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Fate strange Fake

Fate/Strange Fake

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Snowfield, California.

Around seventy years ago, shortly after the conclusion of the Third Holy Grail War ritual in the island nation of Japan, a group of magi based in the United States of America took the data from the ritual and planned their own version of the ritual.

After seventy years and the conclusion of two more Fuyuki Holy Grail Wars, these magi are now preparing to initiate their own ritual. Due to it being a sub-species Holy Grail War, it will be lacking the Saber Class, and thus only six Servants were going to be summoned.

Or so it was told to the initial participating magi. In truth, the conspirators plan to use the first batch of Servants, called 'False' Servants, to initiate their own 'True' Holy Grail War and summon seven 'True' Servants of their own, for a total Thirteen Servants fighting in this war.

As one could expect from such a complicated scenario, the ritual is now a mess. Entities that are not proper Heroic Spirits are being summoned as servants, and even more dangerous inhuman beings have infiltrated the ritual or used it as a catalyst for their own plans. If things go wrong, it is possible that this ritual ends up causing a global calamity, and even just the presence of some of the players will cause a massive disturbance.

And now, you are going to take part in this 'impossible' story as well.

Take +1000 Choice Points (CP) to try and survive this war.

Time and location

For Masters and Uninvolved, you arrive at Snowfield, California, around a couple of weeks before the start of the False Holy Grail War. For Servants, you appear during the time of summoning for your chosen war.

Snowfield is a city that has been founded by magi over a strong leyline, and has been built entirely for the purpose of hosting the Holy Grail War. It is a city filled with subtle mystic codes, both for surveillance and for population control. Yet, due to its size, it also hosts a variety of undesirable elements.

You may enter the jump in any public location in the city or its surrounding area, or any location that would make sense given your **Background**.

Origin

Your origin determines your role in this war. Keep in mind that this is just your starting position in the ritual.

Master: You are one of the chosen Masters, either by the Holy Grail itself or by the magi in charge of the ritual. You may choose whether you are one of the 'False' Masters that summoned the first batch of Servants, or a 'True' Master that summoned the second.

Servant (-200 CP): A living legend that has been brought to fight this war in exchange for the chance of getting a wish granted. Normally, there would be some limitations on your origin due to the limitations of the ritual itself, such as only being able to summon proper Heroic Spirits whose legends and deaths are at least a century old, but these are so blurry right now that even things that are not from humanity such as Phantasmal Beasts and living embodiments of the World's system.

Unaligned (+200 CP): You are neither a Master nor a Servant. Either you are someone mildly involved with the Holy Grail War as an Observer from the Church, a rogue magus or ancient spirit that has decided to mess with this ritual from the outside or even someone that simply was caught into it by accident. Whatever you are, you don't have a Servant nor Master as of right now, and thus you are not eligible for getting a wish. Still, you may change that in the future.

For **Master** and **Servant**, you may choose to be part of the False Holy Grail War, or the True Holy Grail War. Choosing the False Holy Grail War will mean an advantage in terms of having more time to set up and recognizing the terrain. However, False Servants will lose the support of the Holy Grail shortly after the summoning of the True Servants, meaning that they will be much more costly to maintain.

Background

What was your story in this world before you got involved with the Holy Grail War? Age and sex may be chosen freely. If you take an option that may make you ageless or allow you to have been around for longer than a human lifespan, then you may choose both how old you appear to be, and how old you actually are. For Servants, your age is just the age you were summoned into.

Passerby: Perhaps you are a magecraft user who has come here with the expectations of gaining riches, fame and power. Maybe you were just unaware of the supernatural until you were caught into the Holy Grail war. Whatever it is, your knowledge of this Holy Grail War is lacking at best, and your connections with the other participants are null. Alternatively, you may have just appeared in this world, provided with some ID documents, the key to a hotel room and a few hundred bucks to pay for your stay.

Magus: A practitioner of Magecraft. While this trait is not exclusive to this origin, the only way one gets called a proper magus is to disregard everything that doesn't have to do with their pursuit of the Origin via refining their Magecraft. For a true magus, everything else is just a tool for either having them or their line reach this goal. Whether you actually share this mentality, or just have grown into a family that does, you have been part of this cutthroat society since your birth.

Zealot: A follower of the faith, huh? Which faith, it is up to you. You could be part of the Holy Church, an organization with close ties to the Mage Association and an interest in the concealment of Mystery, but be aware that their power is fairly limited in this land. Other faiths may also have some interest in the Holy Grail War, but it is unlikely that even the local ones can surpass the influence of the Holy Church, let alone those who come from more distant lands.

Underworld: While normal magi would refuse to mingle with the affairs of normal humans, it is not like they all share that mentality. Whether it is due to your own magecraft being controversial enough, or because you simply needed the resources, it seemed that at some point in your life you established quite a close connection to those in the criminal world. Perhaps you work for a criminal organization, like a mafia or cartel, or maybe you run your own gang. Whether you do this to advance your research, or because you simply wanted the money, it changes little. You will be seen with disdain and distrust by both governments and magecrat organizations, but on the other hand, you probably have a lot of conventional resources to draw on in this war in the form of the less magically inclined criminals.

Monster: Are you even human at this point? Not that it would make much of a distinction at this point. Whether due to the actual reasons of your birth, your current status of being or simply because of the acts that you have committed, yours is a name that is feared across the world of magecraft. You have a fair record of excesses and sound disasters behind your back, and you have probably just joined this war out of sheer boredom. Hope you don't get into much trouble now.

Conspirator: One of the masterminds behind this ritual, you have taken some role to be more directly involved in the Holy Grail War. You are either an affiliate of Francesca Prelati, either as an ally or subordinate, or you have ties with the upper echelons of the US Government, working as a subordinate or maybe a close ally to Faldeus Dioland.

Perks

Perks are discounted for their origin and background, unless specified otherwise. Discounts are 50% off and 100 CP perks become free when discounted.

General Perks

Magic Circuits (Free/200/400 CP): The bare minimum to be involved in the Holy Grail in a meaningful way. For no cost, you possess a decent amount of magic circuits, enough of number and quality that you could support a decent Servant in the Holy Grail War, and perhaps a mid-tier Noble Phantasm release twice or thrice during the course of the war. Obviously, you are not going to be able to support them without the help of the grail just with this.

For 200 CP, your number and quality is quite remarkable. You possess a great number of magic circuits, as well as them being of remarkable quality. Even with not an advanced training, you will be quite a fearsome magecraft user, and a great magus if you have the proper tutelage and family heirloom. Think of Tohsaka Rin as an example of this. You could handle even a high tier servant going all out for a few minutes without dying in the process, or just maintain them through the course of the war without external assistance. With little extra assistance, you may even keep them around without the support of the Grail indefinitely.

For 400 CP, you may decide to increase one of the above to exceptional levels. Maybe the quality of your magic circuits is so high that it appears that your reserves are inexhaustible, or they circulate energy at great speeds, allowing you to use magecraft at such an efficient level that it may look like you are not spending any magical energy at all. Or perhaps you have such vast reserves that people may question if you are even human. With this, even a Great Hero contracted to you would be able to fight at their fullest for the duration of the war, and maintaining basically any Servant without the help of the Grail becomes easy.

Then there is your Elemental Affinity, which indicates which element you are most suited to manipulate. At no cost, you will get some fairly basic, like a singular elemental affinity of the traditional Four Classical Elements or the Five Elements of the Eastern philosophies, as well as an Origin of your choice that won't provide many great benefits even if awakened. If you are taking the 200 CP option, you may take something like an exceptional element, such as the Imaginary Numbers, that with proper tutelage will result in a fearsome form of magecraft, or an exceptional talent like the Average One affinity for the Five Great Elements at the same time. Instead of that, you may choose to pursue a fairly unique Element and

Origin alignment, that would result in some powerful magecraft, such as Shirou Emiya's unique Sword Element and Origin. For 400 CP, you may choose to have a truly fearsome Origin, or an Origin and Element combination that, with the proper training or magecraft compatibility, would catapult you above what other magi may do.

A (Future) Path To The Origin (-100/200/400/600 CP): Magecraft, the act of artificially reenacting mysteries through the usage of magical energy. Differentiated from true magics in that the mysteries brought forth via magecraft are limited to those things that are 'possible'. Despite variations among individual schools, magecraft fundamentally operates as a mechanism that utilizes magical energy from the practitioner's body or the external environment to reproduce a specific phenomenon. The practitioner issues a command to the foundation, which is governed by their respective school, and subsequently executes a pre-established spell.

For 100 CP, you only know the basics of magecraft theory, from a few years of studying in the Clock Tower or under a proper teacher. You are capable of basic abilities such as formalcraft, basic hypnotism and reinforcement, as well as having some basic resistance to very weak magecraft by circulating magic energy through yourself. You probably may not even be a proper magus, just a magecraft user that knows some tricks to get by. You may either choose that path and have learned to get the best out of these basics for your line of work, or be an actual magus with your own starting form of magecraft, but expect it to be fairly weak. Think of Waver Velvet, discounting his incredible insight, or the mercenary codenamed Sigma for this level of proficiency. You are still a threat to non-mages, but it won't be hard for those with some experience in dealing with magecraft users to take you down, even if they lack magecraft of their own, or if they bring some firearms.

For 200 CP, you instead come from a well-established family, at least two or three centuries old. Your talent for magecraft is not exceptional, but it is certainly above the average. Your magecraft can take many forms, such as any of the major well-established schools such as western Alchemy, Projection Magecraft, Gem Magecraft and many others, but you are still at the level that a well prepared group of regular humans could take you down. Additionally, you have a solid understanding of other schools of magecraft, and may even be quite good in a couple of other specialties.

For 400 CP instead, you have a fairly consolidated magecraft lineage, as well as quite a talent in magecraft in general. You won't be facing Servants, except for the weakest of them and only in the most extreme of favorable circumstances, but your knowledge alone would allow you to act as a proper support to your Servant, as well as to participate in combat and win against most magecraft users. Non-magical people have little to no chance of taking you down, unless they employ great numbers or surprise attacks with powerful

weaponry. As a proper genius, you may be like Keyneth and start to be a proper practitioner of multiple forms of magecraft in addition to your own family's speciality, having an expert knowledge of a handful of other schools.

Think of the prominent students of the Lord El Melloi Class as a basis for this level. The Beast magecraft from the Glascheit's clan, the Butterfly magecraft of Caesarmund, or the Jewel Magecraft of the Edelfelt and Tohsaka families.

For 600 CP, your magecraft comes from a legendary lineage. One that could easily be traced back to the Age of Gods, which remains extremely potent even if its Mystery has naturally degraded, as well as having a talent to properly get the best out of it, and probably innovate a fair bit at least even if you don't try much. For this last option, you may instead decide to be an even brighter genius, having developed your own magecraft school, and possibly Thaumaturgical Foundation, during your life. Yet, despiste its novelty, its potency is up there with those ancient houses.

For this level, you are thinking of the great monsters, those that are easily on the rank of Grand in the Clock Tower system. The powerful Lords of the Clock Tower, Aoko Aozaki, Francesca Prelati, Dead Apostles who ascended via magecraft a dozen centuries or more ago, and more. The 'beings' of this level are considered threats to an entire military, and they are feared in the world of magecraft. There is little limit to what you can do with proper resources and time, beyond the fact that you are still limited to magecraft and cannot perform acts of True Magic, albeit your most potent rituals and spells may start to reach that realm. At this level, even fighting a Servant that is not particularly powerful on your own is possible, and you will be a great support to most Heroic Spirits. As a true genius, there are few schools of magecraft that you do not know of and that you cannot at least use in some way, with many others being tools already in your repertory.

Finally, this is mostly based on the schools taught in the Mage's Association. But if you wish to, you may take this same level for other schools of magecraft. From the local shamanism of the tribes of North America, to more Eastern traditions. See the notes section for more insights.

Lesser Grail Vessel (-400 CP): You are an Homunculus, an artificial human. Or at least, the vessel or body you inhabit is, for some of the most esoteric beings here. And not any kind of homunculus, but one of the best works of the Einzbern clan: an Justeaze-type Homunculus with the capacity of acting as a Lesser Grail.

Just for starters, this grants you many major benefits: as an homunculus, your magical circuits are of an extreme quality, enough that most modern magi would find themselves

hard pressed to fight you in a battle of raw magical power. You also don't require food or sleep, as long as you have magical energy to keep yourself going. Keeping on the magical side, you have been embedded with a special reverse-type Magic Crest that provides you with advanced knowledge of the Alchemy branded by the Einzbern, albeit not all of their most closed secrets, such as the creation of homunculi of your quality.

But your most important function is being able to act as a Lesser Grail: a container for the souls of Heroic Spirits fallen in the Holy Grail War. When a Servant dies, instead of returning to the Throne of Heroes, their soul gets trapped inside of your body. When enough accumulation occurs, usually around six souls of standard servants. This allows you to perform a Wish, a process in which the Servant souls are used as pure magical energy to skip any process of magecraft and use the raw magical energy to achieve a desired effect. With six servant souls, the effects could be enough that even Lords of the Clock Tower may seek to use you, but with seven it could be enough to make changes even in the timeline or affect the whole world. Of course, the Third True Magic is outside of your realm of possibility, as well as reaching the Origin, at least without the framework of the actual Fuyuki Greater Holy Grail.

As a final benefit, it seemed that the Einzbern weren't totally interested in this imitation of the Holy Grail besides seeing it as a curiosity. As such, you have been granted the ability to shut down your Lesser Grail function, and to activate it again when you deem it necessary. It may be possible to tune it to receive the souls of other summons within systems different from the Holy Grail War, with enough study. This may also prove useful if your soul is not on the rank that could withstand holding the souls of several servants before being overwritten and turned into a mere object.

Bloodsucker (-600 CP): Also known as a hemophage or Dead Apostle, you are one of the most common kinds of vampires. Long ago, your kind was made to serve as the 'emergency rations' for the True Ancestors, a species of Elementals made by the Planet as a part of a covenant with the Crimson Moon. But the oldest and most powerful of your kind managed to escape this fate, and set out to make their own progeny by infecting other humans with their own 'curse'. Whether you are related to another Vampire, or you reached this status of being via your own efforts or those of another with Magecraft, you have become quite a fearsome creature.

Either through sheer talent, quality of vessel or due to your ancient age, you are quite a powerful specimen among your kind. You are a Dead Apostle of the 7th Rank. Not only have you obtained full independence from your sire, if you had one, but you also are at the point where you may start to develop your own special powers based on your condition. Both in terms of physical abilities, magical reserves and your own special abilities, you are

comparable to a low tier Servant in terms of physical combat, and mid tier one in terms of potential abilities and magical reserves. Albeit as defenders of Humanity, they have a 'type advantage' over you. You are the kind of being that both human magi and regular Church Executors would run from a fight rather than try to put you down.

The originators of your kind were imbued with the Vampiric Impulse that instills in your kind a powerful mandate to suck the blood of others. As a Dead Apostle, this is also an imperative for your continual survival, else your body degrades too much, as you are now a reanimated corpse rather than a fully living being. Not only that, but at your current state, sunlight will also hasten this deterioration. Not to the point that you will die instantly, but enough that you may not survive a day out in the sun.

At the same time, this status as the antithesis of humankind gives you a great resistance towards individual humans and their creations. Human magecraft, human tools and even the bodies of humans themselves are those for your kind to prey on. It is only when faced with abilities that are empowered by the whole of the Human Order, be it their defendants manifested as Heroic Spirits, or those wielding the power of human Faith, that the protections granted by this condition quickly shatter and great damage can be done to you.

New Primate (-800 CP): The culmination of the Escardos family millenia-long research. The result of Mesala Escardos' ambition, which was to plant the seeds of a New Primate species that would outlive humanity on the surface of the Earth, either after their own extinction or once they left the celestial body to sail into the stars. Mesala didn't know exactly how to bring about this result, so it entrusted it to natural evolution. And from it, you were born. Originally maturing in the Magic Crest of the family, it seems that at some point you were split from the original that would end up in possession of Flat Escardos, and unlike your counterpart that rests within Flat, you have managed to take over your ideal host.

Your entire being could be described as a giant living magic circuit. For one, you are completely ageless, as the main objective that your creator left in you was just to 'survive'. Your body was made to last out at least until the end of this planet, and possibly even further unless you are destroyed, so you no longer suffer from any of the physical needs of a human such as needing to eat or breathe, things such as cosmic radiation can no longer affect you and even time has no way of degrading you. Time is also another of your assets, as you are gifted with a talent for manipulating time by spending magical energy. While true time manipulation is in the realm of magic, your control over the time stream allows you to massively slow or accelerate the timeflow around you, including your own body, thought process or that of others. This can be both used defensively, both to degrade or

stop in its tracks any attacks made against you (albeit true time stop is beyond your reach), or to boost your own reaction speeds and increase the potency of your own attacks.

However, your strongest asset is your ability to perceive and manipulate the world. Unlike those with powerful Mystic Eyes, all your senses are perfectly attuned to perceive magical energy. The magical energy in your body, and that you can manipulate, is equal to that of a powerful Heroic Spirit. You can also control and draw more magical energy from the environment, and use it with your own genius in a form of magecraft that bypasses the need of using any kind of spells, chants or other type of procedure, bringing forth powerful effects just using your own imagination and knowledge. With this, your most powerful attacks can reach the level of Noble Phantasms capable of wiping out even large urban areas in the modern world. Not only that, but you can also manipulate the energy in other people's magecraft, conferring you a way to negate most spells casted at you, or even take over them.

Living Legend (Free/-400/-800 CP, restricted and mandatory for those with the Servant origin, but 400 and 800 CP tiers are mutually exclusive with System Type): You are Ghost Liner, also known as Servants under the Holy Grail War system. You are the manifestation of one of the Heroic Spirits engraved in human history. Even at your weakest, you are many more times more resistant, faster and stronger than any human not reinforced by magical energy, and find that any physical phenomena not coated with magical energy or mystery will not be able to hurt you, and even then, weak spellcasters of this era find it hard to affect you with magecraft. You are capable of entering a spiritual form in which your body becomes completely unable to affect or be affected by the physical world.

You may choose a legend, be it an actual historical figure or a more mythological one, even fairy tales, to incarnate in a class of your choosing. Each class has different strengths and weaknesses, as well as a few base 'Skills'. See the Notes section for more information. You may choose any existing Servant that fits your tier, or create a new one that would fit the rules of summoning in this world. While you may choose demigods, those who called themselves gods while being mortal and avatars of gods who were human, you may not choose a full divinity with just this option alone. The potency of your legend and the power of your servant container is initially dependent on how much you decide to invest in this option.

For no cost, you may be a decently powerful Heroic Spirit. Depending on your legend, you could be decently powerful in combat, like one of the many Greek Heroes that act as side characters in the big legends, or be something like a Caster or Assassin with a quite fearsome trump card but being very subpar outside of that. Your name is lost among the

many historical figures, so there is no much fame boost for you unless you are right there on your own homeland.

For 400 CP, you instead are on the level of a greatly powerful Heroic Spirit, easily making it as a top B Rank or even an A Rank Servant. Your stats are quite decent, and you have something that sets you apart from the rest. Perhaps quite a powerful combination of abilities, such as a godly speed and the ability to call an instant imitation of the release of the Sword of Promised Victory even while using a wooden stick as a channeler or the ability to multiply into many bodies, and turn each of them into a fearsome demonic creature. Or perhaps it is variety which gives you an edge, even if those abilities aren't especially powerful, such as having imitations of almost all the supernatural assassination techniques of an order of assassins powerful enough for each to become the Noble Phantasm of a Servant.

For 800 CP, you are one of the top legends, a Great Hero from the Age of Gods. Between your origins, you could be a powerful Demigod whose body and magical energy rivals that of the gods themselves, or perhaps something even stranger but equally powerful, such as a living Noble Phantasm of the gods themselves. Not only are your stats out of this world, with even your unarmed form being something that could end most Servants, but you also possess a vast array of powerful abilities, along with an even more powerful trump card. You could be like the King Heroes, who possess all the prototypes of the Noble Phantasms wielded by Heroic Spirits, and all the inventions derived from the Wisdom of Humanity, a mentality that grants him an extremely powerful Clairvoyance, as well as a 'sword' that is derived from the Authority that splitted the heavens and Earth and is older than the planet itself. Maybe you are a being shaped from Divine Clay, molded by the gods themselves to bind the mightiest of demigods and any other divinity, with the ability to endlessly regenerate as long as you can extract mana from the ground, to turn the ground around you into noble phantasmal versions of the weapons of humanity, and to even call the Counter Forces to empower you when you aim to defend the world (and thus yourself as well) from threats that would damage. Or perhaps you take from the twisted version of the most famous heroes, such as a corrupted Heracles that casted away his divinity in order to embrace his human side, gaining a powerful set of abilities. Even darker still, you may be a Phantasmal Beast that approaches or exists in the Divine Beast rank, even embodying a concept such as Calamity.

However, the fact that you are now a Ghost Liner, a manifested record from the greatest that mankind has seen, comes with some downsides as well. First and foremost, you require a link with a Master who supplies you with magical energy to exist, and also to draw the full use of your power. If you lose your Master, you will need to quickly find another Master, or a powerful source of mana to maintain your existence. How quickly

depends on your own Skills and energy reserves when summoned, as Archers may remain for longer due to their Independent Action Skill, and Casters may also prolong their fading using some trick. Otherwise, you may need to resort to eating the souls of humans to maintain your form. Those of the 800 CP option may have some ways to remain existing even without this due to either a powerful Skill or Noble Phantasm, and other Servants such as experienced Casters may pull out something on the same effect, but without a Master or some other source of magical energy you will not be able to draw your full strength during this jump, unless you somehow manage to incarnate. After the end of this jump, you will be considered as having been incarnated and will not necessitate a Master or external supply to go all out and maintain your existence.

Additionally, Heroic Spirits have weaknesses related to their legends: if a specific tool was used to kill them, they will become extremely weak to them. This requires it to be something truly specific, like Heracles falling to the Hydra Venom, or the specific weapon that was used to befell you, such as Mordred dying to Rhongomyniad. But things like recreating the situation of one's death may also prove to have a much greater effect on the Heroic Spirit, and if you were to cross paths with those that had already defeated you in your legend, or even killed you, it would take a lot to overcome that burden.

System Type (-600 CP, restricted for those with the Servant origin, can't be taken with the 400 or 800 CP tiers of Living Legend): There is a certain type of extremely rare type of Heroic Spirits. One whose legends are closely tied to a specific concept, of which they are the living embodiment of certain concepts. You may choose one such concept to add to your Legend as an Heroic Spirit, in which you have become one, if not the most, closely associated being to that concept, barring the actual gods. Think of the Pale Rider and their association with death and disease.

Unlike Divine Spirits, these Heroic Spirits have a much smaller control over the concept that they embody and the world at large. When it comes to influencing the world, they can exert influence over a very large area, such as the whole city of Snowfield when supported by a powerful Master, but this influence is fairly limited. The Pale Rider was able to influence this area by spreading bacteria and viruses that created magecraft-like effects, for example. However, their true power comes from creating an otherworld of sorts, like a Reality Marble but less demanding in energy, and with still a fearsome power. This otherworld, which is also around the size of a large city, is completely under their control, being in fact part of their 'true body'. Inside of it, they can attack from almost any direction, create countless powerful bodies that can rival even the Servants of the Knight Classes and destroy large buildings with ease, as well as rearranging the space to their wishes and being almost omniscient to everything that transpires on it. In the real world, they can also drag people into their Otherworld, either by coming into contact somehow with their

associated concept, or by forcibly taking them in a large area around their real world anchor, which can either be a physical body or just their Master. In addition to that, those with weak wills but related to their concepts, such as a half-dead divine beast of the underworld, can be absorbed and empowered in it.

Normally, this could be balanced because such a Heroic Spirit would have no consciousness of their own, merely latching on whatever their Master wishes at the moment. However, for one reason or another, this doesn't seem to be the case for you. Whether due to reaching enough maturity that you developed enough of a consciousness, or perhaps having a strong previous recording in the Throne of Heroes, it seems that you have retained all the above benefits, while also maintaining a strong personality even under this manifestation.

Cursed Blessings Upon the World (1000 CP or Varies): You don't belong in this era anymore. In fact, it should be impossible for your kind to manifest on the surface of this planet in the current year. Still, due to an ancient blessing (curse) that you inscribed into the world long ago, the conditions for your manifestation have been met.

You are one of the incarnations of a natural phenomena: a Divine Spirit. Or so you claim. In truth, as you stand right now, you are more of an 'echo' left behind, than one of the true ancient living concepts and personified laws of the world. You still have all the powers of a Divine Spirit, but you lack the raw power to fully manifest them, and the quality of your spiritual foundation is a bit lacking for what you should be, being somewhat above a Great Hero's Saint Graph, but not on an insurmountable level. At least, for now. Perhaps, you may find a way to return to your true glory if you gain enough magical energy and reshape the environment to something more suitable for yourself.

As a Divine Spirit, your magical energy reserves are incredible. They easily make experienced magi shudder in fear, and if you let it go unrestrained, they would make even ordinary people with no magic circuits collapse from the pressure. If you were to be a Master, it would be enough that you could easily empower even already monstrous servants that are on par with the King of Heroes to even more fearsome heights, without noticing much of a drain. This dense mana from the Age of Gods also confers you a powerful resistance against ordinary magecraft, meaning that human magecraft cannot penetrate it, giving you the equivalent of a Magical Resistance skill at Rank A, and you can even use it as a barrier against the ordinary attacks from even demi-gods on the scale of Heracles. You also possess a Divine Core, albeit currently a bit degraded one. It allows you to easily shut down any form of mental interference, and also preserves your body in your ideal form from any unwanted changes.

Your physical abilities are also on a similar top level, even if just from strengthening yourself using dense divine aura. Finally, as a Divine Spirit, your existence is one that is close to Root, granting you not only a power of a greater scale than most human magi can draw, but also you manifest some form of powerful Clairvoyance due to your higher existence. Yet, Divine Spirits often find it difficult to use this ability as they only have one personality, and thus can only reach one conclusion at a time.

Finally, there is your Authority. An Authority is a special ability to command the World granted to the Gods. They are abilities that command over a specific concept or Law of the world, and for Divine Spirits that were born from the personification of certain phenomena, it would also be the concept that they embody. Authorities manifest through the associated concept they command over, and through that concept they allow the user to achieve basically any effect as long as they can frame it through the concept associated with the Authority, and pay the appropriate magical energy price for the scale of the effect. Unlike regular magecraft or effects like Noble Phantasm, it doesn't require any other work, previous set up or via chantings, rituals and True Name releases, besides paying the energy cost for the effect. As logic would dictate, the more far reaching and/or powerful the effect, the costlier it will be. For example, a goddess of love could charm not only people, but also every grain of powder in a barrage of missiles, so they lose the ability to explode, or charm the leylines in order to use incredible amounts of mana at the expense of the land's health.

You may also use your Authority as a form of magecraft from the Age of Gods, with lesser cost but also a lesser scope, or even pass this down as a powerful magecraft to your 'priests', either boosting their innate magecraft or granting them spells with you as a 'Foundation'.

You gain one Authority with the purchase of this option, and may purchase more for a surcharge of 100 CP per extra two Authorities. After all, the Goddess Ishtar had at least seven of them.

Normally, using an Authority in this era would incur some negative feedback in the form of a penalty, but it seems that you only suffer from magical drain even when using it on Surface of the Planet during the modern era. It seems that the World is quite surprised about your appearance in this era, but has yet to reject you, and will likely continue to do so unless you bring a sufficient change that may activate a response from the Counter Force. And even then, it may take some time to decide what to do. Perhaps, you could use the time window to enact some big change before it decides to punish you, if you decide to follow that route. This obviously won't be a problem in future worlds.

And just like Heroic Spirits, Divine Spirits are also weaker or stronger depending on whether they are on the land they were or are being wordshipped, or if it is a foreign land. Thus, you will be somewhat weaker if you manifest in a place with no wordshippers, but conversely, you may create a Temple to empower you even on a foreign land or just gain worshippers from the local population. But at this point, you won't notice much of this due to the framework of the Holy Grail War.

Finally, as a living legend yourself, you also possess a Noble Phantasm, or at least a trump card ability on the same scale and potency, representing one of your most iconic mythos. It may or may not involve an especially potent usage of your Authority that far surpasses what other things you may achieve with it, or an incredibly potent combination of them if you have several. This may be something on the scale of destroying the top half of a mountain in terms of raw destructive power.

As it stands now, it would be impossible for you to manifest without a vessel. Any other purchases that you have made in this jump will count as your vessel. It seems that they were quite the perfect vessel, for even with the mixing of your personalities you remain unaltered. Perhaps they were a descendant of yours? If your vessel is destroyed, it will count as death as normal, barring the effects of other perks or powers that may prevent that. In future jumps, the perks that are part of your vessel count as your perks as normal.

If you are also taking **Bloodsucker**, you may take this for only 600 CP, and then choose to instead become a Dead Apostle Ancestor, with all the power and extra abilities that it may entail. Instead of an Authority, you will get an Idea of Blood: an unique power related to the Dead Apostle Ancestor in question, with a scale comparable to an Authority. It uses blood to circulate their own commands into the world.

Dead Apostle Ancestors still share some of the weaknesses of Dead Apostles, like still needing to suck blood to maintain your immortality, but unlike Divine Spirits, they don't rely on needing a vessel to manifest, and the current era doesn't actively repel and suppress your powers. But you will have conquered some of the other major drawbacks of being a Dead Apostle, such as having sunlight accelerate your degeneration, and faith has a much lesser effect on you.

If you don't take the discounted option for becoming a Dead Apostle Ancestor and pay the full price of this option while taking the **Bloodsucker** perk, you may instead choose to become a Dead Apostle that has somehow become entangled with a Divine Spirit. You may end up becoming an even more fearsome creature than a Dead Apostle Ancestor, combining the powerful regeneration of a Dead Apostle serving as your vessel with the Authority and immense divine magical energies of a Divine Spirit, even without taking into

account the potential synergies some Authorities may have with the undead. Obviously, you won't self-destruct by using your own divine energies, as even Divine Spirits may be corrupted into demonic figures.

If you are taking this with **Living Legend**, several options are also open to you. If you are taking the **800 CP option**, you may take this option for just 200 CP. If you do this, you will be a Divine Spirit manifested on a Servant Container. Your power will be around the same, and you still have access to your Authority. However, it grants you the benefit of reframing your Divine Core through a Saint Graph, essentially letting you adapt your abilities through the framework of a Servant class and maybe drag more abilities via this framework. An Archer Divine Spirit would manifest with a powerful Divine Construct bow or equivalent long range weapon and become skilled with its use, a Saber would likewise find themselves with a Divine Construct sword that channels their Authority with its most powerful strikes and which may be the ancestor of other similar swords, and Riders would find themselves accompanied by powerful Divine Beast on the scale of the greater dragonkind. A Caster would find themselves being able to draw from their domain to manifest a Reality Marble-like Otherworld even with just the usage of their Territory Creation ability, as well as their magecraft greatly improve. And so on.

Also, you count as a Pseudo-Servant during this, granting you the benefits of Independent Action at an A+ Rank.

If you wish to, you may instead **pay the full price of this option and whatever you paid for the Living Legend option**. In this case, you have not manifested through a human vessel, but through the Saint Graph of another Servant. Your Divine Powers will combine and manifest instead through the skills, framework and Noble Phantasm of your chosen Servant, and your personality may twist a little to reflect theirs. Maybe around 30% for the most strong willed Heroic Spirits. They are much greater than a regular human, but still on a lower scale than your kind. The base of your divine abilities will be the same as just purchasing this option, but what heights your combined powers can reach will depend on how much you paid in the Living Legend option and how well your Authorities, Noble Phantasms and legends synergize.

Or if you like, you may be a High Servant, letting the Servant side be the dominant one, and instead getting your chosen servant powers be the ones that are amplified through the divinity inside of you.

As with the Living Legend option, you may choose to be any pre-existing god or divinity that fits your chosen domains, whether or not they have already appeared in the Fate

franchise. If you choose to go the High Servant route, this may be several divinities for each Authority expansion you purchase.

Master

The Tools of A Master (Free and Mandatory for Masters): You have been selected by the Holy Grail, and thus you have been granted several privileges. First is the one the mark that signifies your right to summon, contract and command a Servant. The Command Seals. These manifest in the form of a tattoo-like three-parted sigil in a location and shape unique to you. Each of these is a powerful pre-stored spell-like effect that allows the Master to issue an absolute command to the Servant. This effect is normally inviolable for most Servants, provided that the order is specific enough, and even those with powerful egos and magic resistance will feel some pull with just one. They can also be used to boost the power of a Servant, or even allow small but powerful effects like teleportation. Being contracted with a Servant will draw a part of your magical energy, with the cost increasing the more powerful the Servant is, and the more of their power they are using at the time.

Along with this, you also have the ability “Master’s Perspective”, which allows you to easily identify information about Servants, both yours and those others, with just observing them. When it comes to just parameters, it is easy to identify most of them with just a glance unless they are under some powerful concealment spell or ability. However, skills and Noble Phantasms will require a closer examination when used, and even then the information may not be perfect. How this is visualized depends on the Master. Some may see this information as a videogame character sheet, while others may have more esoteric interpretation.s

As a final note, as you have been recognized as a Master by the Holy Grail, it would be possible to once again participate in other Holy Grail Wars, such the opportunity presents itself. You also could contract even more than one Servant in this Holy Grail War, provided that you had the magical energy to spare, albeit not just summon them yourself just with this.

Fortunate For Having You As My Master (-200 CP): A basic, but pretty rare trait in most Holy Grail Wars. When working together with someone who has a compatible goal with yours, you have a great talent to cooperate and coordinate with them, as if you had been working together with them for some time now. You also have the flexibility to adapt and reach compromises when it comes to reach the basic understanding needed for both parties to collaborate. Regardless of how inflexible or strange their personality may be, you can manage to put in a great team work with almost anyone.

Share the Burden (-400 CP): Whether due to your own genius, or just by learning the technique from a great teacher, you have learned of a method similar to the one developed by Kayneth El-Melloi Archibald during the Fourth Holy Grail War. That is, you can share the Master rights with other magi, not only at least partly freeing you from the burden of your Servant, but, also allowing them to increase in power as they can draw more mana. With this method, you can choose whether or not to also share one or all the Command Seals within your peers. Doing that would normally decrease the potency of the Command Seal, but in exchange, you may spread the number of uses of this potent trump card your team may invoke. However, sharing too much may put you in danger, as any kind of betrayal to this pact may return you potentially deadly feedback.

In future jumps, with enough study and effort, you may be able to share similar conditions like the Master rights with other people.

Consolidation (-600 CP): Servants, in the simplest terms, are shadows of the true Heroic Spirit manifested through a vessel. How much power can they draw from this vessel depends on the Master's attitude and power. But even under an exceptional Master, there is a limit to what they can manifest. But what if you could do more? Not only you are excellent as a Master, to a degree comparable to the genius Rin Tohsaka, allowing you a fantastic compatibility with any Servant you summon, you also know a process to strengthen the Spirit Origin of your Servant, as well as any other familiars you may possess.

Keep in mind that this is a quite energy intensive endeavor. To upgrade a Servant that had already an average B rank in all their stats even further would require the intervention of a few dozen powerful magi, or a source of energy comparable to that.

Servant

Of Course I Know How To Drive (-100 CP): A common trait also shared among all Servants. It seems that regardless of the era you find yourself in, you have a great knowledge of the customs of your current time, as well as being able to understand and communicate with all humans regardless of your original language. Finally, the Holy Grail also imprints in you a great knowledge of the legends of other heroes. You may not be able to identify anyone with just a glance like a Ruler or a powerful clairvoyant would, but hearing the True Name Release of an Heroic Spirit's Noble Phantasm or laying eyes on a specially significant weapon like Excalibur will allow you to connect the dots quite easily. If this were taken by a human, you would be seen as quite an oddball.

To Be Alive (-200 CP): Is to eat. While this is rarely a central theme in the tales of Heroic Spirits, they are also rarely without an episode associated with food. Whether as a great king that has participated in many banquets, a writer interested in all kinds of subjects, or something else entirely, it seems that you have a particular talent in the culinary arts. As you stand now, there would be few chefs in the world that could outshine you in the kitchen when you are cooking at your preferred school. And outside of it, you are also quick to take notes from the local ingredients and recipes and incorporate them into your own.

Finally, even when it is not the main focus of your legend, it seems that you have a particular talent when it comes to putting your supernatural abilities into your cooking process.

The Guardians of Humanity (-400 CP): Heroic Spirits were never meant to be used as tools for magi in their petty pursuits of power. They are part of the planet and humanity's defenses against great threats. As such, as an Heroic Spirit you find yourself gaining a great boost against those who prey on humanity, usually in the form of monsters and beasts. This may manifest in the ability to resist their powers, or get by some of their defenses more easily than what regular humans could, even if you still count as a human. It could even appear in just some great luck when facing these threats, almost if you were destined to be a great monster hunter.

Whatever it is, even when you face a great evil, there will always at least be a small chance for you to slay the monster, as it happens in most histories. It will be up to you to properly grab such a chance, and it may not be without sacrifices if the scale of the threat far surpasses your own.

Jumper Of Humanity (-600 CP): Heroic Spirits are naturally tied to humanity. They are the greatest of humanity, for better or for worse. Yet, some Heroic Spirits are more tied to

humanity than others. Living calamities and heroes that have left a mark in the world so deep, that they become completely entangled with the progress of human civilization as a whole.

It seems that yours is one such case. Your Noble Phantasm, or should you lack one, your general powers, have become inexplicably linked with the current state of the human civilization, allowing you to draw from that progress to reshape and empower them.

For those more aligned with humanity, you could link your abilities with the creations of humanity. A Servant capable of creating weapons would be able to draw forth all the inventions that humanity has created until that era, paying the appropriate cost, and empower all of them with their own level of Mystery. Perhaps a martial artist would refine an unique style that draws upon all techniques developed by humanity, to a point that it is impossible to fight them with human techniques.

For those with more monstrous inclinations, instead human progress allows you to bring back more harm upon humanity. For example, your powers could be empowered by the concept of Calamity, allowing you to draw forth whatever humans deem as calamities. In ancient times, a calamity might be related to natural disasters, such as floods, plagues and earthquakes. But in more modern times, humanity has become a calamity unto itself, so the power of the harmful products of humanity such as pollution, mass industrialization or even the nuclear fires may be called upon.

Whatever it is, the more advanced the era of humanity you are, the more power you will be able to draw from this.

Unaligned

The Observer (-100 CP): The Snowfield Holy Grail War doesn't have any officially recognized observer from the Holy Church. Yet, the priest dispatched by the Church still manages to maintain a good image of neutrality that lets him to act without being targeted by any of the warring parties directly. Whenever you enter the area with an active on-going conflict, as long as you don't openly declare or overly act in favor of any of the parties, you still enjoy a neutral treatment and can be assured that you won't be specifically targeted by any but the most depraved of fighters.

Modern Day Kheiron (-200 CP): There are some people that are born great. You may or may not be in this category, but you have one special talent: to help others with more talent to reach even greater heights. When you come across a talented person, even if you lack a perfect knowledge of their field, you have an incredible insight in how to better the technique and abilities of others, and even how to communicate this in incredibly short lessons.

Finally, those who become your students also end up becoming quite fond of you, even if they may not fully respect you or your abilities, they will always be open to come to your aid should you need it.

Tainted by Me (-400 CP): Sometimes, there is more strength in numbers than in mere quality. In the days of old, gods often blessed their priests with portions of their own powers, allowing them to act as their agents on the Surface. In the modern era, magi have also found ways to share a portion of their personal power among their subordinates, such as the King and Pawns system of the Zugzwang. Now, you know how to enact a similar ritual.

You can now offer those weaker than you the option of hosting a part of your power, be it donating them a portion of your divine mana, or even granting them something more physical like splitting a part of your magic crest. Those who choose to be linked by you in this way become tainted by your own 'color'. They become an extension of your power, becoming more receptive to your orders and looking up to you more than they did before. As a reward, their own personal abilities are raised several times more than whatever amount of power you invested on creating this link, as well as finding more easily to coordinate with you. Not only that, but their own abilities 'evolve' to become closer to the original. For example, a user of ghoul beetle magecraft, if blessed by a goddess that favors gems, may find their beetles to increase in power as they are each turned into precious stones, and become harder to be taken over by any outsiders.

Normally, this cannot be forced, but when the scale of power is vastly in your favor, it is possible to just force your power on those who are already at least open to the idea of becoming your subordinate.

The Great Detective (-600 CP): In a world of living tales and closely guarded mysteries, those who are able to bring light are hated and feared regardless of their actual power. And you got the makings of one of the most feared enemies of Mystery: a detective. A genius with few peers when it comes to how quick your mind can make connections and solve problems.

Not only that, but your knowledge of myths, history, and popular culture around the world is near flawless. You carry within your mind an extensive library of tales and facts of any place you visit, a resource that you draw upon to make sense of any mystery and puzzle you encounter. And even when you visit a truly unknown place, you quickly gather a similar trove of knowledge. Your understanding of these narratives enables you to identify the threads of influence they have on the world around you, and you can weave these threads into your own investigations and deductions. If you were to be the protagonist of a mystery novel, it is almost certain that no crime that is presented to you would go unsolved.

However, this has its most potent effect in the world of Magi. Even the most arcane enigmas unravel under your gaze, and even the inner works of Magecraft can be deduced from the scantest of evidence, even when it comes to second hand tellings. Your understanding is so profound that you can dissect and dismantle the Mysteries of other magi, decreasing the value of their mysteries, and opening a path to bring them down. This makes you a formidable foe to any who would seek to oppose you with Magecraft, and a valuable ally to those who respect your abilities.

Despite potentially lacking in powerful Magecraft or boasting average magic circuits, your ability to unravel Mysteries makes you both feared and revered in the world of magus. Finally, as a detective, it also seems that you seem to be constantly attracted to the most bizarre situations, where your intellect is put to the test and new mysteries are presented to you.

Passerby

Just Another Day In LA (-100 CP): Magicians, resurrected heroes from the myth and past and even monsters of the night. These impossible things are going to be punching each other in the face in Snowfield, basically throwing out any preconceptions you may have about the world out of the window. However, you don't seem to be too stressed about all of this. When it comes to facing strange and new situations, you find that you are always able to maintain a level-headed attitude and just roll with things as they come your way without falling into panic or getting paralyzed by the confusion.

A Human, Not A Mage (-200 CP): There is something truly unique about the way you carry yourself. Something about your way of being that truly resonates with the heart of the inhuman. Whether they are truly supportive of humanity, or they just want to play with you, you find more often than not those who have inhuman natures are quick to form favorable opinions of you, even taking you under their wing for a time if your goals align.

That Thing (-400 CP): What are you, Jumper? With that amount of magical reserves, it will be hard to put you together with any other member of your species. It seems that the reserves of magical energy that you can draw forth defy any logic, being hundreds of times above that of other members of your species. And not only that, your regeneration is also quite exceptional. As in just some hours, a day at worst if you are depleted, you are able to refill what you had spent.

Even as a human, your magical reserves are something that should not be possible. With your power, you could keep two Servants of great power actively using Noble Phantasms of the A Rank without a care in the world, before you even begin to feel some of the strain.

Rooted To The Land (-600 CP): The Protectors of the Land are a cabal of magi that have bound themselves to the lands of Snowfield, in both spirit and blood. In return from tying all the mystical power to their land, they are able to accomplish feats of mystical power that surpasses that of most other magi.

Whether as one raised to become one with the land of Snowfield, or just a talented magi who has developed a very similar process, you are also able to bind both yourself and a large community of other magi to a certain territory. The size of land you can comune with depends on the size of the community you are binding to it. A small cabal of magi, of a few dozens, will only be able to maintain a territory of around an American county.

Initially, this process is easily reversed, and the benefits it provides are not as significant as the one the Protectors of the Land enjoy. However, the more people, either actively or

overtime, bond with the land, the more power you will get out of it, as the land not only returns power but also feeds on those entering in symbiosis with it.

However, should you choose to, those who enter this pact with the land may also choose to permanently bind themselves to the land, tying all their powers irreversibly to your chosen location, and then even they may sacrifice themselves as their life nears to an end, allowing them to reinvigorate the land. Doing this process will speed up your power gain.

Magus

A Magus Mentality (-100 CP): It is said that to be a magus is different than to be a human. It requires one to walk closely with death. It requires sacrificing oneself and others, often those most close to the magus, for the sake of one's goal. How could you be a proper magus without being able to embrace this mentality? When it comes to your own most important goals, you are able to shut yourself from any emotions or feelings that would stop you from accomplishing it. This doesn't make those feelings disappear, but you can simply decide to ignore them when it comes to chasing your objectives. After all, what is a child in exchange for reaching the Origin?

A Friendly Creature (-200 CP): Much like the strange persona of Flat Escardos, it seems that regardless of how strange or unsettling you may appear at first, you have an easy time making friends and allies all around you. As long as you portray yourself as honest and actually act in a way that doesn't overly put others in danger, people and even other magi find themselves oddly trusting you rather quickly, even in the context of a Holy Grail War. And with just some effort on your part, making them into allies is usually not too hard, given that they are not completely closed to the possibility.

Lord El-Melloi's Protegee (-400 CP): Along the history of the Clock Tower, there have been few emerging forces as disruptive as the one that the classroom that Waver Velvet took over after his return to the Clock Tower under the El-Melloi name. Whether you were part of this class, or received an equally excellent tutelage in your young years, it's up to you. What matters is what you received from his teachings: whatever you had before, it was simply incomplete. It wasn't until you received that tutelage that you were able to reach your true potential. Whatever mystical abilities you have gained in this jump, are now increased in some way. Perhaps this schooling helped you to drastically increase your energy efficiency, or perhaps you discovered a powerful hidden ability from your powerset.

Not only that, but your schooling years also left you on friendly terms with several of equally bright young magi. As part of the Lord El-Melloi's classroom, you have powerful contacts and allies all around the world, which you can always call from some favor (and that also includes your own teacher). In future worlds, you may also share similar amicable connections with similar young rising stars from that world.

Also, thanks to having been part of the Modern Magecraft department during your schooling years, you also seem to have a way more informed view of technology than most magi, as well as some talent in mixing magecraft and modern technology.

Eyes of the Future (-600 CP): Something that shouldn't exist in this era. Your eyes are of a special kind, one that allows you to see the world in a way that not even other magi can. Not really true Mystic Eyes, they grant you several special abilities. One is the ability to use Clairvoyance, to see through items and barriers, even into distant locations, and even peer glimpses into the future. You are also able to see the flow of magical energy, which gives you an innate understanding of any magical phenomena that you come across.

But it isn't the end of your abilities. This unique insight is also paired with an overwhelming talent in Magecraft. An unorthodox genius like few others in the history of the Clock Tower. While most magi work on existing Foundations, this isn't a necessity. It is completely possible to even create one on the fly. Obviously, keeping all of these Foundations in mind is too much of a hassle, so you are likely to just forget about them and need to recreate them from scratch unless you also have a pretty inhuman memory. Not that it should pose much of a problem to someone of your exceptional abilities.

This malleable nature, genius spark and special eyes combine in a final potent ability: your talent for hijacking other people's spells and magical constructions. With a short observation, you can take over almost any kind of spell or ritual and repurpose it for your own goals. With the right tools and situation, even partly hijacking something like the spiritual core of a Servant could be possible.

Zealot

Beautiful Jumper (-100 CP): It is a thing that the vast majority of Servants are at least good looking in some way. Depending on your legend, gender and age, this may manifest in different forms, from being the cutest child anyone has ever seen and inspiring on others a desire of protection, to being handsome enough that your own beauty is almost like a spell on others.

Executor (-200 CP): You have been trained in the Mysteries of the Holy Church. Raised to fight against the evils that prey on mankind and the heretical, you exist to be the bloody arm of the Lord. You are quite superior in physical terms to most magi who are not specialized in physical combat, and have been trained to fight off against their heretical abilities. Whether or not you have any actual knowledge in the practices of Magecraft, you have quite an extensive knowledge of it, even if just to know how to recognize it and counter it. You are also initiated in the rituals of the Church, including the Baptism Rite.

Finally, as an Executor, your relationship with the teachings of the Church is quite more tolerant to the sins and vices of man that you face on the regular. As such, you find that those from organized faith aren't quite bothered as they should be whenever you stray from their official doctrine, as long as you keep contributing to their organization.

The Blessings of Technology (-400 CP): These are modern times, and while the enemies of the faith have adapted to them, it is only to be expected that the Lord's devotees do the same. And thus, you were born to be the Lord's iron fists.

Around seventy percent of your body has been replaced with a mix of near-futuristic technology hybridized with a vast collection of mystic codes. This makes you superhumanly strong, even more so than your average experienced executor, enough to tear through walls with ease, you can catch all the bullets from a machine gun fired at you with just a hand, and your arms can extend for a few meters, and you even have blessed rocket launchers and Black Key-like blades hidden inside of your extremities. One of your eyes has been replaced with an artificial eye that allows you to perfectly see from hundreds of meters of distance. What's more, since this artificial Mystic Eye is powered by both technology and magic, you may only use the functionalities of the technological side to avoid being detected by magical senses when observing. This applies to all of your modifications: as they are both of technology and magic, it seems that you can hide them from all but the most powerful senses of both, until you reveal the true might of your blessed steel reinforced body.

You are truly powerful even when facing humans, but when it comes to facing the enemies of mankind, specially those that fall under the bloodsucker category, your blows could be as devastating as a nuclear weapon would be to non mystical creatures, as one would expect from the origin of your body.

This blend of technology and sacred rites also confers you a special privilege: Befitting of an executor of the Lord's will, you also have the knowledge of how every gadget on your body works, how to replicate the process in others, and even how to repair and improve your own body, integrating whatever new magics o technology you happen to know. Deliver the Lord's wrath a steel punch at a time.

Admiration of the Elders (-600 CP): During the election of the last Old Man of the Mountain, two candidates contested for the privilege of bearing the name of Hassan-i-Sabbah. One, the chosen leader, was one that developed a technique that allowed them to disguise themselves as dozens of persons, earning the title of 'Hundred Faces'. The loser? A nameless fanatic with overflowing talent, who managed to study and copy the majority of the techniques of previous leaders in just a few years, but failed to make one of her own.

Said 'zealot' was mocked and ridiculed by her fellow assassins, who saw such a talent more of an insult to their elders than a blessing. Perhaps others will see things differently with you? For it seems that you also share her monstrous talent for copying the techniques of others, even those supernatural in nature. It is not even needed that you are taught or even witness them directly, just that you get a hand on a proper record, and that such a technique existed in the first place. Obviously, this will be a slow process, but even the techniques of most of the Hashshashin were able to be copied in just a few years.

Underworld

Piano Lessons (-100 CP): Who said that criminals can't enjoy some of the fine arts? You are quite talented with one instrument of your choice, at the level of a professional with several decades of practice. You also find that practicing with this instrument is an excellent way to vent your frustrations and calm yourself during stressful situations.

Self-Domination (-200 CP): For magi, hypnosis is one of the most common techniques that they learn. Not only to use against non-magic users to conceal their mysteries, but also in order to reign over themselves in the painful practices of magecraft. Yet while this is common, your technique is anything but ordinary. Much like the Cordelion's family magecraft, you are a master of the Domination magecraft. This technique is not meant to control others, but instead gives the user a perfect control over oneself. First, your physical needs become almost non-existent, allowing you to survive for months without any ingest of food, and your daily sleep needs are reduced to a few seconds of closing your eyes. Both any of your emotions, as well as any other receptions of pain or discomfort, can be completely muted at will, also allowing you to increase your willpower off the charts. And not only that, but your grasp over yourself is so powerful, that almost no other external influence is able to control or corrupt you, regardless of their potency. From mind control, to curses at the level of the Age of the Gods, taking over your mind or body is almost impossible as long as you don't let it.

Guns and Wands (-400 CP): The Scladio Family is one New Five Great Mafias of New York, with a power that crosses over the borders of the country and they have even sunk their fingers into the magical world. How did the Scladio patriarch manage to take over so much of the magical world as a mundane person? He simply took magi under his wings and rewarded them without asking anything in return.

Much like him, it seems that you have similar luck when it comes to finding new subordinates and protegees. People of great talent are constantly coming your way in desperate circumstances. If you decide to take them under you and foster them, they are sure to grow fearlessly loyal to your person. To the point that they will start acting out to help you grow your own organizations and protect your safety, even if you never order anything from them. Such is the depth of their gratitude.

Of course, you could also always ask for a more direct favor from them. Some of them will surely become loyal enough to follow you into hell and back.

Black Mud (-600 CP): You have let a very dangerous substance take a hold into you. The Black Mud of the Holy Grail, a substance that channels the six billion curses of the Evil God

Angra Mainyu, has now been implanted into your body. Your magic circuits, your magecraft, your Spirit Origin, basically everything makes you, has been tainted by the blackness of the mud, turning yourself into an Avenger, or at least the spiritual equivalent of that if you are not a Servant.

Normally, this corruption would also entail swearing loyalty to the evil of Angra Mainyu, and working for its rebirth and desire of endless destruction. However, it hasn't taken control of you, but you haven't become its true master either. Instead, a strange symbiosis has been born. The mud inhabits you, and it allows you to draw a portion of its abilities for your own devices, for it knows that it will lead to a great destruction in the end.

This allows you to do several things: First, this curse will devour others that try to assault you, even incorporate them and subordinate them for your use. This even includes the curse of 'Death' carried by powerful supernatural poisons, like that of the Hydra. The mud will also allow you to twist your abilities, granting you the traits of an Avenger, and letting you trade potency for variety. For example, the blessing of immortality granted by the Olympians may be broken down into several great powers that are reminiscent of the legends that contributed to it. You may also call upon the mud to corrupt others, albeit you will not have a way to control the result, getting a frenzied avenger empowered by the mud if you have not prepared something else when dealing with most Heroic Spirits, or merely a broken, dying and insane person if this is inflicted upon a human. Lastly, the mud is also a great channeler of magical energy, allowing you to use it in combination with other sources of magical energy, even the leylines of the land itself, in order to empower yourself.

However, in the more desperate times, you can truly draw into the true power of the black mud, channeling its essence in a way more spectacular fashion. By doing this, the corruption will start to break the balance in the favor of the mud, more negative thoughts will assail your mind and curses plague your being. You better have the ego and strength of spirit of a great hero to maintain your sanity while demanding more power from the source of all evil, less you become a mere puppet of destruction.

Monster

The True Curse of Immortality (-100 CP): Is to have nothing to do with your time. For many of the ageless monsters, boredom is often a far more deadly poison than holy weapons. Yet you seem fairly unique among your kind. You find excitement and entertainment with little effort, being close in mentality with the humanist faction of the Dead Apostles, who find enjoyment in human civilization already. Not only that, but it seems that you also get roped into fairly interesting situations quite often. Surely, your eternity won't be a dull one.

A Monster That Is Also A Human (-200 CP): It may be that the scariest of monsters are not those that live hiding in the shadows, but those that act as humans and live among them without noticing the duality in their condition. Despite your condition or origins as a creature that should prey on humanity, you have found yourself fairly comfortable around the company of those you should be feeding on and killing. And it seems that humans feel the same way. You find it fairly easily to establish relationships with humans and others that do not share any of your most abhorrent 'hobbies', so long as you are not disturbing their own lives directly. Some determined hunters may still gun for you anyways, but even those may deem to cooperate with you more often than not if the occasion permits it.

Incidentally, you also have a great talent for the financial world and finding great business opportunities, both in the magical and mundane world.

I Reject Your Humanity (-400 CP): The tools of mankind. Much like the mythical Phantasmal Beasts of the Age of Gods and other creatures such as the venerable Dead Apostle Ancestors, yours is an existence that actively resists and rejects the advancement of humanity. In practical terms, this means that those attacks coming from knowledge of humanity and their tools, be it modern weaponry, magecraft or even Noble Phantasms, become useless before you. They won't even make you flinch or move, regardless of what force is used on you.

However, this is only limited to the tools of humanity, so humans attacking you with their bodies would work, and a weapon crafted by a non-human, or using non-human elements such as the claws of a great Phantasmal Beast would still be effective on you.

Six Hearted Revolver (-600 CP): While Dead Apostles have achieved a form of immortality, theirs is not a perfected form of immortality. As such, there are several among their kind that also strive to find another way to safeguard and prolong their lives beyond this. One of such crafty bloodsuckers is Dorothea, also known as Jester Karture, a

descendant of the lineage of the Dead Apostle Ancestor Van-Fem. And now, both his special immortality and the knowledge of its creation are yours.

This technique allows one to conceal their true spirit origin, their soul, under a multitude of spells and six artificial spiritual origins. Thus, when you would have been truly killed after bypassing any other defenses that you may have, instead of experiencing true death, you just suffer the destruction of one of your artificial cores, before getting up again.

But this is not the end of said benefits. You can switch between Spirit Cores in a short time with a simple gesture, as long as you are not incapacitated in some way, and each of them can have different properties that will get added on top of your other existing abilities. A Spirit Core based on a magus would grant you the ability to use magecraft, while that based on a regular child would make you appear to be as a regular human with no special traits even if in other forms your magical energy would be enough to make even non-magecraft users get dizzy. Once one is destroyed, or if you wish to do so, you may procure new Spirit Origins to craft your Spirit Cores, each granting you a new face, form and powers. Usually this involves taking it from a victim by force after incapacitating them, or getting them to consent, which may not even be limited to taking the spiritual core of a human but a phantasmal beast or an even an artificial construct may also be valid choices. It should also be noted that the ritual requires the consent of the victim when the form is that of a child.

The cores usually manifest in form of a tattoo-like mark, reminiscent of a revolver's chamber. But you may have it manifest in some other way.

Conspirator

Magical Operator (-100 CP): Guns are not usually the choice of weapon for a magus, but for spellcasters, a gun is a tool as good as any other. You have been trained in the use of fire-arms, making you quite a good marksman, and have at least several years of experience using them. You handle yourself fairly well in a gunfight, and these years have made it so you can keep your head cool during a fight.

Shaking Hands With The Devil (-200 CP): The magus known as Prelati is widely regarded as a heartless monster that just does things for his own amusement. Yet, he is still able to find many collaborators, even those high in the political world. Now, you seem to share his ability to keep getting people to work with you regardless of how bad your reputation is.

As long as your goals vaguely align, or you may offer something valuable, you find that people are always strangely open to working with you. Even when you have a tradition of backstabbing people just because it's fun to you, they will still take the risk. They may put some countermeasures in place if you have that bad of a reputation, but even then they will still be fairly cooperative with you.

Counterfeiter (-400 CP): In this world of fading mystery, it is the norm that rituals go forgotten and pieces of magecraft get lost. This is truly inconvenient when there are so many amazing things in this world that could be used for a few laughs. How fortunate is the world to have a genius of your caliber working on bringing back some of these.

When you observe any mystical effect, ritual or construction, you become able to create a partial reproduction of it. It may take more effort than the original took to build, and it certainly won't be perfect if you lack the original materials and circumstances of its construction, but you can make it be 'close enough' for most effects. Depending on the effect you are after, it may still take a lot of time and resources, but something like observing the Fuyuki Holy Grail War once and then reproducing it several decades later is certainly possible to you, even if you never have the opportunity to fully study the Greater Holy Grail.

Recurring Immortal (-600 CP): Like François Prelati and Touko Aozaki, you have developed an artificial reincarnation cycle just for yourself. This means that with time and resources, you can create artificial bodies for you to inhabit. Instead of experiencing true death when your current body is destroyed, you simply will wake up in whatever prepared body you had. Your new body will inherit all your powers and traits, but you may modify it to give yourself a new appearance, or even new abilities. Whether the process of creating new

bodies is related to alchemy, puppet magecraft or some more obscure or exoteric method, such as making new bodies out of gems or origami familiars, is up to you to decide.

Your soul also seems to be especially resistant to damage and corruption now, as this reincarnation process may even bring you back from the attacks of a spiritual creature such as a powerful Dead Apostle Ancestor that should have shattered your spiritual origin, and it seems no degradation in your soul occurs during this transitions, even if you frequently change bodies.

Be aware that it may be possible for some specific ability that interrupts your reincarnation cycle, but it seems that even in the world of magecraft and even that of the phantasmal species, it would be quite hard to find someone who can reliably put you down.

As a final benefit, this false death of yours can also be convincing enough for the World itself to consider your previous identity as ‘dead’ if you wish to, even if your existence then continues on another body. This would have no effects on the continuation of your Chain, but it may be useful when dealing with certain magical effects or rituals.

Items

Items for your background choice are discounted 50%. 100 CP items that are discounted become free.

Unlimited Popcorn (-50 CP): Whenever you wish to, you can have bags of popcorn and other candies summoned into your hand. Quite a convenient snack to enjoy the madness about to unfold in Snowfield.

Chimera (-50 CP): A magical chimera, an artificial animal of your choosing with the capacity of using magic circuits, which has been crafted or purchased by you. Of course, the beast is not smart enough to know how to use them, but regardless it is quite smarter than other animals of his kind. It can be quite a loyal companion, but it may also be used for experiments or rituals. If killed, you may either have it resurrected in your next jump, or get a new one in a month.

A Disaster On Golden Legs (-1200 CP, -600 CP for Cursed Blessings Upon the World): The Bull of Heavens, Gugalanna. The Heavenly Noble Phantasm of the Gods. Its skin, flesh and armor is a hurricane that can cover hundreds of kilometers. Its skeleton is made of golden metals and precious gems from the age of gods, capable of easily stomping over cities with its casual moves. It commands the weather with the potency and scale that a great Divine Spirit may do so.

It's power is such that even a Chief God Class Divine Spirit would have trouble controlling it against its will (or yours), and even Great Heroes would need to at least face it in pairs to have a chance of slaying it in what should surely be a battle that would mark the greatest point in their legends.

Originally it only obeyed the Goddess Ishtar, rebelling and refusing to listen even to the other Great Gods from ancient Sumeria. Now, it seems that it follows you around as its beloved master and loyal friend. Are you perhaps an incarnation of the Goddess Immana?

If you prefer, you may have it be a Divine Beast of a similar power but different abilities.

Since it is a Noble Phantasm, its activation and maintenance in this world requires quite a lot of mana. A powerful Servant or weakened Divine Spirit would be able to keep it manifested, but for it to act at its full might, something on the scale of an Age of Gods manifested Divine Spirit is needed. However, as a Noble Phantasm, it would also be possible to empower it further under the right circumstances, so it may even face the White Titan of Tassili n'Ajjer in its early stages and come on top.

If it is somehow slayed, it will be possible to rebuild it if a Temple and enough precious metals are assembled, but depending on the circumstances, it may end up as a weakened version of itself. Alternatively, you will be able to resummon this creature in the next jump at its full strength.

Regardless of whether it was slayed or not, you may summon it at no cost in a much smaller and cuter form to be beside you. At this scale its powers are reduced to that of powerful familiar, at least in terms of a modern human magus, but on a scale that even a weak heroic spirit will make short work out of it.

Finally, there is a fatal weakness of its control mechanism. This Divine Beast is closely tied to the divinity of a certain celestial body observable from the sky at the naked eye, and any other divinity with Authority over the same celestial body with a greater magical enegy than you will be able to temporally wrestle control over your heavenly pet, even ordering it to commit suicide or turn its attack on youbefore you regain control. For Gugalanna, this is the planet Venus, but if you are taking a different Divine Beast, you must choose another Celestial body for this effect.

Master

Catalyst (-100 CP): A relic belonging or closely tied to your Servant. Both in the world of magi and the regular world, it could fetch quite a high price as a collector's item, and it may evoke some strong memories, for better or worse, from your Servant. In case you don't have any Servant contracted, this is then an item related to a Servant of your choice, which could still be used in a ritual if you were to find the appropriate slot. This item is fairly mundane, maybe with just some traces of Mystery in it, so nothing as powerful as one of Solomon's rings, or the Treasure Key of King Gilgamesh's Vault.

In future worlds, you may find a similar item in your possession, a memento of a random legendary figure of the world you find yourself in. Nothing truly useful in most cases, but still something that you may find some use for, if only for just using it as decoration or as a museum piece.

Magic Crest (-200/400 CP): The crystallization of the efforts of generations of magi of the same family. Passed down from the parent to their inheritor child, this is a potent tool for any magus. Magic Crests are a construct forged with the addition of generations of magic circuits from previous inheritors. For those who search the Origin, their Magic Crest is the equivalent of the dreams and hopes of their families, and losing it would be as much as being dead in life. For those who have lost such aspirations, a Magic Crest still represents an incredibly potent tool.

A Magic Crest incorporates the magic circuits of previous generations of the same lineage, effectively adding extra Magic Circuits to a magus' own inborn ones. This allows the inheritor of the Magic Crest to cast more powerful spells, since they can utilize more magical energy at the same time. But that's not the limit of the Magic Crest, nor its main function. No, the Magic Circuits inside of the Crest are engraved with all, or almost all, the magical knowledge that the magus accumulated during their lifetime. In other words, a Magic Crest is a spell repository that allows its inheritor to cast the refined spells from previous generations, allowing them to draw power from lifetimes of study without having to have that precise knowledge themselves.

Finally, Magic Crests also have one vital function: as they are meant to be passed down, they also work to ensure the survival of the magus until such a moment comes. In case of lethal damage that doesn't involve the destruction of the brain or the heart, or catastrophic enough that repair is already in the domain of a miracle or magic, the crest is able to slowly heal the user back to life once more.

You start with a magic crest of a fairly well established lineage. Perhaps it has a few centuries inside of it, and it can effectively add an extra third of magic circuits to you. That's for 200 CP, but if you choose to pay for 400 CP, your magic crest will be fairly ancient, equivalent to that of the more ancient Lords of the Clock Tower. The power of this mystic code alone is not to be underestimated, and the spells inside of it may allow one to fight even with weaker Servants in the right conditions, also effectively adding around the same amount of magic circuits that you already had in this jump via the '**Magic Circuits**' perk.

Magic Crest are only used by those magi who follow the traditions of the Mage's Association. If you want to be involved with another tradition due to your previous purchase, you may obtain an equivalent Philosophy Key or Mystic Code fused to your body that grants similar benefits.

As a final benefit, you may choose to pass your Magic Crest once per Jump to someone compatible, and you will see it regenerate slowly after ten years, or the next jump, whichever comes sooner. You will be able to engrave a part of your magic circuits, and inscribe as many magecraft spells as you know in it.

Meat Factory (-400 CP): Why focus on a simple Workshop, when you could have a collection of many of them? Concealed in an industrial complex, a large collection of multiple workshops have been connected to build a truly monstrous complex. And you, as the true master of the greater workshop, have complete control over all of its defense mechanisms, as well as the contents of the multiple legacies researching in it.

If you ever choose so, you may activate its most terrifying feature: the complex will start to turn into an Otherworld, designed not to prevent others from entering, but to digest anyone that tries to escape, except for you, its true master. Even a powerful Heroic Spirit would have some trouble while fighting in it, and that's only if you are consciously trying to aid them to prevent them from being sucked in by this Workshop. But it is still entirely possible that they can demolish it before this alone gets to make significant damage to them. However, for most human magi it is a death sentence.

Finally, there is a special artifact located in this factory. Stolen from another family of magi, it is an apparatus that allows to transform humans, or their fresh corpses into magic crystals that contain that person's worth of magical energy. A regular human won't give much, but it seems that someone has dedicated a lot of time on this process, for a large pile of magic crystals already exists in one of the rooms of this factory. Enough to sustain a Great Hero Servant going all out for the duration of the entire war, if you have a way to channel all of them.

Holy Grail War Plans (-600 CP): The completed notes from Prelati's observations of the Fuyuki Holy Grail War. These, along with immense resources and a properly prepared and selected land, will allow you to create your own mockery of the Holy Grail War. From how to create your own Lesser Holy Grail and Greater Holy Grail, to how to modify some of the rules of the rituals, like allowing for more Servants to be summoned and Extra classes to join. While the knowledge is here, you probably will need the help of many experts in several areas, or just to steal from others in order to get this running on your own. However, with this alone you will likely not be able to recreate Heaven's Feel, as that is a secret closely guarded by the Einzbern. Yet, both Servant summoning and creating your own Wish Granter device are on the table.

In future jumps, you will have these plans adapted to somehow function into the land you find yourself in, provided you can fuel the huge amount of magical energy needed to start up the Holy Grail.

Servant

A King Sized Toy (-100 CP): A mostly mundane weapon of your choice, or a mystic code of low potency. It is something that can be used by a Servant by being coated in their own magical energy, but won't be a deciding factor in most fights on their own, and it is far from the strength of a true Noble Phantasm. If you wish to, it can be an imitation of a signature weapon of another legend different from your own, but it won't have any of the magical properties of the original.

Historical Memorabilia (-200 CP): Dating from the era you are from, this is a rather large collection of valuable items and artifacts. Nothing powerful in the mystical sense, albeit some of them may have some traces of Mystery if your origin is quite ancient, but each of these items are worth quite a fortune on their own. You can summon this collection at any location, and they will instantly replace the current decorations and furniture to make it closer to your old home.

Vimana (-400 CP): The flying fortress of the Indian gods, and also the flying throne of the ancient King of Uruk. Taking the shape of a large golden platform with an alien and futuristic look, this Noble Phantasm can be called at will by its true user, which is now you. Controlled merely by your thoughts as long as you are seated on it, it surpasses in mobility and speed most modern vehicles, all while providing a comfortable and safe experience to its user regardless of the speed or maneuvers attempted with it. In terms of weaponry, it could easily decimate buildings on its own, albeit resupplying its weaponry will require a great level of magical energy.

Neo-Jumper Temple (-600 CP): Praise be to you, Jumper. The greatest and most fantastic of beings that walks this Earth! Dedicated entirely to you, this is a massive building. While not the size of a skyscraper, it would certainly be considered one of the largest buildings of the ancient era. Decorated in a way that matches your religion or or that of your era and region of origin in this Jump, this massive construction exudes a mortifying feeling to any outsiders, making any who seek to hurt you feel the pressure of your power, and welcoming those who would worship you.

The temple has three functions: first, it will gather the mana from the local leylines and use it to empower both you, the owner of the temple, and those you designate as its guardians or priests. Secondly, if you were to be a divinity, it would raise the quality of your Divine Core and powers.

But it is its final function that it's the most terrifying: if used by a sufficiently powerful divinity, this temple can be used to rewrite the current texture of the world. This can cause

the world to recede back into the Age of Gods, a time when Mystery was prevalent and the will of humanity was not the one deciding how the planet should be run.

This temple can be summoned at any location, but it will take at least a day for it to be set up. Whenever it is summoned, the local area will start to revert back into the Age of Gods as well, increasing the density of mana around, and connecting to the old Textures of your region of origin.

Unaligned

Put A Gun On A Mage's Hand (-100 CP): Who said that Magi cannot adapt to the modern world? It has been centuries since the invention of firearms, so it's only natural that magecraft has started to blend with them too. You have a small set of rifles, submachine guns and hand pistols that have been reinforced via magecraft to fire more accurately and faster, as well as allow a rougher usage than they should without breaking down. You also have been provided with a large set of bullets infused with magical energy. They aren't going to kill servants due to their mystery being too weak for that, but they could be used to penetrate the defenses of most magi, as well as to kill some of the weaker supernatural entities.

Lost Item (-200 CP): An artifact from a bygone era, recently rediscovered by you. This is an item with great potency as a magecraft ingredient, but whose true potential will probably require a great magus to bring forth. Think of something as the remains of a baby hydra, or something like several samples of an alien mesoamerican bacteria.

Supreme Mystic Code (-400 CP): Also called Formal Wear, these kinds of items come in many shapes, usages and powers. The exact specifics of this tool are dependent on what kind of magecraft you practice, either via '**A (Future) Path To The Origin'**, **'Bloodsucker'** or the **'Living Legend'** purchase. Whatever this tool is, it can either be used to greatly support you in combat, even acting on its own pseudo-personality if you desire so, or improve your spell casting capabilities by acting as a powerful focus or source of magical energy even outside of your homeland.

Jumper Family (-600 CP): The Scladio Family was one of the most influential criminal organizations in the United States. It not only had immense economical power due to its criminal activities that had existed for more than a century now, but due to their many ties with the magi world, they have even been recognized by the US Government as a faction that would be better appeased and negotiated with.

Now, you are the head of a similar organization, or perhaps you have been recognized as the true successor of Galvarosso Scladio, whether through blood ties or another method. Not only do you command immense material resources, but you also have a powerful hand over the magical world. Much like the Scaldio family, your organization has become a safe haven for rogue magi and the most undesirable elements of the magi society. This has lead to a strange symbiotic relationship, in which while you don't really hold direct command over these magi, you find them protecting and aiding you into your every endeavor, and even sometimes sharing the fruits of their research with you. However, some powerful magi

among this organization are truly loyal to yourself, being fully integrated into your criminal organization and devoted to you.

Finally, there is your family residence. A large mansion that has been turned into a magical fortress. When it comes to magical defenses, the only places that surpass it in the current era are the headquarters of the large magic organizations, such as the Spiral Manor, the Wandering Sea, the Atlas Institute or the headquarters of the Clock Tower in London.

You will find yourself the master of a similar organization in future worlds, as well as having a headquarters on the same level of defense as your current one.

COMPANIONS

Companions may not purchase other companions.

Import (-50 or -400 CP, first two of the -50 CP tier purchases are Free): Even if the Holy Grail War is a ritual meant to be fought between Masters and their Servants, the existence of collaborators is fairly prevalent in this Holy Grail War. From allies to subordinates and mercenaries, you either may bring your own routine by importing previous companions, or design and create new ones for 50 CP each. Companions of this tier are limited to the Unaligned origin, do not gain the extra CP from taking that Origin, and cannot take Command Seals or any of the Servant purchases.

You start with two companions of this tier for Free. Alternatively, you may choose to exchange either or both of these free options for the 50 CP version of the Canon purchase below.

However, you may instead choose to pay 400 CP for extending the actual participation into the ritual to two new companion slots, which may either be imported or created as well, or a mix of both. One companion will take the Master origin, while another will take the Servant origin. Keep in mind that the usage of the Holy Grail requires it being filled with the souls of a certain number of Servants, but I'm sure that you will be able to sort that out. These companions won't replace any of the existing groups, merely being just added to the ritual as another glitch in the chaotic system. If you are creating them anew, you may fuse these two into a single Companion slot. Alternatively, you may summon a canon Servant instead of creating an OC one, as long as their build budget fits.

Either way, each imported or created companion has a 600 CP budget to spend on the above rules, and mainly gain more CP by individually being transferred more from your own budget. You may purchase this option as many times as you can afford, even beyond the regular 8 companions.

Canon (Free or -50/200 CP): Want to take someone with you? It's fine as long as they agree to come with you. You won't even need to pay anything as long as you can convince them. For 50 CP, you may either have a previous favorable history with them, something like being long time friends or even relatives, or be granted extremely favorable circumstances during your first meetings. However, if they are a participant of the Holy Grail War, either as a Master or Servant, as well as any particularly powerful supernatural being like the Goddess Ishtar, taking this upgrade costs 200 CP instead.

Merely A Familiar (Free or -100 CP, exclusive and mandatory for Masters): What is a Master to do without a Servant to fight for them? Well, some of the *monsters* in this Holy Grail may be dangerous enough on their own. Whatever your case is, you have now summoned an Heroic Spirit, a manifested legend in one of the seven standard class containers of the Holy Grail War system. Whatever class you choose, you may choose to optionally take the summoning slot of another magus, thus removing a Servant from the competition. But their original Master will still be around in Snowfield, probably looking to participate.

They get the Servant Origin (at no cost), and a background of your choice. They also have 600 CP for their build, and you may grant them more CP from your own budget. Your Servant may be an existing one, or just any historical or legendary figure of this world that would fit through their chosen.

At no cost, your relationship with your Servant is quite decent. Even if they have a troublesome personality, they are at least set on trying to work with you in order to win, and won't turn against you unless you actively annoy them or go against their core principles. For an extra 100 CP however, you will quickly become trusted allies and friends, and maybe even something more before this war finishes.

A Mana Battery (Free or -100 CP, exclusive and mandatory for Servants): The person or being that dragged you into this world as part of the Holy Grail War ritual. They have the Master Origin, along with 600 CP for their build, and you may grant them more CP from your own budget. Optionally, you may replace this for taking a canon character that exists in this series as your Master. If they were already a Master, then their summoned Servant may end up being summoned by another, adding further chaos to this conflict.

At no cost, your relationship with your Master is quite neutral. They won't go against your goals, but they also have their own agenda and your goals may diverge at some point in the war, leaving you to work things up. At least, given the number of Servants available in this Holy Grail War, they will not be inclined to force you to kill yourself with their Command Seals unless you prove yourself to be a threat to them. For an extra -100 CP, your relationship with your Master is quite excellent. You form the kind of bonds that are expected between the protagonists of a story, quickly becoming trusted friends, and perhaps even more in no time. It would take a lot of effort on your part for them to turn against you.

Are You Serious? (Free, requires either Master or Servant origins along with taking at least one of the following: Recurring Immortal, Bloodsucker, Cursed Blessings Upon the

World or I Saw That Too!. Replaces the purchase of A Mana Battery or Merely A Familiar): It would fit for a deviant war to have an eccentricity such as this to be repeated. It seems that you have decided to use yourself as a catalyst to summon... None other than yourself! Or maybe it is that you are the one being summoned by a local version of yourself. Perhaps one that outlived your supposed death and record into the Throne of Heroes, if you are a Servant yourself.

This being is undoubtedly 'you', albeit they may not keep your full Jumper status. If you are a Master, they are now limited to the scale of a Servant container. While they may gain some abilities from this, they will also be 'downscaled' if they were powerful enough. If they are a Master, then they may be no greater than whatever you have purchased in this jump. Whatever their circumstances were, they seemed to be quite amused by the situation, and eager to partner with you.

Nun Squad (-100 CP): A group composed by four young girls, trained and raised as executors of the Holy Church and armed with several potent mystic codes for both combat, infiltration and recon purposes. For some reason, they have been assigned to you as subordinates, or reluctant caretakers in case you are something unrelated to the Holy Church (or even a heretical being). They are quite capable when it comes to managing trivial tasks, like tending to the needs of a modest church. However, their speciality lies in Dead Apostle hunting. While they are far from the level of the members of the Burial Agency, they work well together and integrate quickly with even the most eccentric of superiors.

Watcher (-200 CP, taking prevents you from taking the Merely A Familiar companion): Looks like you have been tangled up with a quite mysterious entity. You have become the Master of Watcher, a phenomenon that will manifest over the area you are now in. As a Servant, it seems to lack any kind of fighting potential, and its origins seem to be related to divinity.

What does this contract gives you? First, while you are in the same area as Watcher currently is, it can manifest several 'Shadows', degraded summonings of Heroic Spirits that serve to communicate with Watcher. These Shadows can only be seen by Watcher's master, and leave no magical trace for others to sense. They can't interact with the world, but they can provide advice when prompted, and will also relay Watcher's warnings when its Master is in danger. As degraded versions of Heroic Spirits, they still retain some of their wisdom that can be used by their Master.

Watcher itself has a limited form of omniscience in the area that it is summoned: it can know of everything that has happened since it was summoned, and even can make

educated guesses based on the things that it has seen to piece up the missing information. However, this ability is not unlimited, as it can only reach an area a bit larger than the city of Snowfield, and truly powerful efforts, such as that of those with a powerful divinity, may conceal others from its sight.

However, its greatest strength lies in its ability to manipulate luck. Especially Master's luck. By doing so, Watcher creates arduous trials in which it quickly transforms its Master into someone worthy of being a Heroic Spirit of the Knight Classes. These are high risk situations, but also provide a great growth, and even bring the Master close to the allies and tools needed to reach such heights. Of course, it is possible to refuse Watcher's call to action, and the Shadows will even warn the Master about Watcher's trials. Eventually, its goal is to manifest fully into the world, and for it to be killed by its Master.

In future jumps, you may also have Watcher manifest and guide you in a similar manner, allowing it to place trials on you until you reach a similar legendary status as the Heroic Spirits of this world.

Neither Watcher nor the Shadows it summons count as active companions, unless you decide to import them.

A Killer Inside of Me (Free with Clairvoyant, 200 CP otherwise): Either due to the work of an Ancestor of yours, or a freakish accident, a strange creature has made its nest on you. Whether it is inside of magic circuits, your Saint Graph or equivalent, they have become a part of you, and they have the **New Primate** purchase. Normally, their mission would have been to replace you, but it seems that they have grown incredibly attached to you, refusing to follow that command. Thus, they have become content with being able to converse with you, aid you with your magecraft using their own abilities and just see the world through your eyes, at least until the time of your death.

They don't count as a companion but will follow you into other worlds as a Follower, as they are a part of you,as they are a part of you. They will live as long as you do, and then rise up from your corpse in your death, but you may import them to bring them outside early on. Once they manifest outside of you, they will have all the abilities that you may have gained here that may be tied to your magic circuits, all the spells you have learnt, as well as generally anything that may have been tied to your soul or body at that time. They will still be quite fond and attached to you, but they will start to become more of their own person from that point on.

TOGGLES

The following toggles allow you to change some things about your arrival and experience in this world. They don't cost or give any points directly, but may come with some restrictions.

I Saw That Too! (+0 CP): Have you been in this world before? If you have been on any world of the Fate, Kara no Kyoukai or Tsukihime franchises in a previous jump, you may have your actions on said jumps retroactively become part of the history of this world. However, it cannot help you to get rid of drawbacks, or deny the False and True Holy Grail Wars of Snowfield from taking place.

Tourist Visa (+0 CP): While this world is certainly one filled with wonders, monsters and mystery, it doesn't have events as action-packed as the Holy Grail War every day. Or at least that's how things should be. If you want to, you may go to the ending options after the Holy Grail War has been finished, whatever the result was. For the Holy Grail War to come to an end, the Lesser Grail must have been used as a Wishgranter (meaning that at least six Servants worth of souls must have been collected and then the used up), or the Greater Grail and/or Lesser Grails must have been destroyed, thus preventing the ritual from continuing.

Taking this means that you cannot gain any CP from Drawbacks, and you count as having the 200 CP version of the '**I Have The 'Can't Leave Snowfield Sickness'** Drawback for no CP. Additionally, you may not take your Servant with you unless they survive to the conclusion of the War.

Too Many Characters (+0 CP): Isn't there too many people already involved in this Holy Grail? Certainly, adding more would just make the thing feel too bloated. By picking this, you may choose to replace any character appearing in Fate/Strange Fake whose powers, abilities and origin fit with your purchases in this jump.

Companions may also take this under the same conditions, but choosing to do so will limit the amount of CP you may gain via Drawbacks to 600 CP. It wouldn't be fun if you just replaced all the competition with your friends.

DRAWBACKS

You may take as many as you want for extra CP, unless you take a Toggle that limits the max amount of CP that you may gain via Drawbacks. In that case, you may still take drawbacks over the limit, but that will be only for your own suffering.

Hurry Up, Will Ya? (+100 CP): What a drag. It seems that nothing around here ever goes anywhere. Fights get constantly interrupted, enemies manage to escape somehow and it seems that the end of this Holy Grail War, chaotic and dangerous as it is, is always further than what it should be. Mind you, this doesn't make this war any less dangerous for you, but it will be much more annoying and hard to finish it yourself.

Not How A Magus Would Think (+100 CP): To be a magus is to walk with death. And in the Holy Grail War, hesitating to kill can quickly lead to one's downfall when most of the other contestants are not so kind. It is quite unlucky that not only you had a high aversion to killing, but you are also set on saving others from such fate, even stopping your allies from delivering the final blow at the cost of your health.

Put Your Heart Into It (+100 CP): In order to answer the call to join the Holy Grail War, a Servant must hold a wish that they would like to see fulfilled through the Grail. In the same vein, a magus must also have something that they would like to accomplish through the grail in order to become a Master. So what is your goal in this war? It seems that you yourself don't know. And this hesitation and half-assed attitude seems to translate into everything you do. You don't seem to ever be able to put your entire being into any task, never performing at your best, which obviously is going to become a hindrance when you are thrown in the middle of war between powerful magi and great heroes brought back to life.

I Will Plunge You Into The Depths Of Despair (+200 CP): You have been put under the service of a rather troublesome individual. One who has at least a way to end you, and whose main goal for the duration of this jump is to torture you, and then exterminating you. If you are Servant, you have a particularly powerful and sadistic Master who wants to 'defile' you before ordering you to commit suicide. If you are a Master, your Servant sees getting rid of you their first priority in the war, and will be hunting you. If you are neither a Master nor a Servant, then you have a particularly nasty boss that sees you as a disposable and potentially threatening pawn. Expect to be used and then discarded, or forcibly removed from the board if needed.

Escaping or even defeating them is not impossible, but it will be quite challenging

regardless of your powers and allies due to some advantage that they held over you, even if you should outclass them in terms of power.

Am I Jumper? (+200 CP): Oh boy, you seem to have a very bad case of amnesia, as if someone had tampered with your memories. During your stay here, you will have forgotten all of your previous memories, both from this world and previously, beyond a vague sense of your identity. If you are a Servant, you have some basic knowledge of your abilities, but your Noble Phantasm and what abilities you may have from other worlds will elude you. Let's hope that you have a good ally that can take care of you. Also, taking this prevents you from importing any companions outside of the Merely A Familiar or A Mana Battery options.

I Have The 'Can't Leave Snowfield Sickness' (+200/300 CP): It seems that you have been afflicted by one of Mr. Black's magical illnesses, in a way that won't be able to be removed until the end of your stay here. During the duration of this jump, you will be unable to leave the area of Snowfield until at least the conclusion of the Holy Grail War. Not only that, but your luck will also make you get dragged in one way or another on all the major clashes of this Holy Grail War. After the Holy Grail War concludes, you will regularly find yourself in similar situations, where you will get temporarily trapped in locations or even Otherworlds, and unable to escape unless you surpass a trial of sorts.

For an extra 100 CP, all your powers, abilities and lifeforce have been tied to the land of Snowfield as well, in a way similar to the Protectors of the Land. That means that your powers won't be able to function outside of Snowfield, and obviously, the destruction of the city and the surrounding Ley Lines would mean your dismissal as well.

An Alliance (+300 CP): While the Holy Grail war is supposed to be a competition, it is not unusual for Masters to team up and lead an united front, at least for a time. This is occasionally done when a threat appears that puts the whole competition into peril. So, what have you done to guarantee all other Masters and Servants to unite against? Any participant in the Holy Grail War that wasn't already affiliated with you before this jump (or its your own Master or Servant) seems to have come to an agreement to work together to defeat you shortly after the start of the war. Let's hope that you can handle the heat of having some of the strongest Servants gunning for you.

Strange Times (+400 CP): The original plan of the Snowfield Holy Grail War involved an incomplete 'False' Holy Grail War summoning of less than seven Servants, which would not only drain the leylines from the city of Snowfield, but also would send ripples through all of North America, allowing the masterminds to summon the 'True' Holy Grail War Servants with the excess of energy that would come back flowing into Snowfield.

However, it seems that this immune-like response has gone way overboard, overflowing the Leyline and the Holy Grail, which in turn has resulted in the double amount of Servants being able to be summoned. Not only that, it also seemed that a lot more powerful magi had caught interest in this Holy Grail War after the last disaster in Fuyuki, and many of them came prepared with their own powerful catalysts. Also, the greater mana concentration may allow for even some powerful beings from the Reverse Side of the World to slip through into Snowfield.

Overall, your Holy Grail War is going to be way more dangerous and stranger than what even the worst of the masterminds of this war could have imagined. While these new competitors are not hostile to you directly at first, the city that you are now is going to be constantly put into dangerous situations thanks to them.

Magi These Days Only Want One Thing (+400 CP): The concealment of Mystery. The ultimate goal of the Holy Church and the Mage Association. When it comes to defending the secrecy of the moonlight world, no sacrifice is too small. Entire countries being wiped off the map become an acceptable level of sacrifice when it comes to this task. And now, it seems that it will fall to you to prevent a widespread break in the mascarade, all in the midst of one of the most chaotic and destructive Holy Grail Wars. You won't have the support of the Holy Church, the Magic Association or even the Government. It will fall under your own shoulders and whatever resources you can muster on your own to prevent the public from becoming aware of the Holy Grail War and the existence of magecraft and magical creatures in general. Failure to do so will mean the end of your chain, as the 'Mystery' that holds it will vanish along with the other ones in this world in such an event.

Finally, having Snowfield leveled up will be considered a failure in this as well.

The American Incident (+600/1000 CP): The French Incident was a gathering of the Dead Apostle Ancestors in a French City circa 2001. This meeting of monsters resulted in the extermination of the city, save for two survivors.

It seems that now, Jester's information about this upcoming event has leaked into the group, and several members, around a third of them, but none of the strongest, have decided to pay a visit to Snowfield, with the interest of causing another massacre, and maybe even participate, taking the place of some of the weaker Masters by either controlling them or outright killing them. Some may even intend to carry out Jester's plan, except maybe ORT is not the Ultimate One that they intend to wake up.

Dead Apostle Ancestors are monsters that possess a power comparable to a Divine Spirit, and even the most powerful of the Heroic Spirits gathered for this war could struggle when fighting against one. They are not inherently set against you any more than they are with the other people in Snowfield if you don't try to leave the city, but even if you are a Dead Apostle yourself, don't expect to be spared from their lust for blood. If you try to leave the city, expect them to promptly chase you. It would leave a bad mark on their names if someone escaped their twisted game.

And god forbid that you stall them enough for the Burial Agency to be dispatched, for their highest mercy will be to try to wipe out the city out of the map with all of its inhabitants in their pursuit to deal with the abominations.

But if you wish to suffer that much, you may gain additional 400 CP for having the Burial Agency members dispatched directly into Snowfield for the start of the war. Even the crossfire of these groups fighting will be dangerous for even Heroic Spirits. Oh, and it seems that Altrouge Brunestud will be visiting too, along with her bodyguards and pet if you take this.

At least you probably won't have to worry about getting the city nuked, because these monsters are going to cause even worse destruction.

ENDING CHOICES

Your designated time here is over. If you managed to survive, it is time to make a choice:

-The Peace Returns: You may decide to **Stay** in this world, receiving an extra 1000 CP if you decide to do so, and ending your journey here.

-Dismantling The Grail: You may also choose to **Go Back** to your homeworld with everything you have accumulated thus far, similarly ending your chain at this point.

-Onto The Kaleidoscope: And of course, the final option is to decide to **Move On** with your chain, and jump into a new world.

Notes

On items: You can import items that you own in any of your item purchases, provided that they fit. Destroyed or stolen items are resorted at the end of the jump, or ten years, whichever comes sooner.

Servant Classes: As a default, you may choose any of the following standard Seven Classes. If you are creating your own Servant, the following are what you should expect if you are taking the Free option of the Living Legend perk, with the Class Skills (the skills that almost every Heroic Spirit manifests under the class container) and base stats displayed by most Heroic Spirits in that class, but can be further improved by taking perks or a higher purchase.

The Three Knight Classes: They boast the highest stats overall, but they are also usually the most direct in terms of abilities. Due to their high stats, they are usually either incredibly famous legends or heroic spirits from the Age of Gods. Due to being powerful Heroic Spirits, they usually have a higher mana consumption rate.

-Saber (Heroic Spirit of the Sword): Considered the strongest class by Masters. They have overall extremely high stats in the three main physical parameters, and still a decent ranking in the others. They are the most straightforward of classes, as they are usually powerful and famous Heroic Spirits who use their swords to cut down their enemies, which also usually double as their Noble Phantasms either as a powerful artifact or the channeler of the technique that elevated them to Heroic Spirit status. As Class Skills, hey have a high rank in Magic Resistance, which makes it hard for even Caster Servants to fight them, let alone modern Magi, along with the Riding Skill that allows them to effectively operate with almost any mount or vehicle.
-Archer (Heroic Spirit of the Bow): They have inferior parameters to the other two Knight Classes, but they possess at least some powerful projectile ability, which usually also correlates to a powerful Noble Phantasm. It is usually related to bowmen, but other projectile or long distance abilities may also qualify for this class. They possess a decent rank in Magic Resistance and the Independent Action, which allows them to operate without a Master for a time at least, Class Skills.
-Lancer (Heroic Spirit of the Lance): This class possesses high parameters, close to those of the Saber class, and also include one of the highest Agility stats, allowing them to display speed and agility with very few rivals in the Holy Grail War system. Their main weapon is usually some kind of spear or lance, allowing them to perform well in both close quarters and mid range. Their only class Skill is Magic Resistance.

The Four Cavalry Classes: While usually displaying lower stats than the three knight classes, these Servants made up for it by displaying non-standard tactics and powerful yet more exotic and/or situational Noble Phantasms. As a result of their lower stats, their mana consumption is usually lower.

The four Cavalry Classes may be combined under the Dual Summon skill.

-**Rider (Heroic Spirit of the Mount):** While having usually lower ranked stats than the Knight Classes, they have a high mobility and display a larger number of Noble Phantasms than average, which usually includes some form of powerful mount. They possess magic Resistance and a high rank in Riding as Class Skills.
-Assassin (HeroSpirit of Assassination): Usually, this will only qualify for one of the successor heads of the Hassan-i-Sabbah assassin order under the Fuyuki System, but due to the nature of Snowfield Holy Grail War, it may be possible to bring other types of Servants. This class shows low stats in all areas but Agility, in which they can come close to the Knight Classes. They have a usually low mana consumption due to them not having many powerful abilities to display. However, due to their Presence Concealment Class Skill, which allows them to move undetected even by the strengthened senses of magi and most Heroic Spirits, their main use is to directly assassinate Masters, thus cutting off the mana supply of Heroic Spirits and causing them to promptly vanish.
-Caster (Heroic Spirit of Spells and Sorcery): They have low stats overall, except for their Mana stat, which gives them large reserves of magical energy even disregarding their Master connection, as well as a good Luck stat. Usually, this class is reserved for spellcasters, but many artists also found themselves refitted into this class as 'Creators'. They gain the Item Construction and Territory Creation class skills, which allows them to craft Mystic Codes and an advantageous territory for themselves (usually a Workshop). Considered weak in the Holy Grail scheme unless a very powerful Caster is summoned or an unorthodox strategy is employed due to the Knight Classes having the Magic Resistance skill.
-Berserker (Heroic Spirit of Berserk Rage): An Heroic Spirit characterized for losing control in battle at least once in their lives. Their base stats are lower than those of the Knight Classes, but thanks to their Madness Enhancement Class Skill, they may trade away their Sanity for a boost in power. They are a class with high mana consumption and are hard to control for most magi. Some Servants that may usually be better qualified for other classes may be refitted into this class by adding a special line during the summoning process.

If you want to take a more exotic container, such as those of the Extra classes, or want to take the Dual Summon Skill, you will need to at least pay the Living Legend 400 CP tier for Avenger, Faker and Pretender.

Other classes (save for Beast, which can't be taken, but may be obtained under your own efforts and at your own peril), require the Living Legend 800 CP tier. No Saver class, High Servant for Alter Egos or Foreigner, unless you take the Divine Spirit option as a Servant, as all of these have a strong Divinity that goes beyond what a usual Servant container would display. But even then, you will be limited to the scope described on that option.

Since Watcher is apparently related to Divinity, you may take the class with all of its limitations and strengths following the same principle as the above.

For The Blessings of Technology, you may choose to have your cyborg's body become an alt-form at the end of this jump.

On Magecraft and Foundations: Magecraft is reliant on a foundation. A foundation is a system engraved into the world that magi access via using spells and which bring forth mysteries in exchange of magical energy.

For your magecraft system, you may choose whether your Foundation is global or more localized. Those who have strong roots on a land, may find themselves overpowering or at least competing with those that should surpass them in level of mystery and raw power, but will find themselves extremely weakened when far away from their Foundation.

In future jumps, your magecraft Foundation will be tied to your planet of start, and in case of a localized one, it will be tied instead to an area that is thematically close (the best that you can get) to the school that you chose.

For higher purchases on A (Future) Path To The Origin: the new schools of magecraft that you may learn are just the generalized versions of said magecrafts. For example, you may be an excellent Alchemist, but you won't be directly creating Einzbern tier homunculi with it if it isn't your family's speciality.

On perks related to Humanity in future jumps: You may choose to have these abilities relate to the dominant species of the setting, provided they are still somewhat similar to humans. The only exception is those abilities related to your Living Legend purchase perk, since they are directly tied to the Human Order.