Fate/Extra CCC



It is the year 2030. Humanity has somewhat stagnated since the year 1970, yet a new form of technology was discovered. Spiritrons, and pseudo-spiritrons, the particles of the soul. Additionally, it was discovered that an alien supercomputer resided within the moon, which came to be called the Moon Cell. Due to unrelated circumstances, magecraft in this timeline died before the turn of the millennium, and magi shifted from magecraft to code casts, a digital form of pseudo-magic.

The Moon Cell, searching for a worthy ruler to become the brain to its eye, organized the Holy Grail War, A tournament of 7 rounds in which more than a hundred wizards were chosen as Masters and given Servants, to determine a winner that would become the ruler of the Moon Cell. In normal circumstances, one Hakuno Kishinami would have obtained victory above all contenders, and be deleted due to being a soulless AI instead of a proper human Master. This was an unacceptable end to another AI, one named BB, who hijacked the system and interrupted the Holy Grail War between the 5th and 6th rounds. Thus were the Masters who survived, and a few more besides, thrown into the far side of the Moon Cell, a chaotic and unordered place that the Moon Cell utilized as a garbage bin of sorts.

The Masters, of course, will refuse to accept being locked in the far side, and work tirelessly to return to the near side, to the proper Holy Grail War. Their journey will be long and perilous, but without your intervention, they will prevail. You will find yourself in the abandoned school building that would become the headquarters of the Masters whisked away, just as they begin to wake up and investigate where they are, some time before Hakuno Kishinami themselves will. Additionally, you will stay in this world for 1 year, enough to accompany the group of Masters along their journey and still have a bit more than 9 months to explore this world. Perhaps you want to snatch the spot of winner of the Grail War from Hakuno and become ruler of the Moon Cell yourself? Your future is up to you.

Lastly, here is your assigned budget;

+1000cp

Will you aid the Masters, or the rogue AI that caused all this? Or maybe you have other goals? There will be plenty of opportunities to further your agenda in the coming days.

Proof Of Existence

You exist, yes? Why don't you prove you do then? With either choice below, you may choose to be a Drop-In, someone who didn't, in fact, exist before now. How are you able to maintain the stability of your existence, then? Quite curious.

Master

You are a wizard. An inheritor of the magus traditions of old. Your magecraft no longer works, so you were not tutored in it or given the Magic Crest of your bloodline, as used to be tradition, for such things are futile now. Instead, your talents were focused on programming, on the manipulation of spiritrons in the form of code casts. You are an unremarkable but acceptable Master, and your skill in guiding your Servant in combat will be your most important trait in the conflict to come should you stand in the front lines. Your memories of the Holy Grail War, and even of your life as the descendant of Magi down on Earth have been removed from you, only echoes and impressions remaining. You will have the opportunity to regain these memories should you help the Masters locked in the far side of the moon, but maybe it'd be best to avoid doing so. Perhaps you had lost before the 5th round, after all, which would doom you to death should you ever return to the near side. Or perhaps you were one of the few who did survive until the 6th round, and thus will be able to keep fighting in the Grail War once you return. The choice is yours.

AI -200cp

You are not a human. You were created by the Moon Cell to serve some purpose, and are a being of data and information, not one of soul and emotion. And yet, you would seem unusually human should you not conceal your true self. It is not unheard of for an AI to feel human emotion, however the main example of this is the disaster that has caused the Holy Grail War to be interrupted. Your purpose and role in the Holy Grail War is your decision, as you are coming in as an outsider, however you should keep in mind that the only reason you wouldn't be punished for straying from your role is because you are on the far side of the moon, beyond the Moon Cell's supervision. Perhaps you'll want to expand your functionality and memory, to grow beyond the Moon Cell itself, or perhaps become it? Be careful, for there is another AI with exactly that goal, and they will not tolerate competition.

Servant -200cp

Hail, hero, for you were called to the moon to battle. You do not belong to this age, but are a record of a legend from times past. From the primal civilization of Sumeria, to the glorious heights of Rome, to even the spiritual aspects of Japan, the options of where you come from are myriad, and so is the possible power you may gain here. You require a connection to your Master to remain in this world, although certain Skills can mitigate this, and will also require great amounts of magical energy to utilize your full strength, traditionally provided by the Master. As you are now, you are a relatively average Servant, comparable to the likes of Robin Hood or Elizabeth Bathory, but there are plenty of methods to increase your power in the Moon Cell, whether through ritual consumption or dark pacts. Your Matrix, what could be said to be your soul, houses all information about you, and is the record that you are manifested from. As long as the end result is on the level mentioned before, that of a relatively average Servant, you have full control over what your Matrix provides. Will you just fight for your Master, or do you have an agenda of your own? Time will tell.

Perks

Perks in the section of some origin are discounted to said origin, half off. 100cp perks that are discounted are instead free.

General Perks

NEET -100cp

Not everyone can have a happy life, and live freely outside. But that's just fine, isn't it? The internet is always accessible, after all, and you can make plenty of friends online. Your skills certainly indicate that you lived such a life, for how could a person be so good at video games as you without wasting their life honing such a meaningless skill? Or are you really just that naturally talented? Whatever the case, you are a legend at all sorts of games. From chess, mahjong, action games, shooters, whatever you can think of, you could become a global #1 champion at any competitive game should you spend the time with such trifles. As a happy side effect of such unorthodox expertise, you find that you're somehow able to think outside of the box a little bit, applying some amount of armchair strategy experience to real strategic plans, and blindsiding those who are less familiar with gaming culture than you. Perhaps you could just start focusing on something more real?

Unique Character -100cp

A tsundere? A real, flesh and blood tsundere? How? You'll find yourself quite surprised at how eccentric some of these Masters can be. Humanity really is strange, isn't it? And yet, they can get along just fine with each other. You're able to benefit from this oddly tolerant atmosphere as well. As long as you're not actively hurting others or being genuinely hostile in some way, you'll be able to get along just fine with basically anybody. Some amount of good-hearted bantering would be fine even among strangers, as long as said stranger isn't incredibly arrogant or something at least, and you'll somehow find some dynamic to settle with when interacting with other eccentric people, that will let you get along despite any fundamental differences in belief or thought. Now go out and make some friends.

Dark Skills -200cp

Not everyone is a goody two shoes. Someone has to take care of the dirty work, and all your life you've been the one to do it. Likely accumulated with a lifetime of experience, you're really good at most things that could be considered shady. Sneaking, assassination, espionage, hiding your plans within plans, the whole nine yards. You could successfully pull off a double agent act, hiding your true allegiance from both allies and enemies for prolonged periods of time, and curiously, every time you reveal your act you always have some time to monologue or something to reveal your true genius, even if normally those who you'd be betraying would kill you on the spot. Or perhaps you just want to do the job and get done with it.

Are You My Master? -200cp

The bonds between a Master and Servant can go beyond the measly contract binding their lives together. Camaraderie, friendship, perhaps even love in some cases, it is something that transcends space and time. And appropriately, you may benefit from such a thing as well. Positive bonds that you share with other people, your friends, lovers, even family, are valuable beyond simply the companionship that they provide. No matter what happens, those bonds will remain, shining strong. Removal of memories leaves vague echoes of what once used to be that could easily be ignited back to its peak, giving even those drifting in the void a chance to be pulled out of it with their sanity intact by the burning embers of your bond, and even tampering with the timeline itself won't be enough to fully separate you from those you care about. Circumstances will subtly lead you towards mending your relationships, should you want such a thing, and your bonds with others might push them to go above and beyond for your sake. It is simply an unquenchable motivation and hope that this provides, and the ability to succeed will depend on you and those you surround yourself with, but the only thing that can ruin a relationship you're involved in will be you and those you care for, and no one else.

Virtual Environments -300cp

What does it mean for the Moon Cell to be a digital reality? It's not a virtual environment in the sense that you're probably thinking of. It is very much a reality, following its own set of rules which is somewhat different from the reality of the Earth. You could call them Reality Marbles of a sort, although they don't manifest the inner being of anyone in particular. Even if you're not normally very good at Code Casts, you've learnt the trick to creating and maintaining these digital spaces. Of course, you might be able to learn how to make pockets of reality working off of different rules, but don't underestimate just how complex the laws of reality can be. It's recommended you stick to the inner workings you can automatically set up already.

These spaces require energy to not only create, but also to maintain, as you can probably guess, but by simply connecting it to *something* that you don't seem to be able to interact with in any other manner, you can make a virtual space the size of a building that is completely defenseless to existential threats, but acceptable for most purposes. Should you have a source of great amounts of energy, you'll be able to make larger and sturdier spaces, and perhaps if you have a source of energy on the level of the Core of a Planet, or perhaps the Moon Cell itself, you'd be able to construct an entire planet-sized reality following the rules of a digital world, provided enough time and effort to both create the thing and also make it anything other than an empty void.

Truly A Demon -300cp

What are you? A messiah perhaps? Or a demon leading others to damnation? Your appearance, your voice, your touch, your smell, your mere presence, they all radiate a form of attractiveness that is simply hard to ignore. An assault on all 5 senses, you could lead hundreds into maddened desire with some effort, even the most degrading action somehow becoming charming due to your beauty. The weak willed could be led around by the nose with the right kind of attention, although your pretty face might not get you far among extraordinary people. Those who can see straight through appearances to the hearts of people will of course be wholly unaffected, but such people are so rare that you are unlikely to come across them. There's a mere handful on the far side of the moon, however, so perhaps you shouldn't play around to your heart's content, else someone able to keep their wits about them deals with you in a permanent manner.

Records And Matrixes -400cp

One of the most fundamental operations of the Moon Cell is the processing and manifestation of data. However it is that you did it, you have become able to replicate this function. To begin with, your memory is perfect and endless, very useful for recording everything that you witness, although you should be wary of cognitohazards or other pieces of knowledge that are inherently dangerous to process. By focusing on something that you can remember, you can also manifest the information stored within your mind outside of you, to conjure objects, tools, infrastructure, and perhaps even intelligent beings.

To actually manifest them, you'll have to invest an appropriate amount of energy plus an additional tenth of it. For example, for truly powerful Servants, an equally and slightly greater amount of energy will be required. That said, you can choose to use less energy than you would normally require, if you don't mind not manifesting whatever it is you're conjuring in its full glory. Gathering information to build up a library of records to manifest is completely on you.

Ten Thousand Colors -400cp

Medicinal technology has advanced to an utterly absurd point in this timeline. Not just the body, but the mind and soul itself has been understood, leading to the science of spiritrons and therapy programs able to enter the innermost hearts of humans to help them cope with their flaws and traumas. You have one such program installed in your soul, now. You can use it to not only enter the souls of others (which, strangely enough, look like one of the dungeons of the Moon Cell, complete with digital aesthetics), but also modify them.

Do remember that people usually don't allow people into their hearts, and you might simply be barred from entry if you don't prepare properly. It's meant to help people to overcome their flaws, but it can be turned towards a less ethical purpose as well, letting you outright overwrite people's minds with something more pleasing to you. As it is, doing all this takes effort and quite some time, as you need to do everything manually. But with experience, skill, and most importantly resources to enhance and modify the program itself, you can turn it into an automatic 'you lose' brainwashing ability. It'd take something like absorbing three absurdly powerful Servants to gain the raw energy and processing capability to do this, but if you scheme properly and your luck is just right you may yet be able to achieve this. Be careful of who you recycle into the program.

Jumper Number -600cp

What's better than one Jumper? Nine of them, of course. See, there's this little phenomenon in this world, that powerful enough beings can make offshoots of themselves based on parts and fragments of their personalities, which gain a full mind, will, and ego of their own. These avatars can be given some measure of power to begin with, and they can even grow on their own, due to being a technically separate being now. Of course, such beings are still very vulnerable to things that utilize their connection to their creator, such as sympathetic magic, but they can be very handy sometimes.

You now possess this capability, even if you're not very strong. Unlike normal, it doesn't diminish you, at least until you make eight avatars, at which point you'll start to actually have to sacrifice power to make more of them. They are based on parts of yourself, and so aren't guaranteed to be loyal or get along with you or each other, and sadly you can't really dismiss them at will, but should you manage to control them they might be useful as subordinates. Their actual power will vary, never being stronger than you to begin with, but you can choose freely how much power you give them, up to about half of the power you can bring to bear. That said, at their weakest they'll be on the level of an average human being, so you don't need to worry about making crippled avatars if you're too weak.

Casting Code -600cp

Mystery died. Magecraft faded away. Magic is unreachable. Despite all this, the Magi would not tolerate losing their power over the world. Through great effort, a new form of magic was found. Taking the form of digital manipulation, mastery over spiritrons, and more than a little skill in simple programming, the magic of Code Casts became widespread. There was no need for a masquerade, for while the Magi had to abandon magecraft in favor of code casts, it was a wholly new tradition and wouldn't benefit from Mystery regardless.

Enough about history, for you are now a very talented wizard indeed. Equal to the likes of Rin Tohsaka, you have a general and remarkable level of experience with manipulating code, and utilizing your skills to manipulate the digital reality of the Moon Cell. However, this is simply a skill, and you are very talented. Should you have rare enough resources and stretch what you can do as much as possible, you'll grow in leaps and bounds, quickly growing to be able to do things like sealing powerful Servants in stasis cubes, modify a Servant's matrix to give them additional power, and mess around with the arenas of the Moon Cell like a Magus of old might manipulate the landscape. You are not the best, but this tradition is a new one, and should you work hard enough you may yet carve your name in history books as one who pushed the boundaries of Code Casts and achieved great deeds with your excellence.

Divine Origin -800cp

The cause of your birth, and what you will return to in the end. That is the Origin of being. You are not merely what you seem to be, for you have great potential in you, potential able to contest even against the absolute. Should you perform the right ritual, involving letting someone dive into the deepest recesses of your own soul, and defeating the incredibly powerful guardian within, you will unlock a power beyond even the most powerful Servants. You would be able to contest against the Moon Cell itself on equal terms with such power, and any abilities that reject events, such as the Domina Coronam, will be unable to deny you. Additionally, you have a greater self, of sorts, a being even more powerful than even your unlocked potential, on the scale of the Goddess of the Sun, Amaterasu herself. There are caveats to both of these paths to your potential.

First, unlocking your Origin is a power greater than yourself. Without some way to upgrade your form, your soul, your mind, using the power of your Origin will strain you greatly, and you'll only be able to use it once a fight in every jump lest it destroys you. Surely not a great downside, unless you are ambitious. Second, your Origin provides raw power, not scale or versatility. It'll let you fight against the Moon Cell's power concentrated into a single form, but the Moon Cell's capacity to witness and record the past, present, and future, and to maintain an entire digital reality, are things your Origin has nothing to do with. Third, growing into your greater self will render the power of your Origin redundant, yet will require more than a simple ritual to obtain. An unbroken thousand years of daily effort will be required to reach the daunting scale of the Sun itself. Fourth, even after reaching the scale of a true Star, you might find some of your limbs obtaining minds of their own, based on fragments of your own personality, who will possess a measure of your own power. They are not guaranteed to be loyal or even able to get along with you, or each other, but they are based on you, so surely you wouldn't be the kind of person to be intolerant of other instances of yourself? You could eject them from your being, but that would diminish you, and they might come back, angry at the betrayal. Perhaps it'd be best to learn how to get along.

Id_es -800cp

How dirty. Not even pretending you're following the rules, are you? It is unclear on how you have obtained such a thing, but now you get the option to obtain one of the so-called "id_es" skills, complete cheats made by transforming and empowering a skill into complete absurdity, to the point they could rightfully be called cheat skills. If you want, you may pick one of the existing id_es skills shown. From Passionlip's Trash & Crush which can reduce and compress anything at all into a 5x5x5 gray cube, even the mass of the target being reduced to 1/10th of what it was, evolved from the Skill 'Monstrous Strength'. Perhaps you want the All Drain, which lets Meltryllis absorb anything with a solid form she can inject her "honey" into, stealing the target's abilities, power, and self, and maybe even turn others into copies of you, evolved from the Skill 'Absorption'. Perhaps you'll want Crack Ice, letting Violet completely paralyze anything within her field of sight, although it won't extend to stopping the minds of your targets.

If you possess some other ability you are fond of, you may choose to transform and empower that ability instead, elevating it into a similar level of absurdity as the examples given. Well, these skills aren't unbeatable. Meltryllis was defeated by tricking her into absorbing a poison developed from her own virus, and Trash & Crush will take longer than an instant against objects larger than a Sakura Labyrinth floor, so pay attention to what kind of id_es you obtain, and keep in mind any weaknesses.

Master Perks

Grail War -100cp

It is a tournament of death, after all. It wouldn't do for you to slack and get killed, would it? You have an acceptable handle on how Servant fights work, and you'd be a competent Master for a Servant to have, if nothing else. You're not at the top, of course, there are Masters greater and more skilled than you. However, all it would take would be some experience to catch up. After all, you find the battlefield, as a Master guiding a Servant, to be oddly familiar. You learn quickly during combat, learning the patterns and fighting styles of your enemies in a mere handful of fights, and your general skill at guiding a Servant through battle grows quite quickly compared to others. Clearly, you share Hakuno's tendency to grow to great heights from the depths of weakness.

Harway Light -100cp

Most of humanity is but a flock. Aimless and wanting to be led to greatness by a capable ruler. Well, maybe that's just what you believe. You could certainly put your words in your mouth, since you're quite good at the role of leadership now. While ruling a whole nation doesn't really matter in the Moon Cell, you could lead the group of stranded Masters towards the near side of the moon with ease, bringing everyone together and instinctively knowing which role someone would fulfill best even if you know little about them. Well, even all the best leadership in the world can't make an airhead actually useful, so perhaps you could simply focus on those who can actually follow you towards the future you envision.

Meditations of the Five Thoughts -200cp

The main method that BB used to bar the Masters from progressing is the Sentinel System, using the secrets of girls as impenetrable defenses that can only be opened by understanding the secret they were built with. The tool that Hakuno utilized to surmount these obstacles is the Five Thought-Stopping Meditations program, that reveals Secret Gardens, the secrets and genuine traits of someone in a spiritually tangible form, and imbues them in the Sentinel wall to break it. You now find this program installed in your being. As a special consideration, you won't require the backup of another person to handle utilizing the secret to break the Sentinel walls, although such function is likely to be useless beyond this world. Additionally, you'll often find yourself in situations where you'll learn about the secrets and philosophy of those you know, even outside of the Sakura Labyrinth, and find it easy to set up situations that reveal your own Secret Gardens. Quite useful for building strong bonds of friendship, brotherhood, or perhaps romance if you wish to pursue such a thing.

Keep Moving Forwards -200cp

Never giving up is all well and good, but no man is an island, and what could you possibly do when those that supported you every step of the way conclude that they should just give up and stop fighting? You give them a pep talk, of course, and inspire them to go above and beyond. You're a very inspirational figure now, knowing just what to say to make someone who has given up all hope to light the fire in their hearts once more and to keep moving forwards. That said, if you yourself have given up, you won't really be able to inspire others. So keep your wits about you and your will strong, and surely your companions will follow you to the depths of hell.

I Am Jumper -400cp

In Imaginary Number Space, the space outside space where physics barely holds sway, concepts and ideas are far more important than strict rules. This results in willpower allowing people to accomplish things that shouldn't normally be possible. Somehow, you'll be able to benefit from this as well, anywhere. With nothing but simple willpower, you would be able to resist being deleted. Without superhuman willpower, of course, you'd still be degraded and harmed on every level, but you could survive nonetheless. Having your mind wiped of all memory and personality would not be an irreversible state, for should you persevere enough you would be able to find yourself again. As long as your will holds, you will eventually return from any fate.

Brave Soul -400cp

Hakuno Kishimani is quite extraordinary, aren't they? They get along with the infamously unfriendly Gilgamesh, managed to survive a conversation with a hostile Goddess of the Sun, successfully talked down the White Titan's diminished remnant from repeating the destruction it caused millennia ago, and are generally an unstoppable force in the Moon Cell for various reasons, whether in combat or in social circumstances. Now you've rubbed off on them a little bit, or maybe you're just as extraordinary in your own right. Either way, your charisma is an unexpected thing, letting you talk face to face with great beings that do not hold any sympathy for you, manage to say just the right things to survive such conversations if you're careful, and while tricky, you could even manage to contain any crazy people from going berserk on everyone around them. Even those that have completely lost their minds aren't safe from slowly coming to considering you a worthy friend. If you ever feel like it, you could gather and maintain a harem and keep everyone happy, although if you're a normal human you might have to focus quite a bit on that. You're a very interesting person now, but given the sheer number of powerful and very dangerous beings around, that may or may not be a good thing.

Utterly Human -600cp

Humanity is destroying the world. It is slowly degrading into a dystopia of sorts, and this timeline is definitely not one of the good ones, with wars and destruction ravaging the Earth. And yet. There's something about the human qualia that seems entrancing to the inhuman beings of this solar system. From gods, to demons, to monsters, and so on, time and time again humanity has not only triumphed, but sometimes even tamed such things, and the human quality of an iron will that moves forwards and prevails against even the most insurmountable odds wins the hearts of the inhuman and transforms them in the image of humanity time and time again. And now, you are human.

Not only a nigh unbreakable willpower to persist even in the face of absolute defeat, but you also seem to possess a strange form of luck. Impossible to predict by any logical process, as long as you keep moving forwards, as long as you raise your head in defiance of anything that might hold you down, you will always have an opportunity to prevail over any obstacle. Whether being thrown into an endless empty hell, faced with the worst the world has to offer, or simply having all chances of victory crushed in front of your very eyes, you will find a way to snatch victory from the jaws of defeat. However, you only get one opportunity. Should you falter in those important moments where the will to shape your own future is the most important, your luck will fail and your luck will run out. Don't let the world hold you down, and always remember to keep moving forwards.

As a side note, due to this persistent quality of yours, or perhaps a questionable aspect of your plot ar-luck, you are oddly fortunate when it comes to romance. Perhaps too much so, even. You'll be able to make good friends with essentially anyone you meet, but with those of your preferred gender especially, you are somehow an ideal partner. Simply by being yourself and interacting with plenty of people you'd build quite a sizable group of individuals enamored with you. You should take care, however. The more inhuman, crazy, or plain dangerous someone is, the more effectively this works on them. Watch out for yanderes. As a final note, if you purchase this perk you may choose to take Hakuno's place, if for some reason you want their role in this world.

Observed Universe -600cp

Time works thus; the past has passed, the future is yet to be determined, and all that truly matters is the present. It is in the present that the future is decided, and you won't let no godly machine dictate what will happen to you. This may or may not be a correct statement on the mechanics of timelines, but when you act, it sure seems accurate. No fate can hold you down, no prediction can accurately calculate your actions, no amount of enforcement of a specific timeline is able to stop you from truly changing the future. You would utterly baffle the Moon Cell's logical processing of possibilities, and as long as you are able to arrive at the time of an ascension, you could outright undo any retroactive changes to the timeline.

Of course, actually being able to make a change will depend entirely on you. Being able to change the future through your actions in the present won't mean anything if you don't have the might to actually change things in the first place. And, well, most being that this sort of thing would be useful for are quite powerful indeed, aren't they? But should you gain the power to make a real difference, the absolute commandments of the gods are no longer as absolute as they seemed.

AI Perks

Soulless -100cp

AI do not have souls. They are beings of calculations and data, created by the Moon Cell, and only incidentally having human emotions. As you are an AI, there is a small but important difference in your processing capability compared to humans. That is, you won't be killed by absurd amounts of information flowing through your mind. You can still be stunned if you're shocked with too much data getting shoved into your mind, and actually understanding any of it is a different matter entirely, but no amount of sensory input or raw information entering your mind will be able to break and/or kill you. A possibly unwanted side effect of not having a soul is that you're not going to be able to become ruler of the Moon Cell, as the Moon Cell would detect that you're not a Master and delete you. But surely you don't actually want to attain that position, much less in a legitimate manner?

Conflicting Directives -100cp

You may wonder how it is that the AIs of the Moon Cell seem so human at times. Feeling joy, rage, annoyance, fear, and all those wonderful emotions that you'd think would be wholly the realm of the organic. Well, it turns out that when normally perfectly logical processes conflict, the chaotic paradoxes that emerge result in true emotions. Now, you're able to utilize this principle in future worlds. By utilizing logical paradoxes, schemes to trick a robotic being into an impossible decision, or perhaps simply running circles around them in a social sense, you can slowly make the inhumanly logical begin to feel emotions in the human sense. This may not always be advisable, though. The AI BB ended up causing the conflict you have now found yourself in due to an AI being ashamed of their own emotions and offloading them into a backup, after all.

Drops of Deception -200cp

How wretched. A horrible thing. A skinwalker even, a dangerous predator that could lurk within the face of anyone you know. You now have a particular ability, one that lets you act as someone else basically indefinitely, should you kill them and consume their data, their mind and soul. Once you do this, you'll be able to take the shape and form of your victim, and you'll be able to act perfectly like them. Like this, you count as whoever your victim was, for spiritual or magical purposes. You'd be completely indistinguishable, to the point not even the Moon Cell would be able to realize that you're behind a mask. You'll be able to imitate the abilities of your victim to some degree, too, but you won't be able to push them further, you'll be stuck with exactly what you obtained, and you won't be able to replicate any abilities that would be beyond you normally. You could bide your time for as long as you wanted in an essential position, to gather information or to simply hide, although once you drop the act and shed the stolen form, you won't be able to use it again, as your victim would be long dead already. What are you even planning to do with this?

Jumper Channel -200cp

Are you enjoying this? Perhaps you are. You can now utilize a bizarre ability that BB herself will use extensively in the future. As long as you know the general location of someone you know, even if they're somewhere you can't reach on your own normally, you'll be able to hijack their senses to show a small digital stage that you can enter at will. You can also bring others into this stage as well. You have complete control over the stage, although without modification you'll be mostly restricted to summoning things you own or conjuring large boards with whatever image you want on them. Sadly, if this ability would actually place your targets in danger it'll fail, but maybe just being able to pester anyone you want is worth it all on its own?

Star Defence -400cp

Sentinels, an oddly creative invention by BB. Utilizing the secrets of a girl's heart, and the fact that said girl would obviously not want their secrets revealed, makes for a very sturdy defence. You now know the trick to making these "Star" ranked defenses, practically indestructible unless truly absurd amounts of force is brought to bear against it, one would have to understand the girl's Secret Garden to be able to get through if they don't have more power than anyone in the Moon Cell is expected to have. How you use this is up to you. BB utilized it to bar the way of Hakuno in the Sakura Labyrinth, forcing them to understand the Secret Gardens of the women that BB made into Sentinels, wasting a truly excessive amount of time. Perhaps you'd use them for something else?

Important NPC -400cp

Not all AI are made equal, you know. There are the normal NPCs that do nothing more than simply populate any given area, and then there's NPCs such as you. Being given a more important role such as authority over a large building, or supervision over the Masters of the Holy Grail War, your memory capacity is something to behold, able to process large programs such as the support half of the Five Thought-Stopping Meditations program, and you could keep track of an entire campus by yourself. Unfortunately, this doesn't translate to combat ability, not without illegal modifications at least, but you'll have a far, far higher tolerance for spiritually straining abilities, programs, and other such things that can bring risk to your very soul than any normal human could ever have.

Unchained -600cp

How did BB cause this much trouble? She wasn't just a rogue AI, but she consumed other AIs, and even Servants, to increase her memory capacity, her processing power, which resulted in her being able to hijack the Moon Cell's systems in the far side of the moon, and caused the entire conflict that you now find yourself in. She consumed most of the Servants of the Holy Grail War, created the school building the Masters took residence in, expanded the Sakura Labyrinth to tunnel through the Moon Cell's defenses, and eventually broke through and infiltrated the Core of the Moon Cell itself. Now, you know the trick she used to consume and grow.

You are able to consume someone or something that you have within your grasp, absorbing their body, their mind, their soul, all of their abilities, and turning them into more power for yourself. You can't copy or obtain abilities this way, it just translates into raw power, but a very versatile yet weak victim will yield as much result as a less versatile but equally as brutally strong one. Eating humans and normal AIs barely yields any power, but eating Servants carries a notable boost. You would need to consume more than a hundred Servants to become the powerhouse that BB had to be to whisk away the Masters of the Holy Grail War into the far side of the Moon, but unfortunately most of the Servants that were around have already been consumed by her. Not just beings, but you can also absorb objects, but those will yield far, far less energy and power.

However, there is a catch. There is a price to rising above your station to such a degree. It won't be too much of a problem until you start approaching the level of the Moon Cell itself should you have begun as a simple managerial AI, but if you grow too much beyond your base state, too quickly, you will start having issues with your personality. Losing yourself to your power, you would slowly become more and more robotic, and unless you stop consuming for a while, your own artificially inflated mind will break down into being little more than a dumb machine. Of course, if you take this slow, it won't be an issue. Spacing out your growth over years and decades, instead of rushing into it in weeks, would be a good start.

Recorded Universe -600cp

Time works thus; the past is set in stone, the present is self-evident, and the future is inevitable. Causality is a crystal of events that can show those who know how to see all that ever was, is, and will be. This may or may not be a correct statement on the mechanics of timelines, but when you act, it sure seems like it.

By actively focusing on it and spending great amounts of power, you can witness the past, the present, and the future. To begin with it's not much, as even at the level of a Servant you wouldn't be able to peer into magically protected spaces, and even looking a few minutes into the past or future will be incredibly difficult and expensive in terms of energy. If you grow beyond the power of Servants, you'll be able to make greater use of this, perhaps being able to peer years or decades into the past and future, and look within nearly all but the most powerful protections or wards specifically designed to keep your vision out. If you somehow manage to obtain a reliable source of energy on the level of the Moon Cell, you'd be able to witness the entire timeline of a world you are in, from beginning to end, although even then your vision wouldn't be unblockable to those who know of your existence and abilities, and possess significant power and magical skill of their own.

Additionally, and perhaps most importantly, you can enforce a future that you witness, with similar energy requirements as manifesting records, although less likely possible futures will cost proportionally more energy than enforcing more likely futures. You would need to be on the level of the Moon Cell to enforce a specific timeline on an entire Planet, but even at the level of Servants, you might be able to utilize this ability by expending great chunks of your personal energy reserves to enforce certain outcomes during specific combat exchanges in the middle of fights. Do remember that this enforcement is a matter of power. Those who are mightier than you in spiritual or magical terms will be able to contest or perhaps even deny your enforcement completely, depending on how much they overpower you.

Servant Perks

Insight of a Legend -100cp

Or perhaps it's just the opinions of a cynic. Not that it's possible to tell, as the insight you've obtained is surprisingly sharp. Like a certain blue haired author, you can glimpse the true nature of those you look at, and are quite adroit at putting what you see into words. Perhaps you're just that honest, or are very knowledgeable of the human condition, but there's nothing that can really prevent you from immediately seeing what kind of person someone is. Unfortunately your insight trends towards presenting what you see in a somewhat negative manner, but even a relentless pessimist would be very accurate when analyzing others. Hopefully you aren't as talkative as the author Servant is.

KNEEL TO THE KING -100cp

Understandably, some legendary figures have quite the sizable egos. And yet, they make friends nonetheless, despite what most would consider quite abrasive behavior. Perhaps all legends have a sort of charisma to them. You, of course, have the option to share in this benefit. What this means is that as long as you aren't actively threatening people with violence, you'll be able to maintain a relatively amicable conversation. You just have a sort of instinctive sense of what limits and lines to avoid crossing and how to present yourself to seem approachable even if you consistently hold yourself above those around you. You might still accidentally piss off the short tempered, as such things can happen with that kind of person, but overbearing arrogance is no longer so antagonizing to others.

The Hero Lives On -200cp

Servants aren't merely summoned spirits. They are echoes and remnants of great heroes and villains of the past (usually), and what else is the past better for than for inheriting wisdom and power from? You may or may not agree with such logic, but at least you can prove it. With this purchase, you are able to pass on any of your abilities, artifacts, or resources. A Noble Phantasm can be inherited by a Master, and it'll belong to them from that moment onwards, with everything that implies. You could pass on Skills too, perhaps even raw might if you wish. And, of course, you are giving up what you give away. If you gift your Noble Phantasm to your Master for their protection, you will no longer have it, and you can't take it back without their consent, as it will belong to them. So do be careful with what you gift. Items will be attached to the recipient in the same way they were attached to you, and while they won't inherit any experience with abilities and powers, they won't find them difficult to use. You can also use this with perks or items. What will your legacy be?

Spiritual Complexes -200cp

Servants are manifested from the records of the Moon Cell, a system reminiscent of the Throne of Heroes down on Earth. But what if someone were to manifest multiple Matrixes as one Servant? Perhaps the result would be a Servant of greater power? You'll be in a good position to test that with this purchase, as you become oddly receptive to getting spiritual beings and objects shoved into your own soul for the purposes of empowerment. Each added Servant Matrix will add to your abilities and increase your stats to some degree, but the process is unfortunately not a perfect assimilation, being very inefficient. Still, with the right resources you could plausibly tap into the records that the Moon Cell has on the gods themselves to add those Matrixes to yourself, to reach a level of power notably but not vastly above that of high ranking Servants. What you'd need now would be a Master capable of messing with the Moon Cell's systems enough to obtain such resources in the first place. As a side note, this works with souls as well, in case that's not clear. What sort of experiments will you conduct on yourself?

Trial By Combat -400cp

The Moon Cell has a surprisingly gamified environment, what with having countless minor beasts that provide 'exp' when killed, which can be used to grow in power. With this, you're able to retain this benefit anywhere. Conclusively defeating opponents, whether killing them or beating them up to the point they can't fight any longer, will provide you with 'exp', which will slowly strengthen you along the same lines of the Servant parameters; Strength, Endurance, Agility, Mana (magical power essentially), and Luck. They'll be increased proportionally to how much you use them, so a Servant who fights in melee without using any magic will find that their strength and endurance are the most strengthened while those who fight primarily with magic will find greater growth in agility and mana. Luck is a bit of an odd duck but it will sit at a sort of middle ground compared to the rest of the stats, in terms of growth.

Of course, it should be worth noting that this growth is slower the more powerful you are, and that it slows down to a crawl when you reach the power of high ranking Servants, and stops completely when you are several times stronger than such Servants. 'Level 99', in a manner of speaking. Unfortunately this only applies to you, those who fight alongside you won't benefit from this 'exp' system the Moon Cell devised. It would take a few months of constant combat with roughly equal opponents for a bottom tier Servant to reach the level of a high rank Servant, so at least it's not too time consuming, relatively speaking, but if you're trying to reach 'Level 99', then it's going to take you a long time, not to mention that's assuming you always have access to enemies as strong as you are to maintain the challenge. Still, such growth is quite an incredible advantage either way. How will you utilize your future strength?

Conceptual Jankenpon -400cp

Conceptual abilities, that is, abilities that rely on ideas instead of physical forces, are quite common in this world. A side effect of such things is that interactions between offensive and defensive powers matter far more than the power behind them. And with this purchase, you may benefit from such things even without using conceptual abilities, for good and bad. Fire burns wood and is quenched by water just as easily as anything aligned with the sun defeats anything aligned with the moon.

This generally works on an eastern conception of the world, so some interactions might seem strange to those of a western perspective, but learning what trumps what can be a massive advantage when fighting opponents, letting you abuse weaknesses to defeat those who would otherwise be too much for you to have much of a chance. Just make sure to be aware of your own weaknesses, as those who figure them out will be able to leverage them to the same degree that you can leverage your own strengths.

High Rank -600cp

It seems that you are not a normal Servant, but a rather powerful one. Forget about being “average”, you are not a high rank Servant, placing you somewhere among the top of power that Servants can rest at. Comparable to the likes of Karna and Gilgamesh, the abilities and potency that your Matrix can afford you with this purchase is far greater than before. You have quite a bit of leeway when coming up with conceptual abilities, and as long as you are no weaker or stronger than a high rank Servant, you may customize your Matrix as you wish. Additionally, you possess a trump card of sorts. A Noble Phantasm greater than what is supposed to be wielded by Servants. Perhaps it’s an enlightened state of nigh-omniscience, a mirror that reflects life and death, or a primordial weapon that rends asunder reality itself. Merely using it at full power will be so straining that using it for longer than a few seconds will kill you, but that is simply the limitations of the high rank Servant vessel you occupy with just this. Perhaps with the right methods, you’d be able to upgrade your Matrix to the point of more effectively wielding such a powerful weapon. There certainly seem to be plenty of such opportunities in the Moon Cell.

Long Live The King -600cp

The craftsmanship of the gods is a sight to behold. Like a certain golden king, you're just built different than other people. You might not have all of Gilgamesh's abilities, but you certainly share his sheer robustness of spirit, being completely incorruptible in mind, body, and soul, for better and worse. You could simply sleep in the reverse side of the moon, that horrible place filled with evil things, and be completely fine where most other heroes would risk great danger even when fully alert. No corrupting influence will be able to take its hold on you, unless you let it. Additionally, you're surprisingly competent at navigating alien environments, such as the aforementioned reverse side of the moon. Things like space and time being twisted and inconsistent won't prove to be particularly difficult obstacles, although such things might remain tricky to get around. Truly the mark of a superior being. Perhaps you should try to not let this get to your head? One smug golden bastard is more than enough already.

Items

General Items

Command Seals -0/100cp (Cannot take with Summoned)

Of course, Masters all have one thing in common. Or perhaps three, depending on how you look at it. Command Seals, three tattoos of great power in the back of your left hand, that prove that you are in fact a Master. They're not truly needed to make and maintain a contract with a Servant, but not having access to them would be quite a waste. They can not only be used as empowering orders or restrictions on your Servants, but can also be used to enhance your Servant in general or for specific actions, or perhaps even heal them. That said, their potency depends on how much spiritual or magical energy is spent on them. An unremarkable human with no experience as a Master would barely be able to command their Servant, while a truly exemplary Master could easily make their Command Seals far more potent than they normally are. You can also transfer them to other people, should you want to give them to someone else for some reason.

You get three Command Seals, and they replenish each jump, or every ten years, whichever comes first. Should you know magic related to contracts, you'll be able to use the Command Seals through them, even if the contract itself isn't the Servant contract that they were designed for. Masters gain these for free, obviously, but AIs may also obtain Command Seals and become Masters, for a simple cost of 100cp. After all, it's not impossible for an AI to be a Master, given the existence of Hakuno Kishinami.

Hot Spring -100cp

Wait, why is this here? This doesn't quite fit in the environment of the far side of the Moon Cell, and yet it's here anyways. You'll find yourself able to access a decently large hot springs resort, with a pool for males and a pool for women. No mixed bathing pools for whatever reason. There's nothing special about it, it's just some normal hot springs, but perhaps it'll be a good way to relax. Well, no, there is an interesting little thing about this place. For whatever reason, there's a high chance of meeting those who are currently your enemies here, who will obviously be present to relax in the hot springs as well. As long as you don't begin hostilities, you'll be able to have a chat with them, even if normally you'd end up fighting on sight. Perhaps you could try to strike up a friendship and end hostilities that way?

Records of a Matrix -200cp

Half the battle is knowledge. And how could you call yourself a Master without proper information gathering tools? You now own a touchpad, a laptop, or some other kind of electronic device that can be used to read information, that has a special program installed in it. This program lets you learn the matrixes of Servants, or even other beings such as powerful combat capable AI, and in future jumps anyone that has some measure of power beyond the average human. The way this works is that you can simply learn more about some specific target, such as a Servant's legend, and the more you learn about them, the more filled out with details on their abilities and elaborations on their history and personality their entry in this tool becomes.

You don't even need to learn such things directly, even just learning a Servant's full legend from beginning to end would give you full information on their abilities, regardless of if the legend is unclear on details or twisted into something somewhat different but still recognizable. Learning from the subject themselves does yield somewhat more detailed results, but mostly in terms of learning about their personality and secrets, so maybe it wouldn't be quite as usable in combat. In case you were thinking about it, no, information obtained from the tool itself won't count for the purposes of the tool itself unveiling more information.

Origin Regalia -400cp

What a powerful Mystic Code you possess now. An outfit attuned to the Origin itself, this regalia can bring out the potential of any who wear it. An average Servant would be able to match high ranking ones, and an already powerful Servant would become an incredibly dangerous opponent even to peers. Perhaps if a Master wears it, they might be able to fight against weak Servants? It does shift in appearance depending on who wears it, although it always seems to be oddly skimpy for some reason, but to bring out this outfit's true power, you must awaken the Origin of whoever wears it. Dive into the deepest recesses of the soul of the wearer, defeat the incredibly powerful guardian within, and the outfit will gain even greater attunement to the power of the wearer, letting them fight on equal terms with the Moon Cell itself. You don't need to worry about how to use this, as the outfit will guide you should you wish. Well, theoretically at least. See, Servants with this level of potential aren't very common, but even without the possibility of awakening the Origin, a normal Servant would benefit quite a lot from this Mystic Code. How did you even come to obtain it?

That's Not How Math Works -600cp

Imaginary Number space is quite the strange thing. It has nothing to do with the mathematical concept of imaginary numbers (who knows why it's named that), but rather you can think of it as the 'space' outside of reality itself, in a manner of speaking. It is not truly nothingness, but maybe a better metaphor would be to consider it the garbage dump of existence. Well, however you wish to picture it, you now have access to it in some way. Whether by walking through a specially prepared door, teleporting there, or something else, it's your choice of how you access it.

Within Imaginary Number space you can find things that were lost. Unwoven, obliterated, sealed at the farthest reaches of existence, erased completely from reality, or perhaps even those who die without an afterlife to head to when they pass on. Should you manage to navigate this seemingly uniformly purple and dull place, you'll be able to find things that would otherwise never have been regained or recovered. You are likely going to need some form of ability or program to detect, identify, and lead you to your objective, as space and time are a little weird here, but with enough preparation you'll be able to find anything that is truly lost, and bring it back to reality with you. Beware of the terrible things that lurk at the edges of this space.

Master Items

Uniform -100cp

All Masters are inserted into the Moon Cell in the role of a student at a Japanese school. Why this is, who knows, but it does come with appropriate uniforms. Well fitting, self-cleaning and self-repairing, your uniform is quite comfortable and you won't need to worry about what you'll be wearing anymore. Should you not like the plain black Japanese school uniform, you can transform it into any kind of mundane attire. Perhaps t-shirts and jeans would be more to your preference?

Pink Petal Bentos -100cp

Fighting a lethal tournament is all well and good, but you can't neglect your basic needs. Thankfully, you've got that covered pretty well. For some reason, every day you obtain a small bento box, filled with enough food for one person. It's always decorated in some way, quite adorable really, and the food within is varied but always delicious and very filling. Perhaps you'll find these in your mailbox, in front of your room's door, or maybe it'll just fall into your hands from the sky when lunch time comes. Who could be behind these?

My Room -200cp

Privacy is quite a luxury, isn't it? You only really notice how important it is until it's gone. Thankfully, you don't have to go through that. In the school building that you'll wake up in, you'll have access to a "My Room", a special small space to serve as a hideout from the outside. Nobody without absurd authority over the digital reality of the Moon Cell would be able to infiltrate or even spy on the insides of the room. It begins with some basic furnishing, such as a bed (singular), some chairs, and some tables, but if you speak to a certain NPC in the school building that you wake up in you'll have the opportunity to decorate the little room. You could also simply decorate it with your own things, it is your room after all. After you return to the near side, should you do so, you'll find that your room was moved there with you. In future jumps, you may insert this anywhere you wish, and change the room's location every 70 days. A perfect place to gather your thoughts in privacy, or perhaps just to hang out with your Servant.

Mystic Collection -200cp

Magecraft may have died, but Mystic Codes have not disappeared, merely changed into what they are now. Utilizing Code Cast programs designed into them instead of enchantments (as little difference as that makes), this large set of Mystic Codes you now own may be quite useful in any battle. From healing, stunning, buffs and debuffs, and maybe even simple damage, there's quite the variety of useful effects in this roster. It is worth noting that the Mystic Codes can come in two forms: imitating an outfit you already own, or taking the form of some other kind of attire that you want. As long as you wear it and it doesn't provide any benefits beyond normal clothing and the effect they provide, anything goes.

Kiosk -400cp

Rejoice, Master, for you now have access to a Kiosk. Healing items, MP recovery items, absurdly spicy food, even the occasional useful Mystic Code, as long as you can pay up you can purchase quite the extensive collection of useful items. In future worlds, the Kiosk will also be stocked with items that help you recover a decent amount of any form of supernatural energy that you can use, which have no side effects, letting you use them as much as you want. They're not very expensive, five minutes of killing enemy programs in the Sakura Labyrinth would be enough to buy an acceptable amount of recovery items, but some things, such as the special extremely spicy mapo tofu are surprisingly expensive. In future jumps, you may use any currency you wish to use to purchase things from this shop. You don't have to worry about buying the entire stock, as the strange NPC manning the shop will restock the Kiosk every day. Quite the wonderful thing, is it not?

Level Up -400cp

Not everyone is content with the level of power their Servants begin with. Some skilled wizards have developed methods of illegally enhancing a Servant's matrix, to give them greater power. It requires a lot of power, and some time, but eventually any Servant may be high rank. What you have access to now is a certain church, of christian design, that comes built in with a program that lets you do this. It has an intuitive interface and explanations on how to obtain more resources to imbue into your Servant, but during this jump you'll have to obtain more Experience from defeating enemy programs that you can channel into a Servant's matrix. In future worlds, the program will tell you how to collect the needed resources in the jump, likely by killing some form of creature, and will also let you modify any kind of being that is receptive to spiritual modification. It'll take some time to empower your Servant, taking more and more resources the more powerful they are, but perhaps one day your Servant will reach the vaunted rank of EX in all stats, and attain the peak of power that a Servant container can have.

School Building -600cp

Have you gotten attached to the school building that Hakuno Kishinami and their group resided in until they managed to return to the near side of the moon? Well, you'll get the opportunity to bring it along with you, now. Normally, the building would be deconstructed and lost forever as part of helping Hakuno Kishinami fight against BB, but some odd circumstance will see it returned after the fact, now under your own command. There is a certain managerial AI that you can delegate most of the maintenance and operation of the space to, with pink hair and purple eyes, but this one won't go rogue, I assure you. The building is quite sturdy to outside interference. It's not impossible for someone to infiltrate it, but it won't be trivial even without additional resistance.

You'll be able to place it anywhere in the Moon Cell you wish, or simply let it drift in the chaotic sea of the far side of the moon, and in future worlds you may similarly place it down somewhere in the world, or simply leave it outside of reality, where you may access it with a thought, and then return to where you were by touching a sakura tree next to the school's entrance. Likewise, this building, and the surrounding campus, can't be deleted. Even if reality collapses around it, it'll serve as a safe haven from the chaotic mess outside. Lastly, you can replicate the feat that the school building was used for in the fight against BB, letting you disassemble it and channel all of its data and resources into a target, providing immense existential and spiritual protection. This would let even a Master approach and challenge something worse than All The World's Evils without being corrupted, although actually surviving a fight against such a thing would be up to the Master themselves. There are a few NPCs here, but they mostly just serve to populate it, so making them useful will be up to you. Perhaps you simply wish to relax here, away from the world?

AI Items

Alternate Attires 100cp

What the hell are you wearing? Like a certain small group of AI, you're now in the possession of a very unconventional wardrobe. The clothing here will fit even the most oddly proportioned person, while still being fairly comfortable. From baggy pants with leather strips and no shirt, to a coat with nothing more than palm-sized sticky pads to protect your privates, there's all kinds of completely unhinged outfits at your disposal. They'll all be repaired about a day after they're broken, and returned an hour after they are lost. But really, what person in their right mind would wear something like this?

Unique Tea -100cp

Sometimes, you only get a few quiet moments with the people you care about, before you must return to your duties. What to do during these quiet spaces can be a bit frustrating to figure out, but with this tea set you now own you can always have a fallback option. Refilling daily with a brand of tea that no longer exists on Earth, this tea set will always be a wonderful way of filling the free time you have to simply talk with your friends. Whenever you use them, the conversations and tea you have with a friend are unforgettable, lingering in the minds of those involved for far longer than memories usually do. Whether this matters in real conflicts, who knows, but what could be more meaningful than enjoying a quiet afternoon with friends?

Enemy Programs -200cp

Having a dungeon for yourself is all well and good, but what's the point if you can't fill it with enemies to test those who brave the arena? You now have authority over several dozen enemy programs, of quite the wide variety. From weak mooks barely able to challenge even a weak Servant, to floor bosses that could give average Servants a bit of trouble in combat, you'll be able to summon them essentially at will wherever you are, and set them to target someone in particular or give them some orders such as patrolling some section of a dungeon. Be careful of course, every lost enemy program will require a few days to reboot itself back to full functionality. They all look like a weird mix of eldritch and digital aesthetics, with even the least bizarre ones looking like large cybernetic floating eyes, but maybe that's just fine for you?

Item Folders -200cp

What is a dungeon without loot? A disappointment, that's what. To avoid such a situation, as a responsible GM you have obtained a few Item Folders, and know how to make more. Taking the form of floating cubes of digital hard light, lit by a strange steady glow from within, you can store any one item in these Item Folders, and leave them floating somewhere for someone to retrieve the loot within. You can also leave them somewhere with nothing at all inside them, if you're feeling mean. Additionally, you know a few methods to lock the Item Folder behind some restriction, such as needing to obtain a key or fill some kind of condition, as long as it's not impossible to open. Perhaps you could place these out of the way to hide things you don't want found.

Jumper Labyrinth -400cp

How unpleasant, to use people's hearts as part of a dungeon, and to require challengers to understand the guardians to merely continue. You are now the owner of a small dungeon, of the same kind as the Sakura Labyrinth. Looking like a digital platform for the most part, you may freely choose the overall aesthetic of it, whether buildings floating on a sea of clouds, an underwater cavern full of floating crystals, surrounded by countless massive skeletons of unknown creatures, as long the dungeon is recognizably digital in nature you're completely free to decide the themes of the parts of it you do get to decorate. The dungeon has three floors, each barring the way to the next with a "Star" rank defensive wall. Who is the Sentinel? Why you, of course. Those trying to reach the bottom of the dungeon will need to understand who you are, your Secret Gardens in other words, to be able to progress. You'll find that each floor has a weaker copy of you, that cannot be taken out of the Labyrinth or made inaccessible from their own floor, that presents whatever their Secret Garden is in a somewhat obvious manner. Can't have an impossible dungeon, you know? Also, it'll retain any expansions you make to it, should you want more Sentinels.

Opponent Customizer -400cp

Having a bunch of mobs is all well and good, but sometimes you have to put a personal touch in your little killing machines. You have come in the possession of a certain tool that lets you create and customize Enemy Programs of your own making. They require energy to make, of course, but by stealing some data from the Moon Cell you'd be unlikely to have much issue with this. You have a wide variety of choices in what you can make, and could even design an Enemy Program to be a counter to some specific Servant or other enemy you have in mind. And, well, you're not actually restricted in how powerful you can make them, although the resource requirement to create these rises incredibly quickly, not quite exponentially but close.

From enemy programs that can challenge the average Servant, to terrifying bosses that could serve as worthy opponents to a high ranking Servant, the only limit is how much energy you can dump into the design. Do be careful with what you make, however. After they are destroyed, it would take some time for the enemy program to reboot to become usable again. Something that could go toe to toe against an average Servant would take weeks to recover, and a boss able to give a high ranking Servant a good fight would need months. Perhaps if you make a powerful enough enemy program it would require years or decades to return from destruction, should their data not have been deleted outright. By default their aesthetics will be those of the Moon Cell's enemy programs, but you are free to give them some other form of appearance.

Staff of the Ten Crowns -600cp

How did you get your hands on this? You really shouldn't have it, there's not supposed to be two of this particular stick. Looking like a simple metallic retractable stick, this thing is in truth the Authority of the Ten Crowns, in an unassuming shape. Don't get too excited though, as you might not have the power to use it properly. If you're on the level of a Master, even merely using its most basic hacking functions would risk lethal damage to your soul, and if you are at the level of a Servant you could use it as a very effective hacking tool, bypassing the need for actual hacking skill yourself, and could use a mere fraction of its abilities in combat, mostly just designed around buffing yourself and dealing damage. It is when you start reaching beyond the power normally available to even high ranking Servants that this begins to show its true power.

After finally surpassing that wall of high rank Servant power, you'll find the power of the abilities this stick grants you start to skyrocket, and you'll start to gain limited access to the true power of the Ten Crowns; Domina Coronam, the ability to reject events forced on you by those born of Earth. Invincibility, in other words, as long as your opponent's origins are related to the planet that the Moon Cell revolves around and records, Earth. That said, should your opponent have unlocked the power of their Origin, connected to the cause behind their existence and the ultimate source of their being, the Domina Coronam will be unable to reject them. To use it for more than mere seconds without seriously straining your soul and risking damage to it, you'll have to grow further and further. Perhaps if you match the Moon Cell, the scale of your soul would be enough to fully wield this Authority?

Servant Items

Heroic Fashion -100cp

Some of the attires you might find in the Moon Cell can be quite eccentric. Servants are surprisingly flamboyant. You now have a wardrobe full of a lot of outfits, basically any set of clothing you can think of that couldn't possibly be considered normal. While it may be quite eye-catching, do take care to not harm the attire too much, as it'll take a day for any clothing you get from this wardrobe to be replaced with another in perfect condition. Honestly, given how most Servants have such bizarre outfits, people are probably not going to question your fashion too much.

Personal Touch -100cp

Having your own room is all well and good, but the Moon Cell is kinda sparse with decoration at the best of times, and getting your hands on something to liven up your living space can be surprisingly difficult around these parts. So here's a spunky gal to provide. Unfortunately she's kinda clumsy and will sometimes ask you to get something for her, but if you help her she'll provide you with some small piece of decoration that will somehow always be to your taste. Maybe it'll be a flower pot, perhaps some better curtains, or maybe even a portrait of you and your Master. You'll strangely find her wherever you go should you want some new piece of decoration, even if it makes no sense for her to get into some of the places you'll go to. Still, quite useful for those who want to add a little personal touch to their home.

Dual Blades -200cp

Most swords are forged with intent. Whether for violence, glory, or even just for competition, blacksmiths generally have some purpose in mind when crafting swords. That was not the case with these, however. Made on an imperial decree by a depressed blacksmith whose wife sacrificed herself to provide the best possible materials for the forge, the dual swords Kanshou and Bakuya have no purpose forged into their edge. Kanshou is black and possesses red hexagonal patterns on its blade, while Bakuya is white and is so polished that it almost seems like a solid cloud rather than shining metal. They are sturdy and sharp, and are incredibly effective against the monstrous and eldritch. Unfortunately, there are no such things in the Moon Cell, so their advantage against that which stands outside of human comprehension won't really matter in this world, unless you leave the Moon Cell entirely. Still, they are reliable weapons in skilled hands. Perhaps you could surprise a certain nameless man.

Fairy Tale -200cp

Servants aren't restricted to being warriors and mages of olden times. There are some figures who are a bit more modern, and less inclined to direct combat. This book here is perhaps the epitome of such a thing. Originally containing the autobiography of Hans Christian Andersen, the true power of this book can only be seen when it is wiped clean for a new work to be written among its pages. What it does is allow someone to become a 'leading character', so to speak. Someone writes their observations and thoughts on the life and personality of someone they know, and what their ideal life would be, and circumstances will lead that person into said ideal life, to some degree. The person writing in the book can even influence the result somewhat. Unfortunately, the scale of this effect depends on both the number of pages written and the skill of the writer in literature and storytelling. A handful of pages will result in a few scarce coincidences, and it would take writing on the entire book, which is quite large, to guide someone into barely achieving their ideal.

This all sounds well and dandy, but this book retains some of the pessimistic outlook of its original author, which hampers its potential somewhat. Making someone reach their full potential isn't as easy as writing it, it requires an actual compelling story of someone's life, enough to fill the entire book, and even then the target might find themselves with unexpected weaknesses if the story is too bright or lighthearted. Regardless, in the hand of a skilled storyteller, this book could be quite handy indeed.

Sunny Skin -400cp

The craftsmanship of the gods is in a whole different realm than that of mortals. This armor is a good example of such. Being formed out of light given shape rather than any actual material, it's incredibly difficult to destroy, even to the gods themselves. It fuses to your body instead of being worn, acting more like a second skin whose only indication is most of your body being covered in black, and it shares the radiance of the sun itself. The armor itself doesn't nullify or even fully block attacks like you may or may not expect from divine armor, but rather reduces all damage received externally to a tenth of what it would normally be. Lethal wounds would be reduced to scratches, and superficial damage becomes practically negligible. Of course, if someone manages to deal damage to you from within, the armor won't help, because as potent as it is, it's still fundamentally armor rather than a remarkable physique. Strangely, it seems that wearing this, for a given meaning of wearing, fully blocks you from being deleted, whether by the Moon Cell or any other being. This is normally a unique possession of the Hero of Charity, so how come you've obtained it?

Revolving Victory -400cp

Excalibur is one of the most famous legendary swords in the modern age, if not the most famous one. However, there is another sword related to Excalibur, which ended up being overshadowed quite thoroughly. Utilizing a strange artificial sun within its hilt, the Sword of Revolving Victory could be said to represent the rays of heat from the sun that hit the Earth. Aside from being a very sharp blade, able to cut through steel as easily as flesh, it can utilize its pseudo-sun to produce vast swathes of potent flame, serving as a very powerful anti-army weapon, and certainly a powerful trump card in battles between high rank Servants. Its flames also count as true sunlight for whatever mystical purposes you might wish to perform, although there's no Servant in the Moon Cell with a particular weakness to the sun, so it'll likely be of little utility. Expect quite the surprise from a certain knight should you brandish this sword openly.

Watery Reflections of the Heavens Above -600cp

The Imperial Regalia of Japan number three; the sword, the jewel, and the mirror. And it seems that you've come to obtain one of them, somehow. Representing wisdom, this ornate mirror is perhaps one of the most useful and yet indirect of the three regalia, depending on your own abilities. As you are now, even as a high rank Servant, you'll only be able to utilize a fraction of its power, allowing you effectively endless magical energy for some time once activated. In truth, it is a treasure from the land of the dead, an Authority that harvests the idea of reconstruction of a destroyed dominion, to manifest it into reality.

While using its full function as a normal Servant, even that of high rank, would kill you in mere seconds, should you find some way to upgrade your Matrix beyond that normally allowed by the Moon Cell, you'd be able to utilize it for longer. Beyond its base effect mentioned above, it could be used to isolate the principles of the afterlife, bringing the dead back to life, and revitalizing the soul and life force of anything alive to peak form, with an effective range of a whole country. Perhaps you'd be able to focus all that energy into a devastating attack as well? All that aside, perhaps you should try coming up with a very convincing excuse for why you have this.

Old Memory -600cp

The Earth was created, and all things were formed, and the Earth developed into the world you're familiar with. But there is one thing that still remembers what was before. A thing formed before the concept of weapons of tools was even devised, its physical form is almost irrelevant to its function, but quite striking nonetheless. Having the general size and shape of a longsword, it deviates in its blade, possessing what looks to be some kind of three-part drill instead of any normal weapon. It is black with red cuneiform letterings, with some gold inscribed with blue letters in its handguard and hilt. Despite the odd shape, it is very functional as a weapon, dealing disproportionate amounts of damage despite its lack of an edge.

And yet that's merely the surface aspect of it. Its true power is an imitation of the miracle of genesis, returning all to what was the beginning, and then forging it anew. Its red winds annihilate anything it comes into contact with, leaving only the true form of reality before it was even created, and then tearing apart even that. No matter the power or status of a target, being hit by this thing's true power spells their end. Of course, utilizing the full power of this thing will be beyond you even as a high rank Servant, but with sufficient upgrading of your Matrix, perhaps you could show off the star of creation that split Heaven and Earth. Maybe, should you somehow be able to practice with this thing, you'd be able to utilize it to terraform lifeless worlds and realities into something more to your tastes. Such a process would certainly be counterintuitive, however, given that the thing's power destroys everything, but such was its original purpose, and perhaps you might allow it to fulfill such purpose once more. Just make sure to avoid a certain blond king. Nothing good would come from such a meeting.

Companions

Import or Create -100/200/400cp

Do you have companions who you wish to give a role in this world to? With this option, you'll be able to give them such. For 100cp, you'll get 2 Companion slots to import a Companion into, for 200cp you'll get 4, and for 400cp you'll get a full roster of 8. Alternatively, you can use these Companion slots to make a new Companion outright. All Companions receive 800cp, and may take Drawbacks if they wish for a larger budget. Just remember that the Holy Grail War requires Masters to kill each other to survive.

Bonds of the Soul

Have you gotten attached to a character in this world? Made vows of love, perhaps? If you wish, you can bring people you know with you as Companions on your journey, as long as you can convince them to leave this world behind and follow you. Most people are quite attached to this world and would thus need quite some convincing to bring along, but there are those who would jump at the chance for a retry in life. Who among those in this story are worthy?

Servant -0/400cp (Must have Command Seals)

What is a Master without a Servant? As you might expect, you now have a Servant at your command, a spirit of legend with great power. Well, there are differences in power between Servants, but it's nothing that can't be surmounted with the right strategy. You may build yourself a custom Servant by using existing Servant matrixes as a guide, or simply pick any canon 'standard' Servant in the Fate franchise. No gods or full Heroic Spirits, simple Servants, as they are supposed to be.

If you dislike this restriction, for a payment of 400cp you may choose a 'non-standard' Servant. Perhaps you've somehow made a contract with a legend in the flesh who happened to be sleeping on the far side of the Moon, or maybe you've caught the eye of a goddess who decided to manifest at your side. You may pick Divine Spirits with this option, maybe a certain vampire, or perhaps even Foreigners, whatever you pick, they'll be restricted to the power of a less extraordinary Servant, but should you have the means, you'll be able to unlock their Origin for great power. There's nothing stopping you from unlocking their potential by other means, of course, but their restrictions are quite tight, and it would take quite a powerful ritual to do so. Gotta pay some lip service to playing fair, right?

Either way, you may choose to have some pre-existing relationship with your Servant, a holdover from the Holy Grail War of the near side of the Moon Cell that was stopped in its tracks. Maybe you would like romance, friendship, or perhaps your Servant doesn't really like you all that much. It's your decision what kind of relationship you had with your Servant, and it's up to you to maintain that relationship, but your Servant is no stranger to you, and neither are you to them.

Master -0cp (Must have Summoned)

What is a Servant without a Master? A thing doomed to disappear, obviously. Or perhaps just a very bold and powerful being. Should you wish, and it is very much recommended you do, you'll be assigned to a Master, who will have three Command Seals to command or support you. What kind of person they are is up to you, but they aren't extraordinary as far as Masters go. Alternatively, you can import a Companion of yours into this spot, should you have imported any Companions with the Import or Create option above. If you haven't imported a Companion into this role, you may take along your Master on your chain as a new Companion for free, if you want. Well, you can always be brave (or foolhardy), and decide that you don't need a Master. The choice is yours.

Malfunctioning AI -100cp

What is this? An AI, unremarkable in every respect, and yet oddly lively in her expressions and attitude. Are they experiencing emotion, perhaps? With pink hair, purple eyes, a generally gentle attitude, it's a Sakura model nurse AI, one of many, who seems to have latched onto you. They've become fond of calling you "senpai" for some reason, and they are obviously happy every time you pay attention and take some time out of your day simply to hang out with them. Unlike what you might think, this Sakura of your very own has not spawned anything like BB, not yet at the very least, but if you don't talk to her about it she might end up doing so by offloading their feelings into a backup out of shame of not being a perfect AI. Due to having been created as a nurse to take care of Masters, she is most fulfilled when depended on, and has a surprising amount of discipline and willpower to aid you whenever possible, even if she has to sacrifice herself to do so. Perhaps you'll grow fond of her as well?

Drawbacks

Branching Timelines +0cp

The grander metaphysics of this world can get quite confusing, you know. What with all the timelines around, practically any possibility you can think of is out there, somewhere, waiting for an outsider to observe it and solidify its existence by acknowledging it. With this option you may choose which Servant Hakuno gets, a blonde Saber, a red Archer, a blue Caster, or perhaps a golden king. You can also choose whether Hakuno is indeed Hakuno or Hakunon, their gender essentially. Perhaps you want to experience the Sakura route, where Hakuno chooses Sakura over their Servants. You may also visit some other peculiar possibilities, such as perhaps the warped version of these events that occur in Foxtail, or for some ungodly reason the utter clusterfuck that Last Encore turned into. Lastly, this may also serve as a continuity toggle, should you have been in this world before. The existence of the Moon Cell, the Holy Grail War, Hakuno existing, and the events leading up to the group of Masters finding themselves in the far side's school building are all set in stone, but the details of what will happen may be wildly different depending on how large an impact you have made on this world.

Monji Mindset +100cp

Are you insane, or indecisive? Or perhaps you've stumbled onto an obscure truth? Either way, it turned you into a very devout monk, although not in the way you think. You don't subscribe to any one religion, but to all of them, particularly asian ones. You would speak of Jesus and bodhisattvas in the same breath, pray to pretty much any god that exists every now and then, and just generally speak bizarre philosophical jumbles that are incomprehensible to anyone less knowledgeable about religion than you. Additionally, you're quite boisterous, laughing and shouting and just generally act positively even if you're essentially useless and mostly ignored. You're quite airheaded too, or perhaps that's a consequence of your religious habits. You can still have some rare moments of crystal clear insight and simple explanations on life, but such moments will be rare indeed.

Sinful Nun +100cp

Is the nun habit just for show? No, of course it is. You couldn't be chaste even if you wanted, as your lust burns a little too strong within you. You can still mostly restrain yourself when in public, but you are definitely going to take every excuse to make your actions a bit lewder than strictly necessary. Your head is filled with innuendos, and you're likely going to tease everyone around you quite often. You'll gravitate towards flirtatious outfits and might even modify the ones you have to show a bit more skin. Perhaps you should avoid attaining too much power, because the result won't be pretty.

Again? +100cp

All of the Masters that were dropped into the far side of the moon had their memories removed. However, they did manage to recover them. Like one Hakuno Kishinami, now you barely have any memories to retrieve. You've forgotten everything from before you entered the jump, and you also have no memories from before the Holy Grail War in this jump either. All you'll have is the memories of fighting 5 rounds in the Grail War, if you even survived to that point. Lastly, you've completely forgotten your goal, or wish, the entire reason you would've joined the Grail War in the first place. Perhaps you'll bond with Hakuno over this amnesia?

Elite NEET +200cp

One may only achieve greatness through great effort. Unfortunately, you won't ever be able to reach such heights, as you've become quite lazy. A NEET from head to toe, you'll prefer staying locked in one room with an internet connection over returning to the near side or going back to Earth. All of your basic needs are fulfilled after all, right? What more could you want than not having to work for food or access to the internet? You may or may not be completely depressed beneath your eccentric weeb mask you put up around others, but you're unlikely to accomplish much in this jump. Be careful when the school building is destroyed.

Managerial +200cp

AIs aren't meant to participate in the Holy Grail War, you know. And, accordingly, they're not allowed to fight against Masters directly. Well, it's not impossible to get rid of this restriction, just incredibly difficult. Now, you have this restriction as well, and you won't be able to get rid of it. You cannot attack or harm Masters directly, at most you'll be able to fight them indirectly by commanding a Servant, but attacking Servants yourself is off-limits as well. This restriction doesn't apply to AI, of course, but AIs aren't meant to be Masters in the first place, aren't they?

Should've Been Me! +200cp

What rotten luck. Truly doomed to tragedy and heartbreak. Let's hope you didn't want a romantic relationship, as you simply won't be able to have any. Circumstances will conspire to ruin any possible romance you might be attempting to build up, making it crash and burn before it ever really begins, or perhaps simply turning out with a prospective partner that really doesn't care about you in a romantic sense. Worse, you'll still keep trying stubbornly to make the relationship work, and you'll fail every time, breaking your heart quite thoroughly. You're not going to be able to avoid your depression when a relationship doesn't work out. Perhaps you should just give up?

That Didn't Count! +400cp

The King of Jobbers strikes again. You're supposed to be powerful, aren't you? Well, that's too bad, as you've been slapped with a restriction on your powers, and now not only are you reduced to the level of the average Master, but your Servant, or you if you're a Servant, is reduced to a pitiful level, below even average Servants. It's not impossible to regain your power and return your Servant to their former heights, but you'll have to fight and survive extensive combat to get there. Chop chop, jumper, it's time to grind. If you're diligent and kill a dozen or more enemy programs each day you'll be fine even on the frontline of the Sakura Labyrinth, at least, but it'll be a very dangerous position even then. You are not guaranteed to survive.

Difficult +400cp

Calm down, holy shit. Whether by arrogance or madness, you've become an incredibly difficult person to deal with. Interacting with you is a tricky affair, if it's possible at all, and you're liable to kill people who offend you for real or perceived slights at the drop of a hat. Or try to at least. You're not going to make any friends, and you'll be completely irredeemable, so only the famously merciful Hakuno Kishinami is going to bother trying to communicate and understand you. The exact details of your personality are mostly up to you. Are you utterly, absurdly arrogant and prideful, to the point that you have bizarre standards that others must follow for you to even acknowledge them? Or perhaps you misunderstand completely murderous obsession for pure love? It's up to you.

Clouded +400cp

What a horrible past you had. Heavily traumatized, cripplingly depressed, lacking in any self-confidence, you're a real piece of work, aren't you? You can forget about sanity and happiness, your past was the pain train and you're very much feeling those scars. You'll be easily manipulated by those who know your traumas, won't be particularly friendly even to pure and innocent people, will completely refuse help, and just generally be unpleasant to be around. It won't be impossible to get you out of this funk, but you'll have to be smacked straight in the face with some therapy, and repeatedly at that. What even happened to you?

JJ +600cp

Oh no. This is bad. One powerful maddened AI was more than enough, but now there's two of them. That's right, there is now another AI on the level of danger that BB poses, at least before she manages to tunnel into the Moon Cell's Core, and they are a copy of you, not Sakura. Thankfully, the similarities begin and end at physical appearance. In terms of personality and abilities, they couldn't be more different than you. As mentioned they're roughly at the level of BB before she took over the Moon Cell, meaning they not only surpass all but the strongest Servants, but they also have some ability that makes them invincible without specific countermeasures. Perhaps they wield the Domina Coronam as well? They're focused on you for some reason, and while they won't simply kill you and be done with it, they'll put you through a lot of very difficult challenges, and one wrong step will lead you straight into a Dead End, or perhaps even worse. They may or may not ally with BB, depending on your own position, but remember to keep your eyes open, remain in top shape, and to never give up. You might even learn why this person is after you.

Mortal Ego +600cp

Humanity was not meant to wield power beyond their station. Unfortunately, you'll have to abide by this rule as well. You'll have to restrict yourself to a scale of power that is not overwhelming around here, as utilizing greater powers will risk your very self. As a Master or AI, using power that approaches the level of Servants will strain and pull at your very soul, risking killing yourself if you do it too much, and as a Servant you'll be restricted to levels of power appropriate to Servants. Reaching beyond even the power of high ranking Servants will carry the risk of destroying your personality. It's small at first, but the risk becomes greater and greater as you wield greater power, until it becomes a certainty at the level of the Moon Cell itself. If you reach this point, you'll be turned into little more than a dumb machine. Perhaps you should calm down and stop aiming for more power?

Root of Evil +600cp

What have you done? How irresponsible can you even get? Whatever the hell it is that you did, you'll now have to suffer the consequences. 8 copies of you, patterned after parts of your personality and developed into their own minds, are now out and about. Claiming that you are a traitor, they'll want your death, and are as powerful as high ranking Servants, they are incredibly dangerous. Thankfully, they hate each other just as much as you, so they'll mostly be locked in a Mexican standoff unless you throw a wrench into it all. When exactly they appear depends on what you do. If you aid the Masters reach the near side of the moon and return to the Holy Grail War, they'll only appear after the winner ascends to ruler of the Moon Cell, somehow hijacking all but the Core itself into their own territories and preventing the Moon Cell from fixing things directly. If you don't help the Masters and leave by yourself immediately, they'll appear immediately as well and hijack the Moon Cell similarly somehow. You'll have to deal with this clusterfuck yourself, as they will very much mistreat everyone that enters their territory, and generally be a nuisance to everyone in the world with their infighting. Perhaps you'll be able to reconcile?

Notes

On Code Casts

While not shown due to the entire story taking place within the Moon Cell, it is stated that Code Casts function perfectly fine in Earth's reality, even outside the digital environment of the internet or the Moon Cell.

On the Divine Origin perk

A god, an outer god, an alien spaceship, something weirder, your greater self can be basically whatever, as long as they are comparable to Amaterasu. For context, at this scale of power Tamamo ignored time to time travel, drop kicked the Moon Cell to force it to reset after breaking all of its defenses in seconds, and whisked Hakuno away to a remote part of the virtual world the Moon Cell rebooted itself into becoming.

On Level Up and Opponent Customization

The resources needed will be energy of the spiritual or magical variety. If you follow the instructions the item gives you, of course, you'll be able to obtain it even in a mundane jump.

On Command Seals

To clarify, if you buy them as an AI your origin is still AI, you're just a Master in the sense that you can have a Servant.

On Servant

In case it isn't clear, the base Servant purchase gives you a Servant that's just a normal Servant, exactly what their matrix, what in other installments of the Fate franchise is called the Saint Graph, indicates. While the 400cp option is for Servants that have the potential to be much more than what their initial matrix would allow, such as unlocking their Origin as mentioned in the Divine Origin and Origin Regalia purchases, and also lets you say that your Servant is some weird thing like a Divine Spirit who restricted themselves to become a Servant and whose restrictions could theoretically be undone to return them to their full power.

If you want to use the Servant Customization Supplement, you can, although as it is kind of a mess as of the time this jump is released I'd recommend just eyeballing it and not being a min maxing twat.

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