An alternate situation, where both versions of Hakuno are present in the world. But they've been turned into babies! Rather than split into three, the two children are cared for by the different factions who act as more peaceful rivals, though battles can still erupt and the threat of both Velber and Karl later on will remain. Any drawbacks below will still work as if normal too, potentially forcing a faction to become hostile again.

I Wanna Be a Wife +100
Requires the presence of Hakuno Kishinami. It's a four way race now, with the three faction leaders gaining a new competitor for the heart of Hakuno. You've fallen for the Master of the Moon Cell, a deep and powerful love that makes you feel absolutely wonderful to indulge in. Actually getting to be with your target? It'd be like heaven. But you're also quite jealous and toxic when it comes to any rivals, so don't expect a sharing situation to be an easy goal.

Bathory Brains +100
The dragon blood runs strong in you, gifting the great mentality of a primitive lizard to you. Which doesn't sound quite right. But you still boast about having the mind of a lizard to everyone, given you're now an idiot on par with Elizabeth Bathory. A mix of misplaced pride and pure silliness, you'll be the kind to start all sorts of reckless and poorly thought out hijinks to get your way.

Altera'd +100
You've been altered to be permanently stuck in a larval state now, looking like a tiny and quite adorable child version of yourself. While your muscles are only that of a child, Servant abilities and other supernatural enhancements are as strong as ever, meaning anyone but a Master won't be much weaker. The problem becomes more about no one ever taking you seriously, save for the most dire situations. Most Servants will treat you as a cute but out of her depth little sister, rather than a capable and mature warrior or leader. Enjoyable for a time but for ten years? When you might otherwise be able to warn them of the villains to come?

Oraclised +200
The revival of Karl der Grobe is now certain with this drawback in effect, as is his Oraclisation of you. Whatever protections or abilities you may have, you'll find your core overwritten to agree with his goal of a peaceful world at any cost, even if it takes the total loss of free will through Oraclisation. If Karl wins, he alone will decide conflicts and arguments, removing any need for war and other atrocities. This well meaning tyranny is something you'll be fighting for as if you believe in it, along with any companions you may have. Freedom will come if Karl can be defeated despite your support but you yourself will not be taking purposeful action towards that point. At least the emperor is a honourable and respectful leader towards those who work with him, willingly or not.

War Servant +200
Even most Berserkers aren't as unreasonable as you! The new world's wars are what you live for, the different factions gearing up to battle has you salivating in joy. You live for battle now, with a lust for violence that makes Tamamo look chaste and conservative. It makes you quite reckless in a fight and extremely so outside of it, finding it difficult to not discard out of hand non-violent solutions to problems or make peace with any enemies. You won't be attacking little children and those too weak to put up a fight at least but even your allies should tread very lightly around you.

Faction Haters +200
Didn't you know not to make any passes at Hakuno within the leaders' earshot? Whatever the reason, one of the Faction Leaders at the start of Fate Extella has come to hate you with quite the fury and even their most disloyal Servants now share most of that distaste. Nero, Tamamo or Altera and the Servants allied with one of them, along with the odd Servant to be summoned later on, now have a burning dislike for you. It can quickly and easily interrupt into deadly battle, even from just your presence, and I wouldn't be surprised if they just happened to be walking around looking for you so they have an excuse to put a sword in you. Doesn't look like there's anyway to fix that dislike.

Nameless War +300
Instead of the beginning of Fate Extella, you're starting in a new time and role. You'll be taking the place of Nameless, the form taken by Shirou Emiya as a Servant in the Extra timeline, and summoned as the Servant of a female version of Hakuno Kishinami. You'll have to survive the cursed, ill-fated tournament and journey that pair went through, forced to face many Top Servants with few breaks and much sabotage in between bouts. Hakuno's survival is needed until the final round, where you come up against Shakyamuni as Saver, whom you must give an impressive battle towards. Winning is not necessary, surviving so far against both Servants and hidden threats will let you leave the failed timeline alive and return to the normal jump. If Hakuno manages to survive the final battle, they can be taken with you as an alternate to the existing one.

Touch of Velber +300
The tendrils of the Umbral Star have worked themselves into your spiritual core, latching on and making themselves a vital part of your being. Removal would very likely mean death and it seeks to use that position to turn you into a weapon against the Moon Cell from within. It doesn't care much for your safety and you'll be destroyed as part of civilisation afterwards even if you succeed, making it important that you put your all into resisting this incredibly potent viral infection now inside of you.

Charlie +300
The endless swirls and whorls of data that flow through the Moon Cell can deliver some surprising creations, made to fit into an unknowable plan by the ancient machine. In this case, a new being has been fabricated from the stuff of dreams, existing only in fantasy. Unfortunately, it's a version of yourself that has been set against you, made fervently opposed to what you stand for. This mysterious clone possesses heightened abilities, drawing on both the legends and stories told about you as well as a generally more fantastical version of what you possess. They act alone at first however, short of anything from you or the stories that might help them there, and it may not be impossible to come to terms with them peacefully. They opposed what you stand for and believe your death is for the best but part of them is still you and a chance to talk to them might reveal a path to understanding each other.

Challenges

Scenarios that alter the setting and story, posing challenges to you in return for incredible rewards not normally attainable. Both scenarios below remove the time limit on the jump until completion. Taking a Challenge forbids taking the Oraclised, Faction Haters and Touch of Velber drawbacks. The story and setting is largely replaced by these, making these drawbacks either inapplicable, inappropriate or just not actual drawbacks anymore.

The following challenges are exclusive of each other.

Lunar Holy War

In this variation, the timeline has greatly progressed from when it would normally start here. The Velber threat was dealt with by the many Servants summoned by the Moon Cell, as Hakuno Kishinami did not move on to the new world after succeeding in the last Holy Grail War. For years now, the Moon Cell has been left without a King to wear the Regalia. But in that time, it has worked to finish the new world and the final results are dazzling.

A virtual world the size of Earth but made entirely from the greatest times of human history. Each nation is populated by the greatest and most talented that they have to offer, heroic spirits from across time banding together in national alliances. The Roman Empire occupies the Italian Peninsula, a council of many Emperors ruling together. France has become a holy empire in it's own right, led by the two Charles in war and by Saints Jeanne and Jeanne in spirit. Japan becomes a bastion of many of the greatest swordsmen and monsters to ever live, all existing at once and in union.

The Moon Cell has ensured that the world is divided into many areas and that those within these areas, from heroic spirits incarnated as Servants to monsters and historical figures, gather together for support. This is for a final plan to find a worthy king, now that Hakuno failed to live on.

A Lunar Holy War. Where the world will be plunged into chaos as a tournament is announced, where only the last being alive and unbroken in this virtual world will be chosen to rule it all and take command of the Moon Cell. At first, these many nations will go to war, before it eventually dissolves into a free for all even within these alliances. Some may seek to try and bring peace or end the competition in another way, some may try to cheat the system and go around the tournament, but many will play along.

Into this world you appear with your Servants. An outsider not attached to any existing nation or faction. One of several Wild Cards the Moon Cell is introduced, perhaps drawn from the Masters that once fought in the old wars. You have the potential to win the world war tournament, if you can conquer your many enemies. Play them against each other, win in direct battle, unite them under yourself as the one true ruler or simply slaughter everyone else.

If you should win, the prize is the Regalia and the Moon Cell with it. A crown that signifies your status as King or Queen of the Moon, able to exert total control over the celestial computer as it's owner and system administrator. The entire moon, capable of recording and warping reality even outside of it's virtual space, will come with you as your rightful property. Along with whatever remains of the virtual world present within.

Additionally, to aid the new ruler in discovering the functions of the Moon Cell, it has chosen to take on a humanoid form. A beautiful advisor named Luna to guide your hand in your new kingdom, an Artificial Intelligence embodying the will of the Moon Cell. Her gorgeous purple hair and eyes easily stand out in any crowd, her helpful and adoring personality sure to catch your heart in her clutches. She especially likes your eyes too, says they're just the most adorable things. She's very adamant about her real name being Luna and wishes you wouldn't ask further there. There's no way she's a rogue Artificial Intelligence who infected and took over the Moon Cell from within, falling in love with the struggles of the future King of the Moon as he fought his way to the top of the moon and the centre of her heart.

Definitely not that.

Agent of the Umbral Star

Wind the clock back fourteen thousand years. The last time that Velber passed through our solar system, when it almost brought the world to extinction were it not for the actions of the one who wielded the Holy Sword.

Altera was one of three Anti-Cells sent by Velber in this ancient time. While the other two were apparently of little consequence, Altera took the form of the White Titan 'Sefar' and rampaged across the planet. Even though it was the very height of the Age of Gods, she could not be stopped. But rather than a matter of her being too powerful, it could be said that her opponents were too foolish. The Gods fought her one on one, too restricted by their proud natures to attack all at once or ally with other factions. The White Titan grew greater with every victory, till none could stand before her, and only the miracle of Excalibur's ancient wielder drove her back.

Things fared even worse for the aspect of Altera that had travelled to the Moon Cell to corrupt and destroy it. Defeated and bound tightly within the deepest confines of the Lunar prison, she was forced to be where you might have encountered her in Extella normally, the Zero Dark.

Now you take on Altera's role, becoming the Anti-Cell that Velber has sent to harvest the civilisation present on Earth and in the Moon Cell. You do not have the abilities of the White Titan if you hadn't purchased them already, Velber somehow considering what you have currently as sufficient for your mission. But you are without a doubt, still an Anti-Cell. Destroy all traces of civilisation on the Earth and either corrupt or destroy the Moon Cell as well. A terrible task in it's costs and difficulty but you can at least rely on the same arrogance of the gods that made Altera's battles possible. But for those who consider the total genocide unacceptable, another path will appear.

The Umbral Star is not an all powerful god and unlike the rest of the Anti-Cells, there is no programming or kill-switch present in your being. There is a chance, however small, of rebelling against the predator that has devoured alien civilisations for so many eons. It will be a war that makes the cleansing of Earth look like a simple task but it is possible, especially with the resources present.

Velber is constructed of a terribly powerful core machine, surrounded by many Arks that form it's outer shells. Each Ark contains an Anti Cell intended to annihilate civilisations, each with a different method. Each a horrendously dangerous foe like the White Titan. Velber is more than capable of producing more with time. The Umbral Star has destroyed many civilisations that have hoped to fight back before but always through the acts of it's Anti Cells, rarely being exposed to direct combat. It has never had to fight against it's own either.

Your best chance, provided you do not have tools at your disposal already, is to recruit the ones you were sent to kill to this effort. A war for mere survival becomes a strike back at the killer of so many stars. The forces of Earth, particularly the divine pantheons of enfleshed gods, and the Moon Cell would be powerful allies that make the battle go from impossible to just barely possible, if used well. More allies might even be found on other worlds, should you be able to reach them, possibly allowing you to unite the solar system against Velber.

Victory in the first path will give a bit of a stranger reward. Having cleansed the world of humanity and all other sapient life, you find yourself left behind by Velber. Normally ordered to self destruct, you appear to lack that command in your being and remain alive. As does the planet beneath your

feet, left by the Umbral Star to cultivate new life for another harvest. The planet, as many are, is alive and seems to be grateful for you sparing it. Or for destroying the sapient life on it's surface. It's difficult to tell which with this particular celestial being. It does however, ask if it may travel with you instead of just waiting to be devoured by your successor Cell in another fourteen thousand years. If you accept, Gaia will become a companion for you. She will be able to assume both her normal form as a planet, with all that comes with given the way the Nasuverse works, and also a variety of humanoid forms to blend in better. Embodying the very origin of life and all mother goddesses, Gaia alternates between the demeanour of a caring mother and her more familiar hostile rages. Thankfully she appears to have respect and some sort of affection for you.

The second and more difficult path will present you with the vulnerable core of Velber itself. Having been defeated and mostly destroyed by your efforts, it is unable to resist you should you attempt to take over it's being, possible only because of your nature as an Anti Cell. If you accept that path, it will transform you into a new incarnation of the Umbral Star. It will take time to generate Arks and Anti Cells for your own use but even as a mere core, you are a celestially powerful being able to transverse the galaxy at great speed and detect life and technological advancements within that great expanse.

Ending

The EX timeline has finished for now, as have your adventures in it. Your closing choice awaits.

Do you want to Go Home?
Do you want to Stay Here?
Do you want to Continue On?

Notes

Special thanks to my own adorable Master, my cute NuBee who inspires me to keep on writing away.

All Servants in this jump document work on the Second Tier of the Supplement. If you disagree and think this doesn't fit, feel free to go down to Tier One instead. It's merely my best attempt to fit the generally higher power Extra series, as in what occurs during the story, into a somewhat coherent state.