Generic Nasuverse Jumpchain

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You have found yourself in a world born from the Akashic Records. A place of infinitely shifting possibilities. Endless futures; countless paths. A set of parallel worlds commonly known as the Nasuverse.

Now, make your choices and make them wisely, for this is a dangerous world you find yourself in.

You begin with 1,000 points to spend.

Note 1: *If the potency of a Perk or Item is unclear from the description, use the cost as a measure. Same goes for how punishing and dangerous Scenarios and Drawbacks are.*

Note 2: *For all Tiered purchases, higher Tiers are an upgraded version of the Tiers beneath them. They either include those benefits or directly upgrade them to a higher version.*

Note 3: *If you want to use this as a standalone CYOA instead of as part of a Jumpchain, you may not choose options marked as "Jumpchain only". There's only a few such options.*

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Era

Choose one

Genesis

Points: +2500

Put poetically, a time before time. The Earth is still forming and settling. Molten magma is everywhere, earthquakes are constant, storms of boiling, poisonous fluids and gasses billow across the world, there's absolutely no living beings, and it's 4.6 billion years until the modern era.

As the formation of the World, this time period was burned into the memories of all creatures born from the World. Humans drew upon it when thinking up what hell would be like. Which should really tell you all you need to know about this time period.

Frankly, choosing this would be stupid. Even if you found a way to not die instantly, then took it a step further and found a way to actually eke out a living, you'd still have to endure the total isolation.

But hey, the choice is yours to make. Go ahead. Be stupid. It's your life to gamble with.

Age of Gods

Points: +1,000

A time in the ancient past when gods walked the Earth. During this period, magecraft hadn't truly been invented. As such, only those born with an innate connection to Mystery due to some magical ancestry (like being the descendant of a god) could use magic.

The bodies of mankind were stronger in this age by necessity. The sheer amount and potency of ambient magical energy, called ether (different from the mana of the modern age), would kill most modern humans.

In this Age, mankind understood almost nothing about the world. Science was non-existent. This, combined with the presence of powerful beings of Mystery such as the gods themselves, causes the Mysteries of this Age to be the most potent in all three of the Ages.

Because of that, the Age of Gods is a very, very scary time to live in. Sure, you have the potential to grow to greater heights by relying on the superior Mystery of the Age. But there's also all sorts of gods, monsters. and madmen running around with absurd power of their own.

Some Notable Events:

- Invasion of Sefar in 12,000 BC
- Birth of Gilgamesh in 2,600 BC

Age of Heroes

Points: +500

As humanity began to grow stronger and more numerous, their collective will began to forcibly impose Human Common Sense on the World. As a side effect, the gods started to be pushed out of the world. To try and bridge the growing gap between themselves and humanity, they created Gilgamesh. But rather than saving the Age of Gods, he chose to make sure it ended.

This led to the so-called **Age of Heroes**.

Technically, there's no such thing as the "Age of Heroes". There's the Age of Gods, lasting up until the birth of Jesus Christ. Then there's the Age of Man, starting at 0 AD. Which is totally not suspicious and absolutely doesn't have anything to do with God Almighty. Nope. Definitely not.

But anyways, although it's not an official era, special weight needs to be given to that period where the gods are fading from the World, yet still linger in it. During this period, magic is still around. Gods still send down miracles. Mystery may be fading, but there's still plenty of Mystery around.

As the era continued and mankind's thirst for knowledge slowly eroded Mystery, magic became weaker and weaker. Phantasmal Beasts and even the gods themselves were forced to flee to the Reverse Side of the World to escape the oppression of the Human Order.

Some Notable Events:

- Karna's life at roughly 2,000 BC
- Ozymandias ruled from 1,303 - 1,213 BC
- Most of the Greek Heroic Spirits lived around 1,200 BC
- Solomon, the King of Magic, lived from 970 - 931 BC
- Cu Chulainn lived around 100 AD
- King Arthur ruled around 500 AD
- Tamamo-no-Mae lived around 1,150 AD
- Oda Nobunaga lived from 1,534 - 1,582 AD

Age of Man (Common Era)

Points: 0

This is the modern age. The gods and other potently magical beings have all been forced to the Reverse Side of the World. The higher Mysteries used during the Age of Gods have been entirely replaced with the weaker Mysteries of modern times. There are no miracles. Very, very few humans are capable of reaching the Throne of Heroes in this age.

To expound on the issue with modern Mystery, one must understand what magic is. Put simply, the magic that humans use is based on a lack of understanding. That is, when something is a Mystery, it's possible to manifest that Mystery as a spell through the use of magical energy. When a Mystery is understood and reproducible through mundane means, it ceases to be a Mystery and therefore can't be used in a spell.

In the modern Age, all of the most potent and powerful Mysteries have been understood, leaving only comparatively weak Mysteries. Thus, while magecraft can still be powerful, it's inherently weaker than the magics used in the previous Ages.

It's not just about modern Mysteries being harder to work with due to their weakness. It's also an issue of quality. Modern Mysteries are inherently inferior to Mysteries from the Age of Gods. As such, even when a modern spell seems to be just as powerful as a spell from the Age of Gods, it isn't.

Age of Will

Points: -500

Humanity has outgrown the planet and reached for the stars, transforming into strange, immortal beings. Beyond that, not much is known about this strange future Era. Only that Merlin, Gilgamesh, and possibly Flat all saw a vision of it and that this is the future Gaia desires for humanity.

If you select this **Era**, you may only select either **Servant Universe** or **Random** for your **Time/Timeline.** You may only select **Random** for your **Location**.

Setting

Choose one

Joke World

Points: -300

This converts the world into a rather silly, laid-back place. Nothing truly bad will ever happen. At least, not when you or your friends are around. Even if it seems like an evil god is about to be reborn, something ludicrously unlikely will happen to stop it.

Slice of Life

Points: -100

This converts the world into a far less dangerous place. Oh, it's still plenty dangerous. But it's no longer full of utter madmen and people who always seem to choose the most brutal method to achieve their goal.

Standard Nasu

Points: 0

This is the default setting for the world. Totally unchanged from the original setting, not counting the effects of any perks or drawbacks. So unless you purchase **Joke World**, **Slice of Life**, **Grimdark**, or **Doomed**, this is what you get.

Grimdark

Points: +100

In this setting, everybody will always choose unnecessarily brutal methods to achieve their goals. But they'll do this because they're unable to see a less horrific, more efficient method of doing things.

To be fair, this setting changes the way magic works so that such methods are more efficient than more rational ways of doing things. If you could discover a better way of doing magic/magecraft, most people in the setting would happily switch to using your method.

Doomed

Points: +300

This is stupid. Jumper, why did you pick this?

In this setting, everybody will always choose the most brutal methods to achieve their goals. Like with **Grimdark**, the magic system is tweaked to make that a good idea.

But unlike in **Grimdark**, it's impossible to convince them to take a more rational, efficient route. Even though their methods are unnecessarily cruel and demonstrably less efficient than other methods they could be using, they'll still choose the more wasteful and horrific method.

Time/Timeline

Choose <u>one</u>

*If you choose an **Era** other than the **Age of Man**, then you may ignore all these options and freely choose when to be reborn so long as it's still within the time period of your **Era**.*

*If you're in the **Age of Man**, then you're locked to your **Time/Timeline**.*

Random

Points: +100

A random **Time/Timeline** other than **Fanfiction** will be chosen from this list.

Other

Points: -50

There are timelines not covered by this list. If you wish to go to one of them, this is the option you choose to do that.

Fanfiction

Points: -100

Let's start with the absurd. Fanfiction. We all love and hate it at the same time. Some of my favorite stories are fanfictions. Some of the ones I dislike the most as well.

Choosing this timeline allows you to jump into the timeline of a fanfiction of your choice. You'll enter roughly at the start of the story, give or take a few chapters.

Remember Jumper, be careful with choosing a Fanfiction Timeline. Some of them are rather terrifying. Both in their scale and their degeneracy.

Kara no Kyoukai (Garden of Sinners)

A parallel world to the world of Fate/Stay Night and Tsukihime, but more closely related to the latter than the former.

This is a tale of the Root and the Counter Force. Of a girl with the Mystic Eyes of Death Perception and an impossible Origin. This is the story of Shiki Ryougi. (Who definitely isn't crazy.)

Mahoutsukai no Yoru (Witch on the Holy Night)

A prequel to Tsukihime, taking place at an earlier point in the same timeline.

For once, this isn't an eroge! What? A visual novel from Nasu that isn't an eroge?! Yeah, I know. It's downright weird.

Anyways, this is the story of Aoko and how she fumbled and stumbled her way into getting the Fifth True Magic after learning magecraft from a literal witch.

Tsukihime (Moon Princess)

This is the story of Shiki Tohno, his Mystic Eyes of Death Perception, dead apostles, and true ancestors. Or, you know what? Let's call them what they are: **vampires**. They're undead bloodsuckers that are obviously vampires, even if Nasu wants to be all fancy with what he calls them.

In other words, this is a vampire mystery with romance on the side. And you know what? It's still a better love story than Twilight.

Fate/Prototype: Fragments of Sky Silver

This is the Fate/Prototype timeline's version of Fate/Zero. Everything sucks and everyone dies. Also like Fate/Zero, Fragments of Sky Silver doesn't perfectly connect to Fate/Prototype. So while it's the prequel, it's also technically a parallel world.

Anyways, the story is about a little girl, Manaka, with a direct connection to the Root who tries to use the Holy Grail to create The Devil. The Beast 666. Yep. Kids, amiright? Unfortunately for her, she summoned the noble King Arthur as her Servant.

While she's madly in love with him (emphasis on the **mad**), he's in love with her sister Ayaka. Also, he quickly realizes she's evil and insane. So when she tries to end the world by causing the birth of the Beast through sacrificing Ayaka (and others), Arthur kills her.

Fate/Prototype

This is where it all began. Sort of. Everything "Fate" originally springs from a little work Nasu did in middle school. An otome-style story of a girl who summons (male) King Arthur for the Holy Grail War.

In essence, it was a female-protagonist version of Fate/Stay Night. Some characters that were female in Fate/Stay Night are male in this though. The better for our marvelous heroine to seduce them!

Ayaka Sajyou is this timeline's version of Shirou. Like him, she has an amazing ability to unintentionally seduce the opposite gender. She doesn't have Unlimited Blade Works though. How tragic for her. She does have an unnatural talent for Formulacraft though.

This is the same Ayaka that appears in Fragments of Sky Silver and has a romance with King Arthur. But in this timeline, she's meeting King Arthur for the first time.

Fate/Zero

The fourth Holy Grail War. Technically, the story told in the anime/visual novel takes place in a parallel world to **Fate/Stay Night**, despite being the tale of the Grail War preceding **Fate/Stay Night's** Grail War. You may decide whether this is a parallel world or not.

Either way, this is the story of Kiritsugu Emiya and the choices he makes. Like murdering his wife!

Fate/Stay Night

The most famous of all the Holy Grail Wars. The fifth war. One where a boy desperately wants to become a hero and where an evil god seeks to be reborn.

But lest we all forget, this story was originally an eroge. So there's also a lot of beautiful women around who are amazingly susceptible to the charms of a crazy high school boy. ~~Plus, Cu Chulainn with his Gay Bulge.~~

This is for all three routes. Your choices will decide which route, if any, it follows.

Fate/Hollow Ataraxia

A strange time-loop timeline born from a broken man's machinations. A dying woman's dream made manifest as an actual independent timeline. Emiya Shirou, Caren Ortensia, and Bazett Fraga McRemitz are the heroes of this story.

No, Shirou doesn't seduce them. Probably. Maybe.

Anyways, Angra Mainyu broke free from the Grail after Shirou and Artoria destroyed it at the end of the Fifth War. He wandered around a little and came across a dying Bazett. He somehow created a dream in her head that he then turned into a real timeline using Rin's Jeweled Sword of Zelretch.

Fate/Strange Fake

An unusual Holy Grail War that takes place in the city of Snowfield, United States of America. What makes this war different from the others is that there is a “True” Grail War and a “False” Grail war happening simultaneously in the same city.

There are several oddities beyond this, such as a Servant dubbed “The Pale Rider " being summoned who seems to embody the idea of “Pestilence”. Or the being known as Enkidu being summoned, as he’s more like a divine Noble Phantasm than a true Heroic Spirit.

Fate/Apocrypha

This takes place in a parallel world to **Tsukihime** and **Fate/Stay Night**. It’s a different sort of Grail War, and the story of a homunculus that desperately wants to live. To truly live and make his own choices, even though he doesn’t even understand what that means.

More bluntly, it’s about an Apocrypha Grail War. Meaning two teams of seven servants fighting each other, with a Ruler class servant making sure nobody breaks the rules. Of course, everything starts going wrong before the Grail War even starts. That’s just how this works.

Fate/Extra

Ah, a timeline with the Moon Cell. That strange place created by those rotten little aliens that couldn't make up their mind on what they wanted with Earth.

Selecting this timeline drops you in the Moon Cell at the same time that Hakuno Kishinami wakes up, give or take a few days. Your chosen **Location** will automatically become Tsukumihara Academy for no points cost.

Whether you'll be directly involved in the virtual Holy Grail War that occurs is dependent on the choices you make later in this document. Because the entire system is virtual, those outside the Holy Grail War have little to fear from it. A stark contrast to the normal Holy Grail Wars, which are always a terrifying threat to whatever city they take place in.

Fate/Requiem

Beginning in the year 2025, this is a timeline that takes place after the Fifth Holy Grail War.

For a certain reason, the events of that war caused everyone in the world to have a Holy Grail of their own. This personal Holy Grail allowed them to summon a Servant that would indicate their fate.

Of course, the protagonist of this timeline is special. Miss Erice Utsumi is the only person not to have a Holy Grail of her own. But naturally, she gets a Servant anyways. The Grim Reaper. A Servant that hunts down Servants that break the rules of the Holy Grail.

Fate/Grand Order

Save the Human Order! Or die trying! Probably the latter!

This is the story of a Nice Guy (or Nice Girl) who ended up being the only person in Chaldea who could summon servants. Why is that so important? Well, a bunch of demons got together and incinerated all of humanity.

Cheers.

Chaldea is a bit weird though, so it survived. And since they have the technology to go to places called Singularities to fix the issues and undo the incineration of humanity, it's really important that they have the firepower to actually do what they need to in those Singularities.

In other words, they summon Servants to help them. Which, naturally, leads to Chaldea being something of a madhouse.

But hey, at least you get to be a big hero. You might even be able to seduce some Servants! Or get seduced by them. Or just get murdered by them.

Fate/Kaleid Liner Prisma Illya

Cardcaptor Sakura! Er- wait, no. That’s wrong. This is the tale of three worlds. I think? Maybe four? Maybe more? Well, some number of worlds. It becomes hard to keep track when Zelretch gets involved.

Anyways, this is a story about Illya and her friends. They all become magical girls, collect the class cards, defeat the evil villain, and live happily ever after! Heh. Heh heh. Yeah, that’s not what happens. But it **is** sort of close. They do become magical girls and they do collect the class cards.

As for what follows? Well, that depends. Something absurd. Anything that Zelretch sticks his ugly nose into always turns a bit strange.

Notes (Land of Steel)

Honestly, I have no idea why anybody would ever choose to go to this world. You see, this is a timeline where the **Ultimate Ones** descended on Earth after the death of Gaia. Humanity was nearly wiped out from their mere presence on the planet. Then the Types started actively trying to slaughter humanity.

The humans of this world modified themselves in order to survive, turning themselves into a species known as Liners. Though, in truth, Liners are essentially identical to humans. They're simply capable of surviving in the new world.

If you select this **Time/Timeline**, you may only select **Random** or **City of the World Trees** as your **Location**.

Tsuki no Sango (Lunar Coral)

Taking place around the year 3000, Tsuki no Sango is a story about humanity having reached the peak of civilization, but lost the will to continue existing.

It can be described as a world similar to Land of Steel, though the official description is "a degenerated world where magecraft yet lingers."

The story itself follows a princess who descends from the moon and about how her ancestor also descended to the Earth. This ancestor presumably being Brunestud, the Crimson Moon. Ultimate One of the Moon.

If you select this **Time/Timeline**, you may only select **Random** as your **Location**.

Servant Universe

A timeline that experienced something called the Universe Update. Humans and the gods of Earth transformed. Their souls materialized as they would from the Third True Magic. The universe was flooded with ether particles, causing it to take on a blue hue.

If you select this **Time/Timeline**, you may only select **Random** as your **Location**.

Location

Choose <u>one</u>

*If you choose the **Age of Man**, then you <u>must</u> choose one of the following **Locations** to enter the world. If you choose a different Era, then you must select **Random** or **Other**. You'll receive the points for it as normal.*

Random

Points: +100

One of the possible locations below is selected at random. You don't need to pay for whatever is selected.

Other

Points: -50

Choose a location that isn't on this list. Sadly for you, you'll have to pay for the privilege.

Alimango Island

A small island with a small village. It was overrun by ghouls after a mishap with a Dead Apostle, but purged soon after. This is where Kiritsugu Emiya murdered his father by shooting him in the head.

Atlas Academy

One of the three branches of the Mage's Association. It's an academy located in the Atlas Mountains that's all about alchemy. Specifically, the They and the Einzberns are roughly equal in skill, but never let the people of **Atlas Academy** hear you say that!

Blackmore Cemetery

The cemetery where the body of King Arthur was put to rest.

Wait, no. That's not right. King Arthur never died. "He" went to Avalon upon "dying." So what's going on at this cemetery?

Chaldea

A secret agency that works to preserve the Human Order. They're located somewhere in Antarctica.

This location is strongly recommended for those with the **Fate/Grand Order** time/timeline. After all, it would be a real shame to be incinerated with the rest of humanity.

Clock Tower

One of the three branches of the Mage's Association. The Clock Tower, located in London, is the headquarters of the Mage's Association and has existed for thousands of years.

It was built over the spiritual tomb of the dragon Albion, who died attempting to tunnel his way to the Reverse Side of the World. As such, Mystery is much more dense in the Clock Tower than most places on Earth.

Einzbern Castle

The heavily guarded home of the Einzbern, located in Germany.

The Einzbern are a family of mages that specialize in homunculus-related alchemy. Originally, they were obsessed with regaining the Third True Magic. However, their goals have changed over time. They still want to regain the Third True Magic, but they want to do it *exclusively* by winning the Holy Grail War.

Fuyuki City

A city in Japan and the site of the fourth and fifth Holy Grail Wars. This is where Emiya Shirou grew up and where the evil god, Angra Mainyu, failed to be reborn.

Misaki Town

A city in Japan where the events of **Tsukihime** take place. This is where the resurrection of Brunestud of the Crimson Moon was prevented.

Trifas

An ordinary city in Romania. It's where the events of **Fate/Apocrypha** primarily take place.

Tsukumihara Academy

Only available to those who've selected the **Fate/Extra Timeline**. This is an artificial place that exists within the Moon Cell. A sort of backdrop for the Holy Grail War to take place.

Wandering Sea

One of the three branches of the Mage's Association. It's built on a moving mountain range known as The Moving Tomb from the **Age of Gods**. It exists between the world and the reverse side of the world.

Whereas the **Clock Tower** focuses on advancing magecraft, the mages of the **Wandering Sea** focus on maintaining the ways of magic used during the **Age of Gods**.

City of the World Trees

Exclusive to the **Notes (Land of Steel) Time/Timeline**.

A city built on the corpse of Type Venus (the Ultimate One of Venus) after it was shot down. It was named after the two wings Type Venus has, known as the World Trees.

It was originally built as a place to monitor Type Venus' corpse. But over time, it grew into a proper city.

Origin

Choose <u>one</u>

Note that all Origins may choose their age, sex, and gender.

Drop-In

Description:

From the perspective of people living in this world, you stepped out of nothing. No prophecies accounted for you. No clairvoyance could detect you. No intelligence agencies knew about you. One day, you didn't exist, and the next you did.

If you've selected **Drop-in** in the **Age of Gods**, be warned that a lot of very powerful individuals will be deeply unsettled by you suddenly popping into existence. They might not be hostile, but you'll certainly have their attention.

Benefits:

- Receive a 50% discount for all **Drop-In** perks and items.
- If the selected Era is **Age of Gods**, gain +200 points for selecting this Origin.

Foreigner

Description:

Foreigners are a well-known existence. While uncommon, they've been popping up time and again over the years. Typically as a force the World rejects and mages want to study.

Lucky for you, the World doesn't inherently care about your presence. At least, not enough to send the Counter Force out to hunt you. But it's very aware of you. Make no mistake about that.

Benefits:

- Receive a 50% discount for the **Race**, **Mystic Eyes,** and **Magic and Magecraft** sections.
- Gain +100 points for selecting this Origin.

Mundane

Description:

You're a bog-standard individual. Well, in theory. Science can take you far.

Benefits:

- Receive a 50% discount for all **Mundane** perks and items.

Spellcaster

Description:

You know some magic and have a vague understanding of how things in the Moonlit World work. But you aren't truly part of the community of mages. Mainly because you just don't subscribe to the goals and standards of behavior expected from typical mages.

Benefits:

- Receive a 50% discount for all **Spellcaster** perks and items.

Assassin

Description:

Either you have a history as an assassin or you were trained to be one. Either way, you have their skills and knowledge.

You may choose to either be an assassin or to formerly have been an assassin. If you currently are an assassin, you can either be an assassin with a long history or somebody new to it (freshly trained). If you choose to have formerly been an assassin, then you may choose whether or not you left… peacefully.

Benefits:

- Receive a 50% discount for all **Assassin** perks and items.

Priest

Description:

A devout servant of God.

Now, nobody is entirely sure if God does or doesn't exist in the Nasuverse. There's plenty of reasons to think He does and just as many to think He doesn't.

But, disregarding that, priests absolutely believe He is real and alive. You will as well.

Benefits:

- Receive a 50% discount for all **Priest** perks and items.

Magus

Description:

A person who studies and develops their family's magecraft in order to reach the Swirl of the Root, the Akashic Records. Strangely, none of them have stopped to wonder why anybody who touches the Root is never seen again.

Benefits:

- Receive a 50% discount for all **Magus** perks and items.

Master

Points: -100

Description:

Remember that "Choose one" at the beginning of this section? Yeah, ignore that for a moment. You may choose this Origin in addition to any one of the other Origins. If and when a Holy Grail War starts, you will be selected as a master, no matter where you are in the world.

Alternatively, if you're in a time where there is no Holy Grail War, you can still proceed with the Servant Summoning Ritual. You'll gain three command seals and summon a servant. But without the support of a Holy Grail, you'll have to bear the entire burden of the servant's mana cost. I hope you have a lot of mana!

You can still become a master without the **Master** origin. But it will rely either on getting lucky and having the Grail select you as a master or forcibly making yourself a master by stealing the servant and command seals of a natural master.

If you've built a Servant for yourself by buying the **Servant** race, you'll enter the world with that Servant by your side from the start. No summoning ritual required. If there's a Holy Grail present, it will treat your fabricated Servant as the real deal.

If you've selected an entry point where a Holy Grail War is occurring, you'll automatically be selected as one of the Masters for that war, no matter where you actually are in the war.

If you didn't, you can still summon a Servant using the ritual, but will have to bear the mana cost yourself since there's no Holy Grail to help you.

Benefits:

- Can select an additional Origin.
- Will gain perfect knowledge of how best to perform the Servant Summoning Ritual.

Parameters and Ranks

Parameters	
Strength	The physical power of an individual. How much they can lift, how hard they can hit, etc.
Endurance	The physical durability and constitution of an individual. How hard they can get hit without dying, how hardy their bodies are, how much stamina they have, etc.
Agility	The physical speed, grace, and flexibility of an individual. How fast they can move, how well they can turn and react, how easily and how much they can contort their bodies, etc.
Mana	The magical power of an individual. Their total maximum output of magical energy and how much they can store at any given time, similar to the maximum amount of weight a person can lift.
Luck	The ability of a person to resist [something]. As an example, Gae Bolg reverses causality so that, when thrust, the spear has already pierced the heart. The World then comes up with a series of events to make that the truth. Luck is the ability of an individual to defy that narrative. To struggle against that fate and deny that reality. It's also a measure of their tendency to get involved in important, significant events. Though not necessarily their ability to survive those events.

Basic Parameter Ranks	
F	Peak human ability
E	10x peak human ability
D	20x peak human ability
C	30x peak human ability
B	40x peak human ability
A	50x peak human ability
EX	100x peak human ability

Note that "peak human" represents the limit of what can **normally** be expected of humans. Extreme outliers, like Ciel with her 5,000 units of magical energy or even Rin with her 1,000 units, aren't considered as peak humans.

F- is considered to be “average human.”

It should be noted that each rank increase also represents a certain increase in quality. So even though F++ and E-- should be basically equivalent (or even F++ being stronger), E-- is just outright superior to F++.

It should also be noted that your initial Parameters and Parameter Tier depend on your chosen Race.

Parameter Ranks

Making Them Useful

The problem with official Parameters and Ranks is that they lie. All the time. Frankly, they're more like general ideas for power levels rather than being actually tied to their official levels of power. More of a "relative scale" sort of thing best used to compare them to each other.

Except that doesn't even hold true all the time since circumstances can and often do leave Servants far stronger or weaker than they should be. Which makes powerscaling using the *official powerscale meant for that very purpose* a nightmare.

Beyond that, this Jump will give options for becoming wildly powerful beings. The sort that can't really be measured using the official power scale. Even if it wasn't a lying liar that lies.

So to make Ranks and Parameters useful for this Jump, separate tiers of Parameters will be set up.

Tier 1:

Standard Servant Parameters

The power levels as described above in the "Standard Parameter Ranks" table. These are the sorts of Servants you'd see in the Fuyuki Holy Grail War and comparable beings.

Tier 2:

Greater Servant Parameters

10x that of Standard Servant Parameters. So, Tier 2 Rank E would be equivalent to Tier 1's Rank EX. These are the Servants you'd see in Fate/Apocrypha or Fate/Grand Order and comparable beings.

Tier 3: **Grand Servant Parameters** 10x that of Greater Servant Parameters. When the World summons Servants to defend itself, they're at this level.
Tier 4: **Minor God Parameters** 10x that of Grand Servant Parameters. This is, naturally, the level of deities. Real deities, not divine spirits or gods summoned as Servants.
Tier 5: **Major God Parameters** 10x that of Minor God Parameters. This is the level that the chief gods of a pantheon would be at. The sort that are heavy hitters even among gods.
Tier 6: **Star God Parameters** 10x that of Major God Parameters. Gods like Amaterasu or Zeus after combining with the other Olympians are on this level of power. Anti-Cells and most Types would be as well.
Tier 7: **Galactic Entity Parameters** 10x that of Stellar Entity Parameters. These are the sorts of beings that would be the Ultimate Ones of an entire galaxy. Possibly even the strongest in their universe, though that's by no means guaranteed.

Tier 8:

Cosmic Entity Parameters

10x that of Galactic Entity Parameters. This is the level of power you'd expect from beings that are a credible threat to an entire universe. Like the scariest of the Outer Gods, such as Yog-Sothoth.

Rank Incrementing

Basic Rank Incrementing

If your race gives you a base of a Tier 1 Rank C Agility Parameter and you purchase a perk that increases it by three increments, it will increase in the following way:

C → C+ → B- → B

Where C to C+ is the first increment, C+ to B- is the second increment, and B- to B is the third increment. Thus, you'll end with a Rank B Agility.

This holds true right up until you reach Rank A. There, it goes A → A+ → A++ → A+++ → EX. But that final jump from A+++ to EX requires a full three increments, rather than just one. Or rather, (3*(your Tier)).

Normally, EX primarily means that the parameter somehow doesn't fix the scale. Like a servant with an Agility that ranks up further and further the longer they're in a fight. But for this document, EX isn't so flexible. It's just a bigger increase.

Baseline Values

All Parameters are considered to have a baseline of Tier 1 Rank F. So if you have a Tier 1 Rank F Mana Parameter and want to know how many Rank Increments that is, the answer is 1.

If you then select a Race that puts all your Mana Parameter at Tier 2, Rank E-, you would have 32 Increments in your Mana Parameter despite never putting any Increments in that Parameter.

Increment Per Tier

Each Tier costs more to increment than the previous Tier. But don't worry. It's simple stuff. Whatever the Tier number is, that's how many Rank Increments it costs to increment a Parameter's Rank.

So, for example, taking a Tier 2 Rank B to Tier 2 Rank B+ requires two Rank Increments, since this is a Tier 2 Parameter. Correspondingly, that single Tier 2 Rank Increment would be worth two Rank Increments when performing calculations for perks.

If you have any leftover Rank Increments that aren't enough to actually increment your Parameter, you can still put them in that Parameter and will get the benefits. So if you have a Tier 2 Rank B Mana Parameter and put just one Rank Increment into it, you'll still get more magical energy from corresponding perks even though you didn't tick it over to B+.

Upgrading Parameter Tier

I know, I know. What you really want to know is how to get yourself all the way from Standard Servant Tier to Cosmic Tier.

Well, it won't be easy.

Going from one Tier to the next requires getting all Parameters up to Rank EX. From there, you spend (10 * Your Tier Level) to move to the next Tier.

So, you ask, what does that mean in plain English?

Say you want to go from Tier 1 to Tier 2. You spend 21 Rank Increments to get your Strength Parameter up from Tier 1 Rank F to Tier 1 Rank EX. Now it's stuck there. If you want to take it further, you need to get all your other Parameters up to EX as well.

So you spend an additional 84 Rank Increments to get the rest of your Parameters from Rank F to Rank EX. A total of 105 Rank Increments invested.

With that accomplished, you can now spend 10 Rank Increments to move from Tier 1 to Tier 2. Your Parameters will go from Tier 1 EX to Tier 2 E.

They'll be at the same level of power. 100x peak human. But now you'll be able to easily upgrade your Parameters again for the price of two Rank Increments for each increase.

Data Table - Tier 1 *Starts at a total of 0 Rank Increments*							
1 Rank Increment	**F**	**E**	**D**	**C**	**B**	**A**	**EX**
-	0	3	6	9	12	15	
	1	4	7	10	13	16	22
+	2	5	8	11	14	17	
++						18	
+++						19	
EX Cost	3						
To Max	110						
Tier Up Cost	10						
On Tier Up	120						
Overall Total	120						

Data Table - Tier 2

Starts at a total of 120 Rank Increments

2 Rank Increments	F	E	D	C	B	A	EX
-	0	6	12	18	24	30	
	2	8	14	20	26	32	44
+	4	10	16	22	28	34	
++						36	
+++						38	
EX Cost	6						
To Max	220						
Tier Up Cost	20						
On Tier Up	240						
Overall Total	360						

Data Table - Tier 3

Starts at a total of 360 Rank Increments

3 Rank Increments	F	E	D	C	B	A	EX
-	0	9	18	27	36	45	
	3	12	21	30	39	48	66
+	6	15	24	33	42	51	
++						54	
+++						57	
EX Cost	9						
To Max	330						
Tier Up Cost	30						
Total on Tier Up	360						
Overall Total	720						

Data Table - Tier 4

Starts at a total of 720 Rank Increments

4 Rank Increments	F	E	D	C	B	A	EX
-	0	12	24	36	48	60	
	4	16	28	40	52	64	88
+	8	20	32	44	56	68	
++						72	
+++						76	
EX Cost	12						
To Max	440						
Tier Up Cost	40						
Total on Tier Up	480						
Overall Total	1,200						

Data Table - Tier 5

Starts at a total of 1,200 Rank Increments

5 Rank Increments	F	E	D	C	B	A	EX
-	0	15	30	45	60	75	
	5	20	35	50	65	80	110
+	10	25	40	55	70	85	
++						90	
+++						95	
EX Cost	15						
To Max	550						
Tier Up Cost	50						
Total on Tier Up	600						
Overall Total	1,800						

Data Table - Tier 6

Starts at a total of 1,800 Rank Increments

6 Rank Increments	F	E	D	C	B	A	EX
-	0	18	36	54	72	90	
	6	24	42	60	78	96	132
+	12	30	48	66	84	102	
++						108	
+++						114	
EX Cost	18						
To Max	660						
Tier Up Cost	60						
Total on Tier Up	720						
Overall Total	2,520						

Data Table - Tier 7

Starts at a total of 2,520 Rank Increments

7 Rank Increments	F	E	D	C	B	A	EX
-	0	21	42	63	84	105	
	7	28	49	70	91	112	154
+	14	35	56	77	98	119	
++						126	
+++						133	
EX Cost	21						
To Max	770						
Tier Up Cost	70						
Total on Tier Up	840						
Overall Total	3,360						

Data Table - Tier 8

Starts at a total of 3,360 Rank Increments

8 Rank Increments	F	E	D	C	B	A	EX
-	0	24	48	72	96	120	
	8	32	56	80	104	128	176
+	16	40	64	88	112	136	
++						144	
+++						152	
EX Cost	24						
To Max	880						
Tier Up Cost	80						
Total on Tier Up	960						
Overall Total	4,320						

Race

Choose <u>one</u>

A race's Tier is their default Parameter Tier. It can be increased using Rank Increments.

Hybrid

Points: -100

The right to combine two different species. The exact nature of how those two races are combined is entirely up to you, but you'll certainly gain the default advantages and downsides of both races. You may purchase Additional Options from each **Race**.

For example, say you purchased True Ancestor and Ether Liner. You'd get all the power of a true ancestor and the KnightArm of an ether liner. But unless you purchased the option to remove the thirst for blood, you'd still have that issue.

When creating a hybrid race, your Parameters will be set to those of the race with the highest Parameters. So if you combine a True Ancestor and Minor Daemon, you'll get the True Ancestor's Parameters.

If you want to combine a third species, you'd need to spend another hundred points buying this a second time. Same for if you wanted a fourth, fifth, etc.

Bloodline

Points: ???

The right to select a secondary **Race** and have it be a bloodline held by your primary race. The exact properties carried by the bloodline are mostly determined by you, but you'll certainly gain some of the advantages and downsides of both races.

You may spend points up to half the cost of the **Race**'s price (discounts apply). The more points you spend, the more you gain from that **Race**. Though with the benefits comes the downsides.

For example, purchasing a **Calamitous Oni Bloodline** means you can spend up to -1,250 points on that bloodline. But you could also choose to only spend -25 points. It wouldn't give you many benefits, but it would give a little.

If you spend that full -1,250 points, you may purchase **Additional Options** for that **Race**. You must spend the maximum amount to be allowed to purchase **Additional Options**. If you only spend -1,225 points, you wouldn't be allowed to do so.

Purchasing this multiple times in order to choose more than one bloodline is allowed, but be warned that the bloodlines can and will interact with each other.

Bloodline Evolution: -500

*An additional modifier that applies to individual **Bloodline** purchases. It's a cost that's in addition to whatever you spent on your **Bloodline**.*

Your bloodline becomes capable of growing in power and scope, moving in the direction of becoming a higher form of itself.

For example, if you had the bloodline of a **Lesser Oni**, then your bloodline would first develop towards giving you all the strengths of a lesser oni. Once it hit that limit, it would push towards the next strongest sort of oni that has existed within the World. In this case, a **Common Oni**.

This evolution of your bloodline is pretty slow. Passively, it's barely noticeable. But when actively using your bloodline and acting according to whatever instincts come with it, the process speeds up. If you fully and completely give into it, you may even be able to consciously notice the growth.

Ghoul

Points: +200

Base Parameters: **Tier 1**	**Strength:** F+ **Endurance:** F+ **Agility:** F+	**Mana:** Unavailable **Luck:** F

Description:

An infant Dead Apostle. Ghouls are savage beasts (corpses of vampire victims) that must consume other corpses (fresh or old) to repair their constantly degrading bodies.

If they repair their bodies to a great enough degree (typically over the course of several years), they'll fully repair their brain. Their brain, in turn, will reconnect to their soul. They'll thus regain their human mind, memories, and intellect, becoming a Dead Apostle. If they had magical skills before becoming a Ghoul, they'll regain those skills.

Those who choose this ***will*** lose their minds. There's a reason you gain points for becoming an infant Dead Apostle. Though changes to your actual body will remain intact.

Purchasing your sanity means you can use all magical skills and abilities you have, whether from this Jump or other Jumps. But until you consume enough corpse flesh to reach the point that a normal ghoul would become a Dead Apostle, you'll remain a mere ghoul.

Downsides:

- State of beastial insanity.
- Loss of memory while insanity lasts.
- Loss of all powers based on the mind or soul while insanity lasts.

Additional Options:

- To keep your sanity, -300 points
- No need to drink blood, -100 points
- No thirst for blood, -100 points

Human

(Liner, Prime Ones)

Points: 0

Base Parameters:	**Strength:** F	**Mana:** F
Tier 1	**Endurance:** F	**Luck:** F
	Agility: F	

Description:

The power and potential of this race differs based on the era. A human from the Age of Gods will be far stronger than a human from the Age of Man.

Humans in the world of Notes are known as Liners. The only real difference between the two is that humans are designed to survive in a world of mana/ether, while Liners are designed to survive in a world of Grain (since in Notes, Grain flooded the planet after the death of Gaia).

What you can survive depends on the environment you're born in. If you're born in the **Age of Gods**, you'll be able to survive the ether-rich environment. Same for the Grain of Notes.

Benefits:

- Humans are the current Prime Ones of the World. Which is a fancy way of saying that humans determine the rules of reality for the World.

Homunculus

Points: -50

Base Parameters: **Tier 1**	**Strength:** E **Endurance:** E **Agility:** E	**Mana:** E- **Luck:** E-

Description:

An artificial lifeform created through alchemy. Really, a form of artificial nature spirit.

Homunculus can be created through various processes and for various reasons. Sometimes, they're just made to be batteries. Other times, it's to be warriors. Some especially ambitious mages seek to fulfill their magecraft through whatever homunculus they're creating.

You have a short, short lifespan of fifteen years. However, you're ten times stronger, faster, and more durable than a normal human. Your magical output isn't quite so excessively beyond the norm, but it's still well beyond what most humans are capable of.

Benefits:

- Superhuman strength and mana.
- Amazingly good looks.

Downsides:

- A short lifespan of just fifteen years.
- People see you as a “thing”

Additional Options:

- To have a normal human lifespan, -50 points
- To have a lifespan of up to three centuries, -100 points

Magic Beast

Points: ???

Base Parameters: **Tier ???**	**Strength:** F **Endurance:** F **Agility:** F	**Mana:** F **Luck:** F

Description:

"Phantasmal Species" is an extremely broad category that encompasses "deviant existences". Which can mean anything and nothing. Dragons, gorgons, chimera, werewolves, pegasi, centaurs, etc.

A better, yet still nebulous way of understanding it is that Phantasmal Species are welcomed by the World, but not by humanity. Because of how imprecise a term it is, it's divided into three categories based mainly on power and Mystery. Magic Beasts, Phantasmal Beasts, and Divine Beasts.

Magic Beasts are, as one might expect, the weakest variety of Phantasmal Species. Not to say that they're necessarily weak. Some can be very, very strong while others are born as Magic Beasts, but can grow into Phantasmal Beasts or even Divine Beasts.

That being said, Magic Beasts are still the weakest. Even if they're a form that has the potential to grow, they're objectively the weakest. A lower order of existence.

Racial Tiers

Minor Beast: -50

- Tier 1 baseline.

Common Beast: -100

- Gain 20 rank increments, Tier 1 baseline.

Major Beast: -200

- Gain 50 rank increments, Tier 1 baseline.

Centurial Beast: -400

- Gain 100 rank increments, Tier 1 baseline.

Additional Options:

- To naturally accumulate Mystery as you continue to exist, -150 points
- To stop aging when you reach your prime, -200 points

Elemental

Points: ???

Base Parameters: **Tier ???**	**Strength:** F **Endurance:** F **Agility:** F	**Mana:** F **Luck:** F

Description:

"Elemental" is an incredibly broad category.

Some Phantasmal Species can become elementals. True Ancestors and some fairies can be considered elementals. Nature spirits, animal spirits, guardian spirits, and holy spirits are all elementals. Even gods can degrade into divine spirits, which are a form of elemental.

So to say exactly what an elemental is or is like is rather pointless. They can be any sort of creature, behaving in any sort of way.

It isn't even an absolute rule that their mentality and behavior will be alien to humans. After all, guardian spirits are a form of elemental created to bestow an understanding of humans upon elementals.

The one and only absolute rule of elementals is that they're power given form. Spirits that have manifested in the world, taking forms dictated by the thoughts of the World's Prime Species. Meaning their forms are shaped by human imagination.

Racial Tiers

Minor Elemental: -200

- Gain 20 rank increments, Tier 1 baseline.

Lesser Elemental: -400

- Gain 90 rank increments, Tier 2 baseline.

Common Elemental: -700

- Tier 2 baseline.

Major Dragon: -1,400

- Tier 3 baseline.

Greater Elemental: -2,500

- Tier 4 baseline.

Grand Elemental: -3,000

- Gain 100 rank increments, Tier 4 baseline.

Racial Variants

Planetary Spirit: -800

- The highest class of elemental.
- Acts to defend the Planet. Usually from humans.
- Has a body of flesh made by the Planet.
- Considered a Transcendent Species.

Divine Spirit: -400

- The second highest class of elemental.
- The degraded form of a god. Still divine in nature, with echoes of their old Authority.

Holy Spirit: -200

- A higher form of Guardian Spirit.
- Possesses Jewel-Class mystic eyes.

Nature Spirit: -150

- A spirit born from elements of nature. Rocks, fire, rivers, plants, etc.
- Only nature spirits

Animal Spirit: -100

- The spirits of dead animals.
- Although this sounds unimpressive, things like kitsune and inukami are considered animal spirits as well.

Guardian Spirit: -50

- The lowest class of elemental.
- Born from merging an animal or nature spirit with a human soul, thus allowing it to develop human values and a human mentality.
- Requires being bound to an anchor to stabilize themselves and a supply of magical energy to materialize.

Benefits:

- Ageless.
- Grow stronger over time.

Wraith

(Ghost)

Points: -100

Base Parameters: **Tier 1**	**Strength:** F **Endurance:** F **Agility:** F	**Mana:** E **Luck:** F

Description:

The soul of a dead person that remains attached to the world through some form of grudge, regret, or unfinished business. They tend to haunt places, people, or items related to whatever keeps them attached to the world.

A wraith would normally possess a corpse or item. But they can also possess living beings under special circumstances. Like how Zouken Matou carefully designed his worms to be able to host his soul.

It's important to note that wraiths decay over time. Even Zouken Matou, who became a wraith intentionally and with a clever plan, had to face the reality of his spiritual body slowly crumbling due to not truly belonging to the world anymore.

If you choose this race, you must choose an event that would cause you to become a wraith. You must choose an appropriate item, place, or individual to haunt in accordance with the backstory you choose.

Benefits:

- Able to consume the minds and souls of other people to sustain yourself and increase your magical capacity.
- Gain natural powers such as telekinesis.
- It takes specialized weapons to harm your true body.

Downsides:

- Your ability to grow and develop your skills will be essentially nil.
- Wraiths can increase their magical capacity, but not really change or grow as an individual.
- Your soul will slowly rot and unravel over the years, similar to how a normal body would break down and collapse. But slower, since souls are more resistant to such things.

Additional Options:

- To be able to freely move around without needing to haunt a given location or item, -50 points
- To be able to grow and develop like a living person, -100 points
- To be able to survive indefinitely without needing to devour other people, -100 points

A-Ray

Points: ???

Base Parameters: **Tier ???**	**Strength:** F **Endurance:** F **Agility:** F	**Mana:** F **Luck:** F

Description:

A-Rays are a rather broad category of species. To further complicate things, A-Ray is also another term for Sub-Bells, though those fairies aren't the sort of creature being referred to here.

You see, in the world of Notes, humanity tried a lot of things before figuring out how to turn themselves into Liners. They combined animal DNA into themselves, wildly altered their DNA, and did all sorts of other stuff. A-Rays are the result of that.

Technically, Liners are also a form of A-Ray. But humans don't think of themselves as A-Rays. They think of themselves as human.

A-Rays vary wildly in power, with the strongest of them, the Six Sisters, being only a single tier weaker than Ultimate Ones. But no matter what they start as, all are able to grow in power through consuming Grain in the environment, much like how Ether Liners and their KnightArms grow stronger.

There are many types of A-Rays, with the most well-known being type-angels. You may design your A-Ray species from the ground up, giving them whatever abilities and weaknesses you want. Just be sure that you aren't giving yourself more than what you paid for.

Racial Tiers

Minor A-Ray: -50

- Parameters left unchanged.

Lesser A-Ray: -100 points

- Gain 20 rank increments, Tier 1 baseline.

Common A-Ray: -200 points

- Gain 40 rank increments, Tier 1 baseline.

Major A-Ray: -400 points

- Gain 90 rank increments, Tier 1 baseline.

Greater A-Ray: -700 points

- Tier 2 baseline.

Grand A-Ray: -1,400 points

- Tier 3 baseline.

Benefits:

- At Major and beyond, you become biologically immortal and need only magical energy to sustain yourself, though normal food, water, and air will suffice if needed.
- Unlimited growth potential, though it slows down as you grow stronger.

Additional Options:

- To be able to feed on all forms of magical energy rather than just Grain, -50 points
    - Note that this will work by converting these magical energies to Grain, then using that Grain.
- To be able to manually guide and shape your growth and the powers you develop, -100 points
- To have an internal spring of Grain that fuels your growth, -300 points

Dead Apostle

Points: -200

Base Parameters: **Tier 1**	**Strength:** E-- **Endurance:** E-- **Agility:** E--	**Mana:** E-- **Luck:** E-

Description:

A poor man's True Ancestor. Originally, their kind was created by True Ancestors as a sort of emergency rations. But some escaped and things devolved from there.

They are immortal, can become incredibly strong and fast as Mystery builds up in their bodies, and have reflexes and senses vastly superior to ordinary humans.

Their bodies contain Mystery that builds up over time. If it reaches a certain point, mundane weapons will be unable to kill them; only Mystery can do so. Dead Apostles can also alter their hands to form claws, an innate weapon that can become extremely dangerous with enough built-up Mystery.

Dead Apostles, for all their advantages, have several weaknesses.

First and foremost, they *must* drink blood to survive. It is what holds their bodies together and fuels the regeneration that repairs their constantly degrading bodies.

Additionally, sunlight causes this natural degradation to speed up, as does running water. A great enough build up of Mystery can negate those two flaws, but there's no escaping the need for blood.

The church also has a number of holy weapons capable of harming Dead Apostles. More than that, they actively hunt Dead Apostles in an attempt to completely wipe them from the face of the Earth.

Having said all that, Dead Apostles have a high growth potential. After all, so long as you survive, you'll grow stronger and stronger. Nobody has ever found a limit to how much Mystery a Dead Apostle can build up, though that could be due to no Dead Apostle surviving long enough to reach the limit.

Benefits:

- Potentially unlimited growth potential based simply on how long you live, though this increase slows down in proportion to your age.

Downsides:

- Dependent on drinking blood. Unlike **True Ancestors**, Dead Apostles will die without drinking enough blood.
- Sunlight and water will harm and can kill you until all Parameters reach a minimum of Rank D, Tier 1.

Additional Options:

- No need to drink blood, -100 points
- No thirst for blood, -100 points

Ether Liner

Points: -200

Base Parameters: **Tier 1**	**Strength:** F+ **Endurance:** F+ **Agility:** F+	**Mana:** F+ **Luck:** F+

Description:

Ether Liners are a subset of Liners with an overabundance of Grain that coalesces into something called a KnightArm.

In theory, it's possible for KnightArms to grow powerful enough to kill an Ultimate One. But that's only ever happened one time, and it's not certain to have actually resulted in the permanent death of the Ultimate One.

For the most part, you're still a normal human. You just also have a KnightArm. The way they work varies wildly from person to person, as each KnightArm is unique. But the two things that's true for all of them is that they reinforce the Ether Liner's body as they grow stronger and that the KnightArm manifests as some sort of tool (usually a weapon).

You'll start off at peak human levels with a KnightArm that can do [something]. You're free to decide what that [something] is, but remember that it starts off weak. If you make the power something crazy, like [reverse the flow of time], it will be pretty useless until you grow much, much stronger.

Benefits:

- Unlimited growth potential, though it slows down as you grow stronger.

Additional Options:

- To allow your KnightArm to feed on all forms of magical energy rather than just Grain, -50 points
    - Note that this will work by converting these magical energies to Grain, then using that Grain.
- To have an internal spring of Grain that fuels the growth of your KnightArm, -300 points
- To have another basic KnightArm, -200 points
    - Each KnightArm is upgraded with the Additional Options separately.
- For your KnightArm to passively grow stronger over time at half the rate it would through normal active use, -100 points
    - This may be purchased multiple times, halving each time.
- To be able to manually guide and shape the growth of your KnightArm, -100 points

Werewolf

Points: ???

Base Parameters: **Tier ???**	**Strength:** F **Endurance:** F **Agility:** F	**Mana:** F **Luck:** F

Description:

The Kings of Monsters, according to themselves. A species older than vampires.

Werewolves are divided into three types. Golden, Silver, and Ordinary. Gold and silver werewolves are considered to be Phantasmal beasts. But ordinary werewolves can only be called Magical Beasts.

All werewolves are descended from the first golden werewolf. There's never been a golden werewolf since then and likely never would be. As such, silver werewolves act as the leaders of their tribes and clans.

Werewolves are a mixing of the best parts of wolf and man. Ordinary werewolves are like anthropomorphized wolves, unable to take a fully lupin or fully human form. Silver werewolves can take a fully human form, but not a fully lupin one. Golden werewolves can, naturally, be fully human, fully wolf, or something in between.

Unlike many Phantasmal Species, werewolves age like humans. Silver werewolves at a slower rate and golden werewolves at an even slower one, but all of them can and will die of old age.

Racial Tiers

Ordinary Werewolf: -200

- Gain 40 rank increments, Tier 1 baseline.

Silver Werewolf: -400

- Gain 90 rank increments, Tier 1 baseline.

Golden Werewolf: -700

- Tier 2 baseline.

Additional Options:

- To be able to enter a berserking mode where your fur turns red and your physical Parameters increase by one full rank, -100 points

Succubus/Incubus

Points: -400

Base Parameters:	**Strength:** C	**Mana:** B
Tier 1	**Endurance:** C	**Luck:** C
	Agility: C	

Description:

The ever-famous sex demons. Phantasmal Beasts popular throughout the ages.

Succubi and incubi can come about in many ways. But mainly, either a mage creates them or they were born as a daemon. They're rather rare, despite how many stories are told about them. Half-blooded succubi and incubi are far more common than the genuine article.

They're truly alien beings, being unable to grasp human emotion. Although they can experience it through stealing those emotions for themselves, there's a divide between themselves and humanity that they simply can't cross. An intrinsic lack of understanding.

In the same way a human can't truly understand what it's like to be a dog, succubi and incubi can't truly understand what it's like to be human.

That's not to say they're evil or wicked. Merlin, although only a half-incubus, felt the full effects of this emotional deprivation. In spite of it, he truly loved humanity as a whole. Though he could never bring himself to become friends with any particular human.

Benefits:

- Natural ability to manipulate the dreams of others.
- Can feed on dreams and emotions, both to use as sustenance and to increase their magical and physical strength.
- Can drain others of their magical energy.
- Grow stronger and maintain their eternal youth through sex.
- Naturally possess a strong regeneration.

Downsides:

- Succubi and incubi lack emotions of their own. To feel emotions, they must feed on the emotions of others as they dream and then expend those stored emotions as their own.

Additional Options:

- To feel emotions of your own, -50 points

Centaur

Points: ???

Base Parameters: **Tier ???**	**Strength:** E **Endurance:** E **Agility:** C	**Mana:** E **Luck:** E

Description:

Centaurs are a Phantasmal Species with the lower half of a horse and the upper body of a human, renowned for their skill in archery. Of all centaurs, the most famous is undoubtedly Chiron, mentor of Heracles and trainer of heroes.

Though Chiron is hardly a typical example of his species.

Where Chiron is intelligent, refined, civilized, and kind, ordinary centaurs are savage, lusty, and generally delinquents and barbarians. He's also the son of a titan and a nymph, rather than being born of centaurs. So perhaps it's only natural that he'd be unique.

Racial Tiers

Common Centaur: -300

- Tier 1 baseline.

High Centaur: -700

- Tier 2 baseline.

Benefits:

- A high natural talent for archery.

Oni

Points: ???

Base Parameters: **Tier ???**	**Strength:** C **Endurance:** C **Agility:** D	**Mana:** E **Luck:** E

Description:

Truthfully, there's no such thing as an oni race. Not really. "Oni" is a label applied to a large group of different creatures. Many of these beings are unique, born from special circumstances or as humans that somehow demonized.

That being said, they're classically humanoid, with an extreme appearance. As in, either very beautiful, very ugly, or very frightening. Often with red, blue, black, or yellow skin, a third eye, horns, claw-like nails, and a variable number of fingers and toes.

Though, no matter their appearance, they're also known for their ability to shapeshift into human form. Mainly so they can better get into positions that allow them to eat people.

Yep. They're famous for eating people in one bite. Also for their violent, murderous, cannibalistic urges.

In spite of that, they're linked to bringing good fortune. Go figure. The very presence of more powerful oni can bring about natural disasters. Drought, earthquakes, plagues, war, famine, devastating storms, and the like.

Yet they also have a tendency to drive away lesser monsters, either by their actions or simply because those monsters are too terrified to stay. Which is likely why they're thought to bring good fortune.

Racial Tiers

Insignificant Oni: -200

- Tier 1 baseline.

Lesser Oni: -300

- Gain 20 rank increments, Tier 1 baseline.

Common Oni: -500 ● Gain 50 rank increments, Tier 1 baseline.	**Greater Oni:** -700 ● Tier 2 baseline.
Calamitous Oni: -1,400 ● Tier 3 baseline.	**Heavenly Oni:** -2,500 ● Tier 4 baseline.
Benefits:	
● Accumulate Mystery as you age, growing in power. ● Greater Oni and beyond won't die of old age.	● A natural ability to take on any human form. Young, old, male, female, ugly, beautiful - the choice is yours.

Chimera

Points: ???

Base Parameters: **Tier ???**	**Strength:** D **Endurance:** D **Agility:** D	**Mana:** E **Luck:** E

Description:

A creature stitched together from other creatures. The body of a lion, the head of a goat on its back, and a serpent for a tail. Higher forms of chimera are also depicted with having the wings of a dragon.

The chimera has little fame for what it accomplished and more simply for being what it is - a successful and stable combination of disparate beasts combined into a single whole.

Even in the modern era, chimera still exist. After a fashion. They certainly can't compare to the chimera found in the **Age of Gods**, but they're still a form of chimera.

The original Chimera was slain by the hero Bellerophon. It was a rather ignoble death. The Chimera had preyed on cattle and ordinary men, only to get shot down from Bellerophon as he rode Pegasus in the skies above. There was nothing the beast could do against him and was slain with little difficulty on the hero's part.

Racial Tiers

Minor Chimera: -200

- Tier 1 baseline.

Common Chimera: -300

- Gain 30 rank increments, Tier 1 baseline.

Major Chimera: -500

- Gain 80 rank increments, Tier 1 baseline.

Heroic Chimera: -700

- Tier 2 baseline.

Racial Variant

Unique Creation: -400

- A chimera made not of the classical parts, but of a mix of other creatures.
- You no longer need to pay for **Hybrid** to choose multiple **Race** options, excluding **Dead Apostle Ancestor**, **Servant**, **Juvenile Beast**, and **Adult Beast**.
- You receive a discount of 500 points on the first three **Race** selections you choose, applied after all other discounts. This will not allow you to gain points by choosing something that costs less than -500 points.
- You will become a horrific, yet strangely elegant and aesthetically beautiful combination of all your selected races.
- Your Parameters will be an averaging of the Parameters and Parameter Tiers of the races you've chosen.
- You will receive all Benefits and Downsides of each **Race**.
- You may purchase the Additional Options from each **Race**.

Super Chimera: -100

- A form of chimera with a decaying breath.
- It's stronger and smarter than normal chimera, though still with a beastial intellect.

White Chimera: -100

- A form of chimera with a petrifying breath. Otherwise, it's largely similar to other common chimera.

Synthetic Chimera: +100

- A mass produced version of chimera. As one would expect, it's weaker overall compared to a normal chimera.

Dead Apostle Ancestor

Points: -600

Base Parameters:	**Strength:** B	**Mana:** B
Tier 1	**Endurance:** B	**Luck:** B
	Agility: B	

Description:

A Dead Apostle Ancestor is, by default, a Dead Apostle that has lived for long enough to accumulate a sizable amount of Mystery and has reached a level of power and skill that would rival, and often surpass, a Servant.

There's 27 of them in total, acting as the aristocratic elites of the Dead Apostles. Though, in truth, not all of them are actually Dead Apostles. Some are Phantasmal Species, while others have stranger origins.

Whatever they are, they're certainly strong. All of them have developed at least one unique and powerful ability that makes them far stronger than their parameters would suggest. More importantly, all of them possess Idea Blood.

Idea Blood is an Ancestor's purpose for living. Their curse upon the world. A Truth they've grasped. The natural evolution of a Principle that allows them to assert themselves over the World around them. Almost as importantly, it can be inherited, allowing their successor to rise to the rank of Ancestor.

They're immune to mundane weapons (other than superweapons like nukes) and have incredible physical and magical strength due to their extreme accumulation of Mystery. The Mystery built up in their bodies also renders Dead Apostle Ancestors immune to the dangers of sunlight and running water.

However, they still require blood to sustain themselves. They're also still vulnerable to the weapons of the Church, albeit to a reduced degree.

Secondary Race:

Remember how I said at the beginning that you could only select one Race? Ignore that for a moment. Dead Apostle Ancestor may be selected along with one other race without needing to buy an instance of **Hybrid Race**.

If you choose not to do this, **Dead Apostle** is treated as your secondary **Race**. You will not need to spend points buying **Dead Apostle**. You will need to spend points if you choose to select a different **Race** as your secondary race.

Benefits:

- Potentially unlimited growth potential based simply on how long you live, though this increase slows down in proportion to your age.

Downsides:

- Dependent on drinking blood.

Additional Options:

- No need to drink blood, -100 points
- No thirst for blood, -100 points

Servant

Points: ???

Base Parameters: **Tier ???**	**Strength:** E- **Endurance:** E- **Agility:** E-	**Mana:** E- **Luck:** E-

Description:

A being that, upon their death, ascended to the Throne of Heroes to become a heroic spirit, an existence on par with (or surpassing) a god.

Or, well, not quite. A Servant is a sliver of such a being. It has all their memories and personality, but it isn't the original and lacks the incredible power of a true heroic spirit.

Depending on the strength of the legend behind the Servant and the power of their master, a servant can be stronger or weaker than they were in life. In theory, at least. In practice, only the weakest of heroic spirits are stronger as Servants than they were in life.

To build your Servant, go to the **Servant Builder** at the end of this document and follow the rules outlined there.

Phantasmal Beast

Points: ???

Base Parameters: **Tier ???**	**Strength:** F **Endurance:** F **Agility:** F	**Mana:** F **Luck:** F

Description:

"Phantasmal Species" is an extremely broad category that encompasses "deviant existences". Which can mean anything and nothing. Dragons, gorgons, chimera, werewolves, pegasi, centaurs, etc.

A better, yet still nebulous way of understanding it is that Phantasmal Species are welcomed by the World, but not by humanity. Because of how imprecise a term it is, it's divided into three categories based mainly on power and Mystery. Magic Beasts, Phantasmal Beasts, and Divine Beasts.

Phantasmal Beasts are genuinely powerful creatures. Even the weakest of them is a city-level threat. The strongest of them can reduce nations to ash.

Millennium-Rank Phantasmal Beasts are capable of going toe to toe with Divine Beasts and even some gods. They aren't likely to win, but a Millenium Beast is, by nature, a true magic. That gives them incredible power and resistance to Mysteries.

Racial Tiers

Minor Beast: -700

- Tier 2 baseline.

Common Beast: -1,000

- Gain 100 rank increments, Tier 2 baseline.

Major Beast: -1,400

- Tier 3 baseline.

Millennium Beast: -2,500

- Tier 4 baseline.

Additional Options:

- To naturally accumulate Mystery as you continue to exist, -150 points
- To stop aging when you reach your prime, -200 points

Divine Golem

Points: -800

Base Parameters:	**Strength:** E	**Mana:** E
Tier 2	**Endurance:** E	**Luck:** E
	Agility: E	

Description:

Remember Enkidu? Gilgamesh's one and only friend, who the gods made from clay? Well, now you have the option to become an existence like him. But unlike him, you'll have been created by your patron, so you won't have to worry about any of the gods being able to casually unmake or kill you.

Truthfully, a divine golem is really more like a living divine construct than a proper golem. Something more along the lines of a magical AI in a magical robot body than a proper living being.

They're invulnerable to most weapons and magics. They won't die so long as even a small portion of the clay that they're made of still survives. They're capable of repairing their body (regenerating their clay and reforming their body) using either their own mana or ambient mana. This is a process that will occur automatically at a slow rate or manually at a faster rate.

If a divine golem chooses to cast aside their humanity, it's possible for them to naturally ascend to godhood. But this is truly casting aside their humanity. Not just seeing yourself as inhuman.

A divine golem is capable of shapeshifting with ease into any form. Their sheer physical and magical abilities make them the equal of Gilgamesh, the King of Heroes and Wedge of Heaven, despite his Gate of Babylon.

As a being deeply connected to nature, they have an innate sense of everything around them, making it impossible for them to be snuck up on or to be taken unawares.

Benefits:

- Can redistribute parameter values, shifting Rank Increments from one Parameter into another.
- Incredibly powerful regeneration. As long as a fist sized portion of clay remains intact, they can regenerate from that piece of clay. Note that this can't create clones. The largest piece of clay hosts the main mind and the smaller pieces host small minds that seek to rejoin with the main body.
- Innate sense of everything around them, making it difficult for them to be taken unawares.
- Naturally capable of surface-level shapeshifting into any form.
- Immune to most weapons, with powerful conceptual weapons and noble phantasms being the only things that can reliably hurt them.
- Can naturally ascend to godhood, though it comes at the cost of your humanity. As in, you'd become something truly alien and foreign to humanity.

True Human

(Future Prime)

Points: -800

Base Parameters:	**Strength:** E	**Mana:** A++
Tier 4	**Endurance:** E	**Luck:** E
	Agility: E	

Description:

There's only been one "True Human" to ever exist. Thia Escardos, a miracle created by the Escardos family as the race that will take over the planet when the Human Order ends. Either by humanity being wiped out or by them leaving the planet.

Thia was considered equal in rank to Heroic Spirits and was likened to Elementals, Divine Spirits, and Foreigners. He himself compared himself to a Daemon, but considered himself inferior to a True Daemon.

Whatever he was considered to be, the facts are that Thia was capable of fighting an Enikidu who'd been empowered by the Counter Force to deal with him after the Counter Force deemed him a threat to the World.

Benefits:

- Hyper dense magical energy moving with great enough force that it can crush souls and be considered on par with a Noble Phantasm.
- Can use ambient magical energy like it's their own, even being able to use it to freely modify their own body.
- Perceives all magical energy in the world and can naturally observe the structure of all magical energy.
- Nearly transcendent levels of control over pure magical energy, to the point that incantations and Foundations are unnecessary.
- Can freely speed up or slow down all concepts within their area of effect, provided they have the magical energy to do so. However, this caps out at a "reasonable" limit.
- Near-total resistance to magic.

Downsides:

- Must have a host that supports your existence. You cannot break free from this host except by extraordinary means.
- Your host may be able to fight you for possession of your own body.

Additional Options:

- To be able to exist as an independent being, -200 points

Fairy

Points: ???

Base Parameters: **Tier ???**	**Strength:** F **Endurance:** F **Agility:** F	**Mana:** F **Luck:** F

Description:

Fairies are an eclectic bunch. Some are extensions of the World that have their own will. Some are former gods fallen from divinity. Some are born from human imagination. Some just wear human imagination like a skin, pretending to be something they aren't.

The one thing that unites them all is purpose.

Every fairy, true or false, has a purpose. It's this purpose that defines them, deciding what they're capable of, what they're good at, and what their behavior is like.

To lose their purpose is to lose their name. To lose their name is to become a "thing" and to waste away and die while being despised by all other fairies.

But to be consumed by their purpose isn't much better. Their personality will become more unhinged and extreme. They'll begin to generate endless magical energy, becoming more powerful even as they become more insane.

Fairies with a similar purpose have similar attributes and refer to each other as siblings or some other form of family. That's a bit of a misnomer though, since all fairies are independently born and have no actual relations to each other.

The closest they can get to actually being related is if one fairy dies without fulfilling its purpose. In such a case, a new fairy will be born afterwards with that same purpose. They'll be largely identical, but not completely the same.

As a species, there aren't many good things to say about fairies. On the whole, they're obsessive, arrogant, petty, vain, small minded, easily distracted, whimsical, selfish, and foolish creatures with a tendency towards cruelty for the sake of slaking their boredom.

They're incapable of true change and are unable to grow and evolve as a species. Although they're described as "pure and innocent" creatures, they can do truly evil things.

But there's also outliers. Fairies that want to do the right thing. Fairies that, despite having an alien mentality that can't understand human morals, want to help humanity.

Purpose:

You must choose a purpose for yourself. You'll become able to produce small miracles related to that purpose. The more aligned your actions are with your purpose, the greater those miracles can and will become.

It doesn't have to be anything grand or impressive. A purpose as simple as "tricking humans" is as valid as "guiding heroes" or "forging Excalibur". The more they work to fulfill their purpose, the more powerful a fairy becomes.

Of course, a greater purpose means greater potential for power. A purpose like "polishing shoes" has far less potential to it than "forging a holy sword to defend the World". So while any purpose is valid, they certainly aren't all equal.

Racial Tiers

Minor Fairy: -200

- Gain 30 rank increments, Tier 1 baseline.

Lesser Fairy: -400

- Gain 80 rank increments, Tier 1 baseline.

Common Fairy: -800

- Tier 2 baseline.

Major Fairy: -1,000

- Gain 90 rank increments, Tier 2 baseline.

Fairy Knight: -1,500

- Tier 3 baseline.

Greater Fairy: -2,000

- Gain 100 rank increments, Tier 3 baseline.

Sub-Bell (A-Ray, Great Mother, Great Father): -2,500

- Tier 4 baseline.

Racial Variants

King Clan: -50

- A sort of humanoid fairy born from the remains of Albion. They have a tendency to increase their numbers by taking humans as partners.

Fang Clan: -50

- They mostly like anthropomorphized animals. Though some are more humanoid and more animalistic.
- Generally strong and belligerent.

Earth Clan: 0

- Dwarf-like fairies that enjoy building things.
- Skilled with their hands.
- Have a strong affinity with earth.

Rain Clan: 0

- A peaceful sort of humanoid fairy that wants what's best for the World.
- Have a strong affinity with water.

Mirror Clan: -50

- Humanoid fairies with an innate ability to see the future.

Wind Clan: 0

- They look like beautiful and handsome humans.
- Have a strong affinity with air.

Wing Clan: 0

- The size of newborn babies, but otherwise humanoid. In other words, they're like shrunken humans.
- As one would expect, they nearly all have wings.

Mors: +500

- Algae-like moss monsters born from the decaying corpses of fairies descended from the Six Sub-Bells that betrayed Cernunnos and refused to repent for it.
- Can infect fairies through even the slightest contact, causing them to rot away to become Mors as well.
- Deaf and mute.

Benefits:	
● Fairy Eyes capable of seeing good and evil. ● Innate knowledge of Fairy Letters. ● Normally imperceptible by humans unless they intentionally show themselves. ● Immune to memory alteration.	● Unaging and very difficult to kill. ● Given power by the World to fulfill their purpose. ● Able to leave and enter Avalon and other places within the Reverse Side of the World through special fairy paths.
Downsides:	
● Can be easily harmed by iron. ● Incapable of true change.	● The more advanced a technology, the more poisonous it is to a fairy.
Additional Options:	
● To remove their weakness to iron, -50 points	● To remove their weakness to technology, -100 points

True Ancestor

Points: -1000

Base Parameters:	**Strength:** B	**Mana:** B
Tier 2	**Endurance:** B	**Luck:** B
	Agility: B	

Description:

True Ancestors can be considered a form of elemental. The highest form, actually. Planet-Class.

They can also be considered a form of greater fairy. Like fairies, the power they receive from the World will grow as they work to fulfill their purpose. One given to them by the World.

They were created through a joint effort of the Ultimate One of the Moon (Brunestud of the Crimson Moon) and Gaia (the will of the planet) in an effort to fight back against humanity, who were (and still are) slowly killing Gaia.

Ordinarily, such anti-human beings would be erased by Alaya, the will of humanity. But True Ancestors are, first and foremost, extensions of the world rather than anti-human existences. Thus, Alaya doesn't wipe them out with the same prejudice it normally would. It keeps a wary eye on them, but mostly lets them do what they want.

After all, the primary goal of a True Ancestor is to return the world to its original state, before humans began to shape it and impose their will on it (harming and eventually beginning to kill Gaia in the process). The only reason that True Ancestors are against humanity is because humanity is what is preventing them from returning the world to its original state.

True Ancestors are like Dead Apostles, but far superior in every way. Their sheer speed, strength, and regeneration put them at a level beyond all but the strongest Servants. They're immune to most weapons, with powerful conceptual weapons and noble phantasms being the only things that can reliably hurt them.

As extensions of nature, they have the innate ability to manipulate nature to form Marble Phantasms. They grow stronger during the night. They grow stronger as the moon

waxes to full and weaker as it wanes to a new moon. During a full moon, they're powerful to where even the Mystic Eyes of Death Perception can't see any lines or points of death. They all innately possess the Mystic Eyes of Enchantment.

They have a thirst for blood, but it's entirely a mental condition rather than an actual need. So while a lack of it can still drive them into a bloodlusted frenzy, they won't actually die from not having it like a Dead Apostle would.

Benefits:

- Immune to most weapons, with powerful conceptual weapons and noble phantasms being the only things that can reliably hurt them. Actually killing them is even harder.

Downsides:

- The church has a rather large number of weapons designed to help them fight True Ancestors.
- Thirst for blood.

Additional Options:

- No thirst for blood, -100 points

Hydra

Points: ???

Base Parameters:	**Strength:** F	**Mana:** F
Tier ???	**Endurance:** F	**Luck:** F
	Agility: F	

Description:

Made famous by the Labors of Heracles, hydras are an especially dangerous form of Phantasmal Species. It was hydra venom that killed Heracles and hydra venom that drove Chiron to give up his divinity and immortality so that he could die to escape the pain of it.

Even the corpse of a juvenile hydra is enough to kill a human with the poison seeping from their body and harm a Servant. Let alone a living adult.

But more famous than their venom and poison is their regeneration. Excluding ridiculous things like a god taking action, a hydra simply cannot die unless you cut off all its heads at once. The only weakness to this being that burning the stumps will greatly impede this regeneration.

Racial Tiers

Infant Hyda: -100

- Tier 1 baseline.

Juvenile Hyda: -200

- Gain 10 rank increments, Tier 1 baseline.

Adolescent Hydra: -400

- Gain 90 rank increments, Tier 1 baseline.

Adult Hydra: -700

- Tier 2 baseline.

Elder Hydra: -1,000

- Gain 100 rank increments, Tier 2 baseline.

Ancient Hydra: -1,400

- Tier 3 baseline.

Racial Variants

Lernaean Hydra: -400

- An immortal being with especially potent venom.
- Unlike normal hydra, whose regeneration can be ground down by exhaustion, a Lernaean's heads will grow back no matter how many times they're cut off nor how quickly it happens. All heads must be cut off before any grow back for it to die.
- Unlike other variants of hydra, you can't burn the stumps to prevent regeneration.

Origin Hydra: +200

- A weak form of hydra that, while dangerous, is like a mass produced version of true hydras.
- While they have all the normal powers of a hydra, they're just weaker overall.

D'yavol Tron: +100

- A variant of hydra from Russia. Unlike normal hydra, they exude and breathe freezing air.

Benefits:

- Immense strength, durability, high levels of survivability, and a truly abnormal level of regeneration.
- All heads must be severed for a hydra to die. If given too much time, two heads will grow back to replace the one that was cut off.
- Naturally high resistance to Mysteries.
- Ageless. Not immortal or unkillable, but they won't die of old age.
- Incredibly potent venom that grows more dangerous the older they get.
- Older hydras breathe and exude a poison mist that's almost as dangerous as their venom.

Pegasus

Points: ???

Base Parameters: **Tier ???**	**Strength:** F **Endurance:** F **Agility:** F	**Mana:** F **Luck:** F

Description:

Beautiful creatures. Holy and sacred beasts that, while not inherently divine, evoke such thoughts as “surely, that’s the mount of the gods”.

They aren’t, of course. But they have been the mount of heroes, such as the pegasus ridden by Perseus.

Pegusi are generally kind, benevolent creatures. They choose not to fight out for this reason. But that’s not to say they’re weak. More long-lived pegasi, like the Pegasus from the Shapeless Isle, are on par with dragons. Though such pegasi are far rarer than dragons themselves.

Racial Tiers

Juvenile Pegasus: -400

- Gain 90 rank increments, Tier 1 baseline.

Adolescent Pegasus: -700

- Tier 2 baseline.

Adult Pegasus: -1,000

- Gain 75 rank increments, Tier 2 baseline.

Elder Pegasus: -1,400

- Tier 3 baseline.

Ancient Pegasus: -2,000

- Gain 200 rank increments, Tier 3 baseline.

Benefits:

- Naturally high resistance to Mysteries.
- Can generate shockwaves with their wings.
- Ageless. Not immortal or unkillable, but they won't die of old age.
- Grow stronger the longer they exist.

Giant

Points: ???

Base Parameters: **Tier ???**	**Strength:** B **Endurance:** B **Agility:** D	**Mana:** E **Luck:** E

Description:

There's all sorts of giants with all sorts of origins. Of giants, the most famous are likely the Jotun from Norse mythology. The frost giants born from Ymir, the original giant.

Of course, the Jotun aren't the only giants out there. Not even in Norse mythology itself. There's the fire giants, mountain giants, gigantes, and the like. Even things like trolls are sometimes considered to be a species of giant.

As one might expect, giants are known for their immense physical prowess. Their mighty strength, indomitable wills, and amazing durability. Their size as well, but that's a given. The word "giant" is synonymous with great size for a reason.

Racial Tiers

Minor Giant: -400

- Tier 1 baseline.

Ordinary Giant: -800

- Tier 2 baseline.

Major Giant: -1,400

- Tier 3 baseline.

Ancient Giant: -2,500

- Tier 4 baseline.

Primordial Giant: -3,750

- Tier 5 baseline.

Racial Variants

Cyclops: +100

- A rather foolish form of giant. Small minded, ugly, clumsy, unintelligent, and with poor vision from a singular eye. Like a poorly molded mockery of true giants.

Fire Giant (Muspel): -100

- A form of giant born from the corpse of Ymir, a Primordial Giant.
- They have a certain level of control over fire.

Gigant: -200

- A form of giant born from Sefar's corpse.
- The Gigantes are a powerful variant of giant, smarter and stronger than the common sort. But that's where it ends. They were only a threat to the Olympians due to how the Olympians had been maimed by Sefar.

Titan: -1,000

- Titans are divine, yet not gods. They possess Authority, but aren't reliant on worship.

Frost Giant (Jotun): -100

- A form of giant born from the corpse of Ymir, a Primordial Giant.
- They have a certain level of control over ice.

Mountain Giant (Bergrisi): -100

- A form of giant born from the corpse of Ymir, a Primordial Giant.
- They have a certain level of control over stone.

Hecatoncheires: -500

- The Hundred-Handed Ones, with fifty heads and a hundred arms.
- They're known for their incredible strength and how they assisted Zeus in both the Titanomachy and the Gigantomachy.

Benefits:

- Immense strength, durability, and high levels of survivability.
- Naturally high resistance to Mysteries.
- Major Giants and above are ageless. Not immortal or unkillable, but they won't die of old age.
- Naturally accumulate Mystery over time

Downsides:

- The souls of giants are bound to their flesh. As such, it's impossible for them to enter places like the Reverse Side of the World that only allow spiritual bodies within.

Juvenile Beast

Points: -1,000

Base Parameters: **Tier 2**	**Strength:** F **Endurance:** F **Agility:** F	**Mana:** F **Luck:** F

Description:

As a Juvenile Beast, you're one who's qualified to become a Beast and has certain aspects and authorities of the Beast you may become. However, you can't truly be called a Beast. Not yet. Not a true one.

Beasts are one of the scarier things out there, at least for humans. They're best described as the "Evils of Humanity" and are one of the very, very few things that have an anti-human attribute. They're born through karma debts, either from the things/creatures humanity oppressed or from the things/people humanity used to do the oppression.

Beasts have an innate ability to warp the world around them into an image of themselves, much like how the perk **Heaven on Earth** warps the world into the image of heaven. This happens even in something like a reality marble.

This ties into the Human Sin (Twisted Love) that exists at the core of a Beast.

See, despite how their actions drive humanity towards extinction, Beasts act out of a love for humanity. They're trying to make things better for humanity in some way, shape, or form. It's just that they're completely insane and do everything the wrong way.

All Beasts also have a nega-attribute. Think of it as a power that rejects "something". The concept of being saved, the course of history, the process of evolution, etc.

Like Tiamat's Nega-Genesis that rejects the genesis of the world expressed in the human version of history, allowing her to resist any noble phantasms reliant on the proper continuity of human history.

Benefits:

- Beasts are perversions of some other race. Gods, demons, humans, elementals, etc. As such, you must choose a secondary race. The benefits from that race will stack with the benefits gained from being a Juvenile Beast.
- Minor anti-human attribute that causes you to be uniquely effective when fighting against humans or otherwise going against them and/or their creations.
- Gain the skill Independent Manifestation at E rank. If you descend further into Beasthood, this rank will increase accordingly. If you grasp more firmly onto your humanity instead, this skill's rank may be reduced to F rank, at which point it would be barely noticeable.
- Under the correct conditions, you can naturally grow into an **Adult Beast** (True Beast).

Downsides:

- You're merely a **Juvenile Beast**. That means your nega-attribute is weak and mostly unformed. It'll only grow stronger as you descend into Beasthood.
- If you drift further away from Beasthood, your Beasthood and all perks it gives will diminish. It'll never go away completely, but it can be reduced to the point that there's little difference.

Nega-Attribute:

- You must choose or design some Evil committed by humanity that causes you to become a Beast. You will be the focus of that event, either as the perpetrator or victim.
- You may then choose a nega-attribute aligned with the event that turned you into a Beast. It must also align with whatever traits your secondary race has.

Ascended Human

Points: -1,200

Base Parameters: **Tier 4**	**Strength:** E **Endurance:** E **Agility:** E	**Mana:** E **Luck:** E

Description:

The theoretical species of human created when the Age of Man transitions into the Age of Will. A form of immortal humans capable of traversing the stars. It's difficult to say what exactly this form of humanity would be like.

However, it's thought that they'd have a strong resemblance to the Servants of the Servant Universe. Some even think that the Servant Universe is an example of humanity having attained the Age of Will, or at least that it's on track to achieve it.

In the Servant Universe, souls are tangible. This applies to all humans, from all of human history. Not merely the important ones who became heroic spirits, but all humans. The nameless, faceless people in the crowd alongside the gods and demigods.

That being said, heroic spirits do still stand out from the crowd, possessing True Names that dramatically enhance their power compared to the common Servant.

Although the Servants of the Servant Universe are called "Servants," they require no Holy Grail to be summoned or any form of upkeep. Although Masters exist and can provide benefits to Servants, Servants don't rely on Masters in any way.

Benefits:

- Immortality. Unless killed using methods designed to kill beings lacking the concept of death, ascended humans simply won't die.
- The Star Attribute, naturally opposing all stagnation.
- Unlimited magical energy. Ascended Humans are immortal via materialization of the soul, turning them into perpetual motion machines generating an unlimited supply of magical energy.

Downsides:

- Although ascended humans have unlimited magical energy generation, they do still have a limited output.

Additional Options:

- To gain an understanding of the process that converts ordinary humans into ascended humans, -400 points
- To gain a True Name, -400 points

Adult Beast

Points: -1,500

Base Parameters:	**Strength:** F	**Mana:** F
Tier 4	**Endurance:** F	**Luck:** F
	Agility: F	

Description:

Beasts are one of the scarier things out there, at least for humans. They're best described as the "Evils of Humanity" and are one of the very, very few things that have an anti-human attribute. They're born through karma debts, either from the things/creatures humanity oppressed or from the things/people humanity used to do the oppression.

Beasts have an innate ability to warp the world around them into an image of themselves, much like how the perk **Heaven on Earth** warps the world into the image of heaven. This happens even in something like a reality marble.

This ties into the Human Sin (Twisted Love) that exists at the core of a Beast.

See, despite how their actions drive humanity towards extinction, Beasts act out of a love for humanity. They're trying to make things better for humanity in some way, shape, or form. It's just that they're completely insane and do everything the wrong way.

All Beasts also have a nega-attribute. Think of it as a power that rejects "something". The concept of being saved, the course of history, the process of evolution, etc.

Like Tiamat's Nega-Genesis that rejects the genesis of the world expressed in the human version of history, allowing her to resist any noble phantasms reliant on the proper continuity of human history.

Benefits:

- Beasts are perversions of some other race. Gods, demons, humans, elementals, etc. As such, you receive an instance of **Hybrid** for free.
- Anti-human attribute that causes you to be uniquely effective when fighting against humans or otherwise going against them and/or their creations.
- Gain the skill Independent Manifestation at EX rank. This is what prevents you from being instantly obliterated by the Counter Force.
- Warp the world around you in a way that's beneficial to you and reflective of your nega-attribute.

Downsides:

- As an **Adult Beast**, you're automatically recognized by the Counter Force as a threat and are hunted by Counter Guardians.

Nega-Attribute:

- You must choose or design some Evil committed by humanity that causes you to become a Beast. You will be the focus of that event, either as the perpetrator or victim.
- You may then choose a nega-attribute aligned with the event that turned you into a Beast. It must also align with whatever traits your secondary race has.

Gorgon

Points: -1,500

Base Parameters: **Tier 3**	**Strength:** B **Endurance:** C **Agility:** E	**Mana:** C **Luck:** F

Description:

A unique form of demonic monster, only ever seen in Medusa herself as The Gorgon. A creature that, at its apex, could be called a Demonic God.

Beauty and Eyes of Petrification are what made The Gorgon famous. But on top of that, a gorgon possesses monstrous strength and power.

Their hair can become snakes with terrifying venom.

Their eyes can release blasts of mana.

They can release a scream that curses enemies with a deep terror and awe.

Like a hydra, her blood itself is intensely poisonous and can turn into snakes carrying that poison as a venom when spilled.

For all these factors, any gorgon is a threat that requires a true hero to slay. Especially given how the more humans a gorgon kills, the stronger it becomes.

Racial Variants

Nascent Gorgon: +200

- Rather than truly being a Gorgon, you're the seed of a Gorgon.
- You begin life with your Parameters at **Tier 1**. As you age, your obsessions will grow along with your strength.

Benefits:	
• Incredibly attractive human form. • Grow stronger as they devour humans.	• Eyes of Petrification. • Poisonous blood. • Hair can become venomous snakes.
Downsides:	
• Obsessive personality. • Your appearance will slowly warp and become more disfigured as you grow.	• A mad violence and desire to destroy will germinate and grow within you.
Additional Options:	
• To be able to re-assume your human form, -100 points	• To experience no changes to your personality, -200 points

Dragon

Points: ???

Base Parameters: **Tier ???**	**Strength:** C **Endurance:** C **Agility:** E	**Mana:** C **Luck:** E

Description:

The mighty and powerful dragons. Creatures that represent the peak of power, known as the strongest Phantasmal Species. Beings often considered as much a force of nature as living creatures.

What more needs to be said? They're the strongest.

Although many creatures are called "dragons" and have powers from dragons, only Pure Blooded Dragons are true dragons.

An extreme example of a pure blooded dragon is Albion. Though Albion was a monster even among such a monstrously powerful species as dragons. A being older than the gods themselves, dating back to the birth of the World.

As a rule, dragons are proud. It's why dragons would rarely take action against humans without being provoked. Humans are weak and inferior - in the eyes of a dragon, at least.

There's all sorts of different dragons. Even among true dragons. Every dragon has a different attribute. Sound, fire, lightning, wind, so on and so forth. This attribute affects their color, personality, and how their Dragon's Breath manifests.

That Dragon's Breath is of particular importance. Everything about a dragon is frightening. Their strength, durability, magical energy - but the most dangerous weapon they have is their breath. With it, a powerful dragon can scour entire human nations off the map.

The only thing a dragon lacks is intelligence. Not to say they're stupid. Just that they're not inherently smarter than humans. As such, they can be tricked, trapped, and generally outwitted.

Racial Tiers

Wyvern: -500

- Gain 90 rank increments, Tier 1 baseline.

Lesser Wyrm: -800

- Tier 2 baseline.

Greater Wyrm: -1,000

- Gain 110 rank increments, Tier 2 baseline.

Common Dragon: -1,600

- Tier 3 baseline.
- Pure blooded dragons. Unlike wyrms or wyverns, these are genuine dragons.

Elder Dragon: -2,700

- Tier 4 baseline.

Ancient Dragon: -3,500

- Gain 175 rank increments, Tier 4 baseline.

Racial Variants

Western Dragons: -500

- A form of demon.
- Known for being aggressive and belligerent. Legends of knights slaying dragons are almost exclusively of knights slaying dragons like these.

Eastern Dragons: -500

- A form of deity.
- Have a reverse scale that, when interfered with, drives them into a mad rage.

True Dragons: -300

- Embody a concept (truth). May be taken alongside other racial variants.
- Can only be slain by someone putting all their heart and soul into the attempt.
- The reverse is also true. If someone can maintain the strength of will to face an impossible challenge in a hopeless situation, persevering and fighting with all their strength even though it's futile and doomed to failure, they will find a chance of victory open up to them.

Cannibal Dragon: +700

- Dragons can devour other dragons to dramatically increase their own strength. But the price is their sanity and rationality. They're reduced to animals in spite of their new and incredible power.
- You'll be twice as strong as other dragons of the same racial tier. But you'll be nothing more than a beast unless an outside force goes to great lengths to change that.
- You'll be driven to devour more dragons. The more you eat, the more unlikely it is you'll be able to regain your sanity no matter what's done to you.

Benefits:

- Can spontaneously produce magical energy.
- Their lungs act as incredible factories of magical energy, drawing in mana as they breathe and converting it into their own magical energy.
- An attribute, such as fire, sound, lightning, acid, or such. This determines the color of the dragon, affects their personality, and is how their Dragon's Breath manifests.
- Knowledge of the Draconic Language, similar in function to Divine Words in that it facilitates magic and magecraft.
- An inherent ability to sense the destiny of others.
- Can grow stronger by devouring other sources of magical energy.
- Naturally grow stronger the longer they exist.
- Ageless.

Downsides:

- Due to how terrifying dragons are, there's all sorts of weapons designed specifically for killing them.

Additional Options:

- To gain an additional attribute, -150 points
    - This may be purchased multiple times.

Sphinx

Points: ???

Base Parameters:	**Strength:** C	**Mana:** A
Tier ???	**Endurance:** B	**Luck:** D
	Agility: D	

Description:

When people talk of sphinxes, most people's minds inevitably drift towards the Great Sphinx of Giza. Depicting a lion with the head of a man, the statue is a larger than life representation of one of the mightiest Phantasmal Species - a form of Divine Beast capable of rivaling dragons.

Sphinxes are winged lions with human heads, known for their love of puzzles and riddles. Although they have enormous physical strength and magical resistance, they prize knowledge and wisdom far above such petty things as physical prowess.

Beyond that, they're a rather mysterious species. They largely held themselves aloof from humans and at arm's length from the gods, only making exceptions for certain individuals.

Racial Tiers

Juvenile Sphinx: -200

- Tier 1 baseline.

Adolescent Sphinx: -500

- Gain 50 rank increments, Tier 1 baseline.

Adult Sphinx: -800

- Tier 2 baseline.

Elder Sphinx: -1,600

- Tier 3 baseline.

Ancient Sphinx: -2,800

- Tier 4 baseline.

Racial Variants

Khafra Sphinx: 0

- A variant of sphinx that's always male.

Mallikah Sphinx: 0

- A variant of sphinx that's always female.

Huah Sphinx: -100

- A variant of sphinx that's highly attuned to darkness, but at the expense of their attunement to all else.

Royal Sphinx: -500

- Like Sphinx Wehem-Mesut, you're a royal variant of the sphinx species.
- Naturally stronger and more intelligent than other sphinxes.
- Can naturally command other sphinxes.

Benefits:

- Agelessness.
- Grow in power and Mystery the longer you live.
- Extremely high intelligence.
- A high natural resistance to Mysteries.

Daemon

Points: ???

Base Parameters: **Tier ???**	**Strength:** F **Endurance:** F **Agility:** F	**Mana:** F **Luck:** F

Description:

Existences born within the Sixth Imaginary Factor. They're called forth by human desires and make the wishes of those humans their own. Hence why they're also known as Manifest Phantasms. In a certain sense, they can be considered the shadows of humanity.

Daemons can and will possess the human that made the wish they were born from. However, this is only a temporary form of incarnation. The human body will slowly break down, mutating and metamorphosing. Eventually the mind of the host will collapse entirely, falling apart and taking the Daemon with it.

Though, such a "death" doesn't permanently kill the Daemon. It simply disperses it for a while. Its essence will slowly gather together again and it'll be as it was before.

Daemons can and will naturally possess those with a wish/desire that calls them forth. Though the stronger the daemon, the greater the requirements on that wish for it to act as a bridge for the daemon to cross over and possess the human in question.

If a daemon could possess a human and that human somehow (impossibly) didn't die from the inevitable changes to their body and soul, the end result would be identical to incarnating in the world directly as a True Daemon. But such a thing has never been known to happen before and likely never will.

Racial Tiers

Minor Daemon: -400

- Gain 40 rank increments, Tier 1 baseline.

Common Daemon: -700

- Tier 2 baseline.

Greater Daemon: -1,000

- Gain 100 rank increments, Tier 2 baseline.

Arch Daemon: -1,400

- Tier 3 baseline.

Daemon God: -2,500

- Tier 4 baseline.

Benefits:

- Able to possess a host, slowly imprinting themselves upon that host until their resistance is low enough for full possession to occur. This process is focused on the soul, but comes with inevitable biological changes that can expose what's happening.
- Perform magecraft as easily as breathing, though the ease and efficiency depend on the selected rank of Daemon.
- Have incredible control over their Reality Marble, allowing them to do impossible things through their alien common sense, though the ease of doing so depends on the selected rank of Daemon.
- Unless intentionally killed, a Daemon will never die.

Downsides:

- The changes they slowly cause to their host are typically very noticeable.
- When not in a host, a Daemon lurks within the sea of human thoughts and desires. Which is rather unpleasant, especially for lower ranked daemon.
- The Church hunts down Daemons, using specialized weapons to destroy them whenever possible.

Additional Options:

- To be able to rapidly (instantly for Greater Daemons and above) possess a host, -200 points.
- To be able to directly incarnate in the world as a True Daemon, -2,500 points.
- To receive a Name, -400 points. Gaining a Name will provide a dramatic boost in power and adjust your powers according to the meaning of the Name and what it's associated with.

Divine Beast

Points: ???

Base Parameters:	**Strength:** F	**Mana:** F
Tier ???	**Endurance:** F	**Luck:** F
	Agility: F	

Description:

"Phantasmal Species" is an extremely broad category that encompasses "deviant existences". Which can mean anything and nothing. Dragons, gorgons, chimera, werewolves, pegasi, centaurs, etc.

A better, yet still nebulous way of understanding it is that Phantasmal Species are welcomed by the World, but not by humanity. Because of how imprecise a term it is, it's divided into three categories based mainly on power and Mystery. Magic Beasts, Phantasmal Beasts, and Divine Beasts.

Divine Beasts are the pinnacle of all Phantasmal Species. Despite their name, they don't inherently possess divinity. Though most do. But rather than being about divinity, it's a title of respect for their god-like power.

Many, perhaps even most, Divine Beasts have little sapience or even sentience. Rather than being actual living creatures, they're more like superweapons. Something used by the gods or that goes against the gods.

For example, the Bull of Heaven deployed by Ishtar. Or Typhon, which raged against the gods and sought to destroy them.

Perhaps it's only natural that it would be that way. After all, Phantasmal Species, even Divine Beasts, are things unwelcomed by the Prime Species of the World. For them to largely be more like natural disasters or weapons without agency of their own could be considered a normal result of that.

Of course, not all mighty Divine Beasts lack sentience or sapience. But those that have it are overwhelmingly the ones that grew from being Phantasmal Beasts into being Divine Beasts. Not ones that were born as Divine Beasts.

Racial Tiers

Worldly Beast: -2,500

- Tier 4 baseline.

Heavenly Beast: -3,750

- Tier 5 baseline.

Star Beast: -5,500

- Tier 6 baseline.

Additional Options:

- To naturally accumulate Mystery as you continue to exist, -150 points
- To stop aging when you reach your prime, -200 points

Nemean Lion

Points: -2,700

Base Parameters:	**Strength:** B	**Mana:** E
Tier 4	**Endurance:** B	**Luck:** E
	Agility: B	

Description:

A Divine Beast made famous by Heracles' First Labor. A creature whose existence rejects and denies human civilization and all its works.

For this reason, no weapons or tools of humanity can harm it. It's not a matter of resistance. It can't be overcome. Even if all the treasures of the Gate of Babylon were poured out onto the Nemean Lion, it would continue on without so much as receiving a scratch.

Notably, it doesn't reject humanity itself. A human punching it in the face would deal damage as it normally would. It's only things wrought by humans that it rejects.

Benefits:

- A pelt that can't be harmed in any way by the products of human civilization.
- Agelessness.

Deity

Points: ???

Base Parameters: **Tier ???**	**Strength:** F **Endurance:** F **Agility:** F	**Mana:** F **Luck:** F

Description:

Gods are born from the thoughts of humans. But while that statement is always true, what it means exactly can vary. Some gods are directly born from legends. Others from a certain wish or hope enough humans hold in their heart. Others from people being convinced that something was divine.

Normally, there's two broad categories of deities. Those that coalesced from some sort of natural phenomena and those that were once some other form of being. That is to say, gods born from things like rivers, the sun, the moon, wind, lightning rain, etc. and those that were originally human, animals, or some other lifeform.

Technically, there's also a third category - gods born from other gods. But such beings can get very complicated very quickly due to how strange divinity inherently is and how it interacts with the legends and stories people tell about that particular deity. So such gods usually end up being retroactively turned into one of the two normal categories of gods.

Gods settle into Domains based on the worship they receive, gaining Authority over that Domain. As an example, Zeus was worshiped as King of the Gods, Lord of the Skies. This gave him Authority over other gods and the skies themselves.

As a deity, you will gain strength through worship. But you'll also lose that strength if people stop worshiping you. It's even possible to regress into something called a Divine Spirit if you go without worship for long enough.

This showcases the great flaw of gods. For all their power, they're static things. The only real change they experience is change imposed on them by the legends humans tell of them. They don't "do." They merely "exist."

No matter how intelligent they are, how much they experience, or how powerful they become, they'll only ever think and behave in a certain way. It's for this reason that gods both love and fear humanity. Although humans are weak, they're a constant force of change.

Racial Tiers

Higher tiers gain more power more quickly from worship and lose it less quickly.

Minor Deity: -2,500

- Tier 4 baseline.

Ordinary Deity: -3,000

- Gain 100 rank increments, Tier 4 baseline.

Major Deity: -3,750

- Tier 5 baseline.

Star Deity: -5,500

- Tier 6 baseline.

Galactic Deity: -10,000

- Tier 7 baseline.

Higher Deity: -14,000

- Gain 400 rank increments, Tier 7 baseline.

Cosmic Deity: -20,000

- Tier 8 baseline.

Racial Variants

May be selected in addition to a Racial Tier.

Machine God: -300

- Your powers will come from the advanced technology you're made of rather than relying on worship.

Alien God: -600

- You no longer depend on worship.

- If you **are** worshiped, then you may transition into becoming a normal deity if your Machine God body is destroyed.
- Machine Gods can fuse with each other if they come from the same source.
- You may choose whether you want to come from the Chaos Mothership or have a different origin.
- You gain the ability to rewrite the Textures of a world and to plant and control Fantasy Trees. That is, strange things capable of supporting what would normally be a pruned timeline, turning it into a Lostbelt.
- You can also create Apostles of the Alien World out of Servants or similar beings, giving them unique abilities and along with the ability to travel between Lostbelts.

Benefits:

- You may select <u>one</u> Domain that you govern as a deity, giving you Authority over that Domain. For example, Fire, Crafting, Wisdom, War, etc.
- Gain a general level of Authority over the World.
- This Authority is absolute unless a being of similar Authority interferes. It takes no effort, provided there's no active resistance from another Authority or something on a similar level. The World simply changes as you wish it to, rewriting itself according to your desire.
- As a god, you naturally possess the ability to learn and use magic from the Age of Gods.
- All magic is easy for you to learn compared to all but the most prodigious mages. The more it relates to your Domain(s), the easier it becomes.
- You are a being of Mystery. Performing small magics, even outside of your domain, is trivial.
- As your legend and mythos builds, you'll naturally develop new Mysteries that allow you to do even more with even greater ease. This is especially true for matters relating to your domain. Higher ranks of deities develop these new Mysteries more quickly and at higher levels.

Downsides:

- Dependent on worship. If you don't have enough worship to support your godhood, you'll begin losing power over time.
- You'll be influenced and shaped by the faith that powers you.
- You'll be something of a puppet to your Authority and the World itself. Not without your own free will, but pushed and nudged towards acting out your Authority in a machine-like way.

Additional Options:

- To retain the ability to grow and change like a human would, -100 points
- To no longer rely on worship, -100 points
- Gain additional Domains beyond the default of one, -200 points each
- To gain [Heaven] as one of your domains, thus gaining authority over other gods, -400 points

Ultimate One

(Type, Aristoteles)

Points: ???

Base Parameters: **Tier ???**	**Strength:** F **Endurance:** F **Agility:** F	**Mana:** F **Luck:** F

Description:

An Ultimate One. A supreme being.

Brunestud of the Crimson Moon, by far the weakest of the Ultimate Ones, is best known for its creation of True Ancestors and fighting against Zelretch, Magician of the Second True Magic.

Mind you, this was when Zelretch was in his prime, capable of drawing and utilizing nigh-infinite power from the Kaleidoscope of Worlds. Yet the very weakest of the Ultimate Ones still nearly killed him.

Truthfully, Brunestud *should* have killed Zelretch. Brunestud severely underestimated what a Magician was capable of and let his guard down. Something that Zelretch took full advantage of.

Keep in mind, Brunestud was capable of all this in spite of how he was suppressed by both Gaia and Alaya. Although Gaia invited Brunestud to the world, their natures clashed on a fundamental level in a way that Gaia couldn’t stop simply because it wanted to. As such, this was all accomplished by the weakest of the Types who was in the weakest state it could be.

All Ultimate Ones lack the concept of death. That is to say, it's utterly impossible to kill them unless you have a way to impose the concept of death on them, then do something that would kill them. As an Ultimate One, your body could be shredded on a subatomic level and your soul shredded and devoured, yet you would reform like nothing had happened.

That is what it means to lack the concept of death. You cannot die. Unless, of course, somebody figures out how to impose the concept of death on you. But even then, you'd be pretty hard to kill.

That doesn't mean Ultimate Ones are indestructible. They can still be torn apart through overwhelming power and put in a state that's not all that different from death.

Ultimate Ones have a corrosive effect on the world. That is to say, the world around them slowly warps and bends under the sheer weight of their existence, altering itself to better suit the Ultimate One. This is a very slow process, but one that will quietly infuriate both Gaia and Alaya.

They won't immediately send Counter Guardians after you, as merely being an Ultimate One already puts you at a level where the effort of defeating you might not be worth it. But if you push them, they might decide it's a price worth paying.

Racial Tiers

Moon Type: -3,000

- Gain 200 rank increments, Tier 4 baseline.
- Gain 4 powers.

Planetary Type: -3,750

- Tier 5 baseline.
- Gain 5 powers.

Star Type: -5,500

- Tier 6 baseline.
- Gain 6 powers.

Nebula Type: -10,000

- Tier 7 baseline.
- Gain 7 powers.

Galactic Type: -15,000

- Gain 400 rank increments, Tier 7 baseline.
- Gain 8 powers.

Universe Type: -20,000

- Tier 8 baseline.
- Gain 9 powers.

Theme:

- You may freely choose a theme for yourself as an **Ultimate One**. For example, Brunestud was all about blood and the moon. That is, his theme could be summed up as [Vampire].
- Your innate powers must fit and express your theme as an **Ultimate One**.
- They can be considered somewhere between Skills and Noble Phantasms in terms of power and scope.
- The power of each Power chosen is, naturally, scaled to how much power you actually have. Choosing something impressive like "controlling the flow of time" will be pointless if you don't have the magical energy to back it up.

Benefits:

- You are a being of Mystery. Performing small magics, even outside of your theme, is trivial.
- As you lack the concept of death, you're completely, totally immortal. Unless, of course, someone has some method to impose the concept of death on you.
- Corrode and warp the world around you into an image of yourself and your theme as an Ultimate One. This is essentially a reality marble, but constantly and passively imposing itself on the world around you.

Downsides:

- You naturally warp and erode the World, constantly imposing your natural reality marble upon it, infuriating Gaia and Alaya. They won't like you very much and will be prone to trying to get you killed. If you push them a little further, they'll immediately start sending Counter Guardians after you.

Anti-Cell/Void-Cell

Points: -7,500

Base Parameters:	**Strength:** C	**Mana:** C
Tier 6	**Endurance:** C	**Luck:** D
	Agility: C	

Description:

An Anti-Cell, hailing from an Ark of the Stars, sent out by the Wandering Star of Predation to conquer planets while destroying all life on them.

The Wandering Star of Predation, also known as the Harvest Star or Umbral Star, was created by the same race as the Moon Cell. It's unknown what their purpose was, but it certainly wasn't mere observation like with the Moon Cell.

The Anti-Cells are created by the Harvest Star using the data from destroyed civilizations in a similar manner to how the Moon Cell can create Heroic Spirits. Because each one is completely unique and created from a different civilization, their nature and powers vary wildly.

A single Anti-Cell, known as Velber 02 (Sefar, The White Titan), was enough to almost single-handedly conquer Earth during the Age of Gods. Now, a large part of that is the hubris of the gods in not taking her seriously from the start and working together to destroy her. But it's also because she's stronger than any single god right from the very beginning and only grows stronger from there.

Benefits:

- Able to grow stronger by draining spiritrons and magical energy from intelligent lifeforms.
- Able to contaminate lifeforms to obey your will. The process works like corrupting a data file.
- Get to keep your own Ark of the Stars. That is, your space shuttle.
- Your very existence is to be an Anti-Civilization Weapon. You swallow the information of civilizations, taking their power.

- Able to interface with spiritron technology and have a natural understanding of it.
- Nothing built using knowledge or born from techniques can harm you, as you'll simply devour the information such things are constructed of.

Downsides:

- Require a steady diet of spiritrons and/or magical energy to survive.

Additional Options:

- To gain control over your fundamental nature of devouring and destroying the civilization you exist in, -100
- To no longer require spiritrons and/or magical energy to survive, -300 points

Eldritch Being

Points: ???

Base Parameters: **Tier ???**	**Strength:** F **Endurance:** F **Agility:** F	**Mana:** F **Luck:** F

Description:

Strong, foul, and immense in size, they are impossible beings utterly alien to the Common Sense of Man. The laws of physics, the principles of magecraft, the mentality of humans, the nature of the World itself - they're completely removed from them all.

Trying to use such things to understand the eldritch is an exercise in futility. Merely attempting it will begin to drive you hopelessly insane. Or worse, begin turning you into something eldritch yourself.

The Outer Gods and their spawn are creatures from a place called the Outer Universe. A place beyond and above all parallel universes inhabited by humanity.

That doesn't mean they're immortal and invincible. They're bizarre and incomprehensible to humanity, but they're still flesh and blood… of a sort. Well, whatever they're made of, they live and die. They can and have been killed.

Of course, trying to kill an Outer God is no small thing to attempt. A mere Minor Outer God is a threat to an entire pantheon of deities. A Major Outer God would be a threat that all gods from the golden age of the Age of Gods would have to rally against in order to overcome.

Thankfully, they are, for some reason, unable to enter the World. But in spite of that, they consider the World to be a possession of theirs and their own private property. They also claim to be the original creators of humanity, though the truth of their claims is highly debatable.

Some believe that the only thing stopping the Outer Gods from turning all the worlds into their playthings are the supreme Outer Gods. The likes of Yog-Sothoth, Azathoth, and such.

Of course, it could also be as simple as the worlds of Man being as alien to them as they are to us. And that, for that reason, they're unable to easily enter the worlds governed by the Common Sense of Man.

It's impossible to know for sure. But whatever the case may be, it's extremely difficult for any Eldritch Beings to enter the World. That difficulty only seems to rise the more powerful the being in question is.

Racial Tiers

Lesser Spawn: -200

- Gain 20 rank increments, Tier 1 baseline.

Minor Spawn: -300

- Gain 50 rank increments, Tier 1 baseline.

Ordinary Spawn: -500

- Gain 100 rank increments, Tier 1 baseline.

Major Spawn: -700

- Tier 2 baseline.

Greater Spawn: -1,400

- Tier 3 baseline.

Minor Outer God: -2,500

- Tier 4 baseline.

Ordinary Outer God: -3,200

- Gain 100 rank increments, Tier 4 baseline.

Major Outer God: -3,750

- Tier 5 baseline.

High Outer God: -5,500

- Tier 6 baseline.

Grand Outer God: -10,000

- Tier 7 baseline.

Supreme Outer God: -20,000

- Tier 8 baseline.

Benefits:

- You're very, very hard to kill, scaling with your chosen rank of eldritch being. Not because you lack the concept of death, but because you're just ludicrously hard to kill.
- Over time and with enormous effort, it's possible to rise up the ranks of eldritch beings.
- You are an impossible being. The higher your chosen rank of eldritch being, the more true this is, rising exponentially.
- Those who gaze upon you and try to understand you, let alone communicate with you, will be infected by you. Their entire being will be slowly corrupted and suborned to your will and desires. This is limited only by your rank of eldritch being.
- You have a natural insight into the workings of the universe, rapidly gaining an understanding of it. The higher your rank of being, the more rapid this is.
- The greater your understanding of the universe, the more you can treat it like your plaything, having it work the way you want it to instead of how it *should* work. Though this is limited by your rank and insight.

Downsides:

- The higher the rank of being you select, the more fiercely Gaia and Alaya will reject you, attempting to weaken you and subvert all that you do.
- Strong enemies will be guided towards you and your plans will be hampered by the interference of the World working against your designs.
- At the level of **Ordinary Spawn** and beyond, Counter Guardians will be periodically sent to eliminate you.

Spacecraft

Points: ???

Parameters:	**Strength:** A-	**Mana:** A-
Tier 7	**Endurance:** A-	**Luck:** A-
	Agility: A-	

The Chaos Mothership

Points: -13,000

Also known as the Interstellar Navigation-Purpose Ultra-Massive Mothership or Celestial Sphere Type Space-Time Fortress Chaos.

A megastructure with the appearance of a colossal eye staring out of a fissure in the reality, created by an alien civilization. It was built to harvest resources for that civilization and carries on with that task in spite of that civilization having gone extinct.

It's the origin point of the Twelve Machine Gods that became the Titans and Olympian gods, having created them by splitting its Authority. As such, it can be considered as powerful as all the Titans and Olympians combined and then some.

The Moon Cell

Points: -15,000

Also known as the Holy Grail, Eye of God, or Divine Automatic Recording Device.

It was created by an alien race for the purpose of observing humanity. It's capable of scanning humanity with such exacting perfection that it's able to create Heroic Spirits as information lifeforms.

Of course, it's capable of more than that. It recorded everything that's ever happened on the planet and has a database on Earth's history comparable to what's contained in the Swirl of the Root.

The core of it is a photonic crystal operating using spiritrons. A hyper-advanced supercomputer of immense size, capable of hacking every computer on Earth in an instant.

The Velber

Points: -17,000

Also known as the Wandering Star of Predation, the Umbral Star, or the Harvest Star. It has a comet-like structure that resembles a crying eye.

It's an observation device created by the same race that created the Moon Cell. However, it’s far less benign. Rather than observing and occasionally teaching a single civilization, it destroys and consumes civilizations in the process of recording their information.

It can be considered both a single spaceship and an entire species, of sorts. Surrounding it is an armada of Arks of the Stars, each containing a Void Cell. Each Void Cell marks the death of a civilization, as Void Cells are created from the civilizations the Umbral Star destroys. In your case, you’d start off with ten.

These Void Cells and their Ark of the Stars are under the absolute control of the Velber. While they do have their own independent thoughts and can, under unusual circumstances, desire freedom, they can never escape the absolute control the Velber has over their actions.

Perks

General Perks

*Perks that no **Origin** in particular gets a discount on*

Rank Increments

Points: -25

Purchase 2 Rank Increments that may be freely allocated.

Origin

Single Origin: 0

Dual Origin: -50

Awakened Origin: -200

When Awakened to your Origin, it will act more like a compulsion than a mere guiding direction. Like an absolute order; someone with a "taboo" Origin would find themselves unable to avoid delving into the taboo.

However, the benefits can potentially outweigh the losses. It provides an immediate boost in strength equivalent to a normal human reaching E Rank in all Parameters. It only grows from there as the individual gets slowly stronger as they live according to their Origin while developing conceptual powers based on their concept of Origin.

Description:

Your **Origin** is somewhat esoteric. It does have an influence on what sorts of magic you can use/are best suited for, but it's more about who you are as a person. It's the concept that forms the core of who you are.

Think of it as something guiding the direction of your life. If your **Origin** was Sword, for example, you'd find yourself drawn to swords. Likely to conflict as well, along with those who wielded swords.

Even if you don't have an elemental affinity, it's possible to enact Mysteries purely through following your **Origin**. Or even to overcome something as fundamental as a lack of magic circuits. Though that's very, very unusual.

Element	
Western Five Elements: -50 each ● Fire, Water, Air, Earth, Void **Eastern Five Elements:** -50 each ● Fire, Earth, Metal, Water, Wood **Non-standard Element:** -50	**Description:** Elements decide what sort of magic you're best suited to use. Normally, only elements from the five basic elements of fire, water, earth, air, and void or the five basic elements of fire, wood, metal, earth, and water are seen. (There's two different sets of "standard" elements, with the first being the standard elements of the West and the second being the standard five of the East.) Because magecraft is generally based around these two elemental sets due to them being the most common elements (by far). In fact, they're so common that they're each considered the Five Great Elements for the Western and Eastern magic systems, respectively. But other elements, like Sword, imaginary numbers, and such do exist.

Magic Circuits

Description:

Magic Circuits are the foundation of modern magecraft, being what allows a mage to convert their internal life force (od) or the external mana of the World into magical energy. They're also where a magus' spells are located, being a place where information can naturally be stored (including information other than spells).

Having more circuits of higher quality allows a magus to process more od/mana into magical energy. Usually more mana than od, since few people have enough life force for it to act as the sole fuel for their spells. Instead, they'll use their od as the spark to start the spell, then rely on converting mana into magical energy as the real fuel for the spell.

Having fewer or weaker magical circuits isn't the end of the world for a magus. But it certainly isn't a good thing. It requires you to be especially clever and crafty with your magecraft and to be extremely judicious with what spells you use.

Of course, since magic crests are the only reliable way to increase a mage's magical energy output, most mages just have to learn to work with what they have.

For example, Shirou has 27 circuits with a total of 10 units output while Rin (an incredibly gifted mage) has 40 natural circuits and two sets of 30 from her **Magic Crest** with a total output of 1000 units.

But of the two, it was Shirou who pushed his Tracing spell to incredible heights by relying on the synergy the spell had with his reality marble.

Increased Quantity: -25

This may be purchased multiple times.

Gain 5 circuits of poor quality. That is, circuits that each have an output of 1 units per Rank Increment in your Mana Parameter.

So, if you had a Rank C Mana Parameter, meaning eleven Rank Increments in your Mana Parameter, that would be 55 units of magical energy generated.

Increased Quality: -50

This may be purchased multiple times.

This increases the quality of all magic circuits, raising their base output per Mana Rank Increment by 1 unit.

So, if you had ten poor quality circuits, this would bump them up from producing 10 units total per Rank Increment to 20.

Scaling Factor: -100

Causes your magic circuits to become more potent the more of them you have. Where N is the number of your magic circuits and O is the output, the formula is as such:

(floor(N/10) * O) + O

So, every ten magic circuits, your magical energy output from them will increase. This only applies to your magic circuits, not all magical energy production you possess.

As an example, look at this little table:

5 poor quality Magic Circuits → (floor(5/10) * 5) + 5 → 5 units output

10 poor quality Magic Circuits → (floor(10/10) * 10) + 10 → 20 units output

20 poor quality Magic Circuits → (floor(20/10) * 20) + 20 → 60 units output

Divine Patterns: 2x cost multiplier

The magic circuits of gods and fairies.

Divine patterns are, as the name implies, something normally only held by divine beings. Though fairies also possess them, hence why they're also known as Fairy Patterns. So as one might expect, they have a natural Mystery to them.

This Mystery is a nebulous, undefined thing. It could best be described as "something that bends the rules". Meaning that it assists in performing feats that shouldn't really be possible for you. Or even possible in general.

In other words, it moves you in the direction of being able to perform miracles. The more patterns you have and the higher quality they are, the more you can bend the rules. If you have a truly amazing quantity and quality of divine patterns, you could outright perform a divine miracle.

Cost Explanation:

If you've spent -400 points on Magic Patterns, whether through buying normal patterns or through that combined with some sort of upgrade like a Special Composition, this would make it cost -800.

Basically, whatever your total is for everything you've spent on magic circuits other than this, double it if you've purchased this.

Special Composition: ???

Causes your circuits to have something unique about them. For example, perhaps they can be used for longer periods of time. Perhaps they put less strain on your body. Perhaps they can be activated much more quickly. Whatever it is, your circuits are different in a delightfully useful way.

The cost depends on what you're looking to get.

Of course, the potency of the effect also changes the cost. For example, growing in quality and quantity is great, but you could spend -25 to make it a largely negligible amount of growth or spend a whopping -1,000 to make it far more noticeable.

This is the honor system. Don't get some ridiculous composition without paying a fair price.

Special Composition Examples	
Heat Conversion	Convert heat into magical energy. This doesn't prevent the heat from harming you unless you're able to convert it so quickly it has no time to harm you.
Kinetic Conversion	Convert kinetic force into magical energy. This doesn't prevent the forces from harming you unless you're able to convert them so quickly they have no time to harm you.
Galvanic Conversion	Convert electricity into magical energy. This doesn't prevent the electricity from harming you unless you're able to convert it so quickly it has no time to harm you.
Sturdy	Can handle more magical energy moving through them than they should be able to given their quality and quantity.
Momentus	Generates increasing amounts of magical energy per unit of od/mana input the longer they're active at once.
Growth	Grow in quality and quantity through use.

Status Interface

Tier 1: -50

In a Holy Grail War, masters are able to see the true name, class, skills, parameters, and noble phantasms of their Servant - provided that Servant isn't actively trying to hide that information. This information is presented to them in a way that makes sense to them.

You now have something like that, but for yourself.

All perks, skills, and various powers you possess now show up in a game-like Status Interface. Though the interface is just to help you with sorting through the information. Even without it, the information is directly and intuitively known by you.

Keep in mind that the Status Interface works through divination magic, just like the one possessed by masters in a Holy Grail War. As such, it can be blocked through anti-divination measures.

Tier 2: -100

You become able to see the Status Sheets of items and other individuals. But this is a form of divination, so anti-divination measures can block it.

They may also notice your attempt, though that's very unlikely. While this divination can't be called especially powerful, it **is** very sophisticated in a way that makes it hard to detect. Only beings far beyond your level or with extremely high level detection spells would be able to notice.

Tier 3: -150

You're able to examine the history of a target's life and peer into their future as laid out by their Force of Providence.This divination doesn't give exact or perfect details, but the information is largely reliable. Though powerful Mystery can certainly affect the reliability of it.

An easy example would be a god. Such a being getting involved in your life would largely cloud your future to the Status Interface's divination spell.

Tier 4: -250

Your Status Interface can pierce all protective measures below the level of gods.

However, it should be noted that some spells cast with true magic, be it of the Age of Gods or the Five True Magics of the Age of Man, are on the level of divine protections. Even though they weren't created by a god, they'll still be able to partially or fully block your divination.

Tier 5: -400

Nothing can stop the divination of your Status Interface. However, that doesn't mean it will be perfectly accurate when it comes to predicting the target's future.

That prediction is based on tracing the trajectory of the target's Force of Providence as it exists at the time of the divination, but that Force can be changed or affected by outside powers. Which would, of course, change the target's future.

These are normally just small fluctuations that don't truly change the end result, but some changes can send a target onto a completely different course. For example, you telling a target their future could potentially radically change that future.

Fairest of Them All

Tier 1: -50

Become a physically idealized version of yourself. In other words, unrealistically good looking, but in a non-magical way. It's still entirely possible that people simply won't be interested in you because, despite being objectively attractive, you just aren't their type.

Tier 2: -100

You now have a natural instinct for how to carry yourself. You know what someone does and doesn't like and how to make them comfortable, satisfied, and happy, allowing you to more easily ingratiate yourself with them.

Tier 3: -200

Your beauty and charisma have reached the level of a Mystery. People will find it hard to dislike you and they naturally want to please you. If you want to seduce a person, then no matter their gender or natural sexual orientation, they'll find it extremely hard to resist your advances.

Tier 4: -400

Your beauty and charisma have reached an even higher level of Mystery. People see you as their natural leader, deferring to you in all things. It's easy for you to understand how to mold them and they truly take what you say to heart.

If you wanted to start a harem, your targets of seduction would have a hard time saying no, whether they'd normally like each other or not. Even guiding them into feeling attraction towards each other, in spite of whether they normally would or not, isn't out of the question.

Tier 5: -800

Your beauty and charisma have reached a frightening level of Mystery. Those who spend too much time in your presence, much less directly interacting with you, will find themselves slowly becoming suborned by you. Your desires become their desires, your will becomes their will.

Strong Will

Tier 1: -100

Your will becomes tough, allowing you to push through the trials and tribulations of the world. No matter how painful, no matter how crazy, you can take it all.

Tier 2: -200

You gain an iron will, allowing you to push through the trials and tribulations of the world. No matter how painful, no matter how crazy, you can take it all. Even Mysteries affecting the mind have a far lessened effect on you.

Tier 3: -300

You gain an indomitable will. More than just overcoming the trials and tribulations of the world or pushing through small Mysteries, your will is so strong that even the corruptive influences of things like Velber, Outer Gods, and Daemons struggle to find purchase in your mind and heart.

Martial Arts

Tier 1: -50

Grants a basic level of skill in completely mundane martial arts. Think of something along the lines of MMA, where it's a mix-mash of techniques from different styles instead of a set of techniques from a single style. Nothing special or magical about them. Still a useful skill to have though.

Tier 2: -100

Your skill in general martial arts increases to a high level of mastery. Rather than just someone who’s competent, you’re now someone who could compete on a national stage.

Ancient Weapon Skills

Tier 1: -100

Grants a basic level of skill in using and maintaining ancient cold weapons such as swords, bows, spears, shields, and all variations of the above.

Tier 2: -150

Your skill in using cold weapons increases to a high level of mastery. Rather than just someone who's competent, you're now someone who could compete on a national stage.

Tier 3: -250

For a single cold weapon of your choice, you've now reached the absolute limit of what's possible for mundane humans. Your skill is astonishing, though not at the level of becoming a Mystery.

Modern Weapon Skills

Tier 1: -100

Grants a basic level of skill in using and maintaining modern hot weapons such as guns, drones, combat knives, grenades, improvised explosives, and all variations of the above.

Tier 2: -150

Your skill in using hot weapons increases to a high level of mastery. Rather than just someone who's competent, you're now someone who could compete on a national stage.

Shapeshifting

Type 1: -100

Grants the ability to shapeshift into any living creature. This change is only cosmetic. You don't gain access to any of the abilities or traits of the creatures you shift into.

It requires a constant stream of magical energy to maintain. The cost of magical energy required to maintain a shift is determined by how far you deviate from your natural form. Differences in size, biology, behavior, etc, all increase the cost.

Type 2: -200

Your transformation no longer costs any magical energy. However, it still takes time to transform and only causes cosmetic changes rather than truly substantive ones.

Type 3: -600

Grants the ability to shapeshift into any living creature. Unlike with **Type 1** or **Type 2**, it’s possible to gain the innate powers of the creature. If you’re in the presence of the creature for long enough or have ingested a sufficient amount of material from its body, you can replicate traits from it.

Simply being near it requires a long length of time - trying to replicate the powers of a dragon, for example, would require hundreds of years being in its presence. Meanwhile, ingesting material to replicate traits is much faster. Though the more powerful the creature’s innate traits, the more material you’ll need to ingest.

Like with **Type 1**, this shift requires a constant stream of magical energy to transform and maintain. In addition, the more powerful the creature you're shifting into and the more of its traits you try to replicate, the more magical energy it requires.

Regression to the Age of Gods

Rank E: -200

A phenomena representing the degree to which an individual can reproduce Mysteries from the Age of Gods. It can be considered a special mutation to magic circuits and a modifier of them.

You produce 10 units of magical energy per Rank Increment in your Mana Parameter. You become able to learn magic of Rank E and below from the **Age of Gods** even if you're in the **Age of Man**. Though finding someone to teach you that magic will be rather difficult.

Rank D: -300

You produce 20 units of magical energy per Rank Increment in your Mana Parameter. You become able to learn magic of Rank D and below no matter what Age you're in.

Rank C: -400

You produce 30 units of magical energy per Rank Increment in your Mana Parameter. You become able to learn magic of Rank C and below no matter what Age you're in.

Rank B: -500

You produce 40 units of magical energy per Rank Increment in your Mana Parameter. You become able to learn magic of Rank B and below no matter what Age you're in.

Rank A: -700

You produce 50 units of magical energy per Rank Increment in your Mana Parameter. You become able to learn magic of Rank A and below no matter what Age you're in. Your magic circuits are naturally converted into divine patterns of equivalent quantity and quality.

Rank EX: -1000

You produce 100 units of magical energy per Rank Increment in your Mana Parameter. You become able to learn magic of Rank EX and below no matter what Age you're in.

Divine Words

Tier 1: -400

This grants knowledge of divine words. The use of divine words was the primary method used for casting spells in the Age of Gods and the first half of the Age of Heroes.

They act as a potent medium for Mystery, able to hold enormous amounts of information while also being a Mystery in their own right that enhances the power of your magecraft.

That is to say, divine words allow you to use more Mysteries and more magical energy at once while enhancing those same Mysteries. This, in turn, allows you to more easily and quickly perform higher level magecraft.

Divine Words, on their own, are a large part of why mages from the Age of Gods were so superior to modern mages. But those born after the end of the **Age of Gods** and beginning of the **Age of Man** are unable to speak or hear divine words.

Tier 2: -600

You have an instinctive use of how to use divine words to bring about an effect.

This doesn't mean you'll just know how to do something. Rather, when you're trying to develop a spell or modify an existing one, you'll find that your instincts on what will and won't work are pretty much always correct.

Tier 3: -800

You gain a high level of proficiency in using divine words, to the point that you're capable of performing High Speed Divine Words - a way of compressing a normally long incantation into just a few short words.

Notably, this can also be used to bypass the need to use your magic circuits or divine patterns. In such a situation, it would rely purely on ambient magical energy to function. Though if there's not enough ambient energy, you'd have to provide the rest yourself.

Divinity

Description:

Somehow, in some way, you've obtained a level of divinity. Perhaps you're worshiped by one group or another. Maybe you're the child of a god.

Whatever the case, you're now partially divine. Choose what level of **Divinity** you want.

Please note that those who chose **Deity** or **Outer God** as their race gain little to no benefit from this. They already have the EX Rank version of this by being gods.

Limited Innate Powers:

Powers born from your **Divinity**. They act as an expression of it and a hint of what Domains you'd hold if you ever developed your **Divinity** to the EX Rank - that is, ascended to become a full god.

An example would be something like [fire] and the ability to create fireballs. The fireballs themselves could be quite powerful, if you put enough magical energy into it. But it'll only ever be the power to create and move fireballs - unless you somehow found a way to grow your **Divinity** to a higher level.

However, it's worth noting that innate powers can be bolstered and manipulated with the right Mysteries. Using various Mysteries of fire alongside your divine power to create fireballs could allow for far greater flexibility in what you can do with those fireballs. Or the reverse; using your divine power over fireballs to enhance your Mysteries of fire to have more power and explosive force.

A little creativity can go a long way.

E Rank Divinity: -200

Gain **Divinity** at the level of an E Rank skill. Gain 10 Rank Increments that can be freely allocated.

D Rank Divinity: -300

Gain **Divinity** at the level of a D Rank skill. Gain 15 Rank Increments that can be freely allocated. Gain an affinity for Mysteries relating to a concept of your choice.

C Rank Divinity: -450

Gain **Divinity** at the level of a C Rank skill. Gain 30 Rank Increments that can be freely allocated. Gain an affinity for Mysteries relating to a concept of your choice and a limited innate power based on that concept.

B Rank Divinity: -700

Gain **Divinity** at the level of a B Rank skill. Gain 50 Rank Increments that can be freely allocated. Gain an affinity for Mysteries relating to a concept of your choice and three limited innate powers based on that concept.

A Rank Divinity: -1,000

Gain **Divinity** at the level of an A Rank skill. Gain 70 Rank Increments that can be freely allocated. Gain an affinity for Mysteries relating to a concept of your choice and five innate powers based on that concept.

Although these innate powers start as limited ones, similar to what you receive from **C** and **B** ranked **Divinity**, they're capable of growing and evolving under the right circumstances. It's not easy, but it's possible.

However, they'll never be able to evolve into a true Divine Authority. Not unless you somehow fully shed your mortality and pushed your **Divinity** to EX Rank, becoming a true god.

Force of Providence

Description:

Also called Existential Inertia, Force of Providence can best be described as the thing that mandates your survival.

It's mostly a force of luck. Actual luck, not the Luck Parameter. Fate. Destiny. Something that lets you survive and avoid misfortune. Or brings misfortune, if you have a lack of it. Another way to describe it could be as a narrative force. If your life is a story, then Force of Providence is what keeps it on track to complete that story from start to finish.

If enough is somehow given to a dead person, it can bring about true resurrection - to the point of bringing someone back even if their soul was destroyed. Likewise, if all of it is taken from a person, they'll experience true death.

Hence why it's first and foremost known as the force that facilitates your life rather than as a force of luck.

Tier 1: -500

You have a solid Force of Providence. Not enough for you to go out and do anything crazy and expect to survive, but enough that you can rest assured knowing that nothing strange will simply happen to you if you don't go out looking for it.

Tier 2: -1,000

Your Existential Inertia is much stronger. On the level of what you'd see from historical heroes. People who defied the odds when they really should have died a dozen times over.

Now, this does come with a caveat. You'll be drawn towards others with great Existential Inertia. That's just how this works. Think of it like gravity; things with a lot of it are drawn towards each other.

Basically, you're going to live in interesting times.

Tier 3: -2,000

You have a Force of Destiny mighty and robust enough that you can rest easy knowing that, by the end of your very long life, you'll go down as one of the most prominent figures in human history.

Tier 4: -3,000

Your Force of Providence is truly amazing. You could slap a god in the face and they'd probably just laugh it off or get distracted before they could turn you into cosmic dust.

Like your life is on a track, you're drawn towards things you need. As though an author is writing a story and you're the main character. Things won't always be easy. They might not work out the way you want them to. But they **will** work out for you.

Tier 5: -5,000

It's theoretically possible for you to die. Acknowledge that it **is** a possibility.

Good. Now that you've done that, accept that it's never going to happen. Reality will bend over backwards to make sure you survive.

It might be absurd.

It might be stupid.

People might act in strange, out of character ways for it to happen.

But it definitely will. That's simply what it means when a person has an Existential Inertia as towering as yours.

Even a cosmic being capable of destroying the universe wouldn't be able to kill you. Not because they're incapable of it, but because something will always happen to make sure they never do.

Connection to the Root

Tier 1: -500

You have a tenuous, yet direct connection to the Swirl of the Root. Not an unstable one, but it's thin and weak. From it, you gain a small, but useful trickle of insights and impulses.

Like a gentle hand on your shoulder when you're stuck or a whisper in your ear when you don't understand, it guides you in the right direction to attain what you seek.

Think of it like becoming smarter and gaining better instincts. Intuitive leaps of logic and flashes of understanding, rather than a map laying out the things you need to do.

You produce 25 units of magical energy per Rank Increment in your Mana Parameter.

Tier 2: -1,000

It's easier to tell when a thought or instinct originates from your connection to the Root. Similarly, the insights become a bit larger, the instincts a bit more comprehensive.

The base units of magical energy provided per Rank Increment in your Mana Parameter is increased to 100 units.

Tier 3: -2,000

It's easy for you to tell when a thought or instinct comes from the Root rather than yourself. The insights and instincts are like a light in the dark, lighting up the path you want to walk.

You might not quite understand how or why until you reach the end, but it's certain that doing those things will achieve the results you desire.

The base units of magical energy provided per Rank Increment in your Mana Parameter is increased to 250 units.

Tier 4: -5,000

You can pull knowledge directly from the Root, though it requires burning some magical energy to do so.

Your base Parameter Tier is set to Tier 3 or increased by one if you're already at or above Tier 3. The base units of magical energy provided per Rank Increment in your Mana Parameter is increased to 500 units.

Tier 5: -10,000

You're able to directly manifest your desires in the world around you, creating a Texture over the World around you. However, when you stop actively maintaining it, the World will start erasing it. The amount of time that takes depends on how similar your changes are to the normal operations of the World.

Your base Parameter Tier is set to Tier 5 or increased by one if you're already at or above Tier 5. The base units of magical energy provided per Rank Increment in your Mana Parameter is increased to 1000 units.

Tier 6: -20,000

Your Texture will grow to blanket the entire World, causing permanent changes where it goes. However, the more these changes deviate from the natural operations of the World, the longer it takes to implement them.

Your base Parameter Tier is set to Tier 7. The base units of magical energy provided per Rank Increment in your Mana Parameter is increased to 2500 units.

Drop-In Perks

Shrouded
Tier 1: -50 Basic divination Mysteries, such as clairvoyance, struggle to get a lock on you. However, more powerful methods can do so with only a minor inconvenience. You're able to sense that someone is attempting to divine you.
Tier 2: -200 Powerful divination Mysteries, nearing the limit of "human magic" have a hard time seeing and accounting for you and your actions.
Tier 3: -400 Divination Mysteries on the level of what Servants would employ find it extremely difficult to grasp your presence. Only the strongest methods, such as what Merlin or Gilgamesh can employ, will really have a chance of doing so.
Tier 4: -600 Even the gods themselves will find you a difficult target to lock onto with a divination method. Only the most powerful will be able to get even a vague picture.

Heroic Skill

Description:

You may purchase any Class or Personal Skill used by any Servant in any Holy Grail War. You may purchase multiple skills.

Rank:	**E:** -50	**B:** -200	**[-]:** +25
	D: -75	**A:** -300	**[+]:** -25
	C: -125	**EX:** -500	

Natural Regeneration

Tier 1: -200

Grants an innate regeneration potent enough that any non-cursed wound that isn't immediately fatal will be repaired within hours (or mere minutes). However, it struggles to deal with curses.

This acts as an innate function of your body, requiring no magical energy.

Tier 2: -600

Grants an innate regeneration potent enough to heal even cursed wounds within hours or minutes, depending on the level of the curse. Though, divine curses are almost all beyond the ability of this regeneration to overcome.

Tier 3: -1000

Your regeneration is overwhelming. Although you still have the concept of death, it’s functionally impossible to actually bring about your death. Or even cause lasting harm.

Unified Language

Points: -600

Upon entering the Nasuverse, you gazed upon the Swirl of the Root. Through it, you learned the true Unified Language. The first language. One that could convey any concept to any being.

Using it allows for perfect communication using telepathy on the level of the soul. To speak with any being and read their past. It's also possible to place humans under absolute hypnosis, forcing them to obey any order given.

But that's just a side effect of how humans interact with the language. For humans, rejecting an order given in the Unified Language would be like rejecting their own existence.

Such hypnotism would last about a day, give or take. Though if the target has some form of divinity or direct connection to the Root, they could resist it. Having non-human ancestry would also help, making the hypnotism fail more quickly.

The Unified Language is several tiers of power above Divine Words in terms of Mystery. However, it can't be used as a medium for altering the world like they can.

So despite being substantially more powerful, it's not nearly as flexible or useful. It is, fundamentally, just a way to communicate. The most perfect language to ever exist. Being able to hypnotize humans is just a neat side effect.

Marble Phantasm

Tier 1: -800

The ability of elementals to connect their spirit to nature and manipulate probabilities and transfigure the world around them. As such, this is also known as Fantasy Manifestation or Imagination Realization.

In essence, this allows them to warp and alter the world around them, turning it into anything they can imagine. However, this is limited to what is achievable by nature and what they can do through manipulating probability.

Consider a pile of 100 marbles. 50 are black and 50 are white. Now let's say you picked up the pile and tossed it in the air.

A Marble Phantasm would allow you to arrange those marbles so that when they hit the ground, they formed a picture. Perhaps even a 3D sculpture made of marbles.

You could do this by manipulating the probability of where they fell and how air hits them. But you could never change a white marble into a black marble or vice versa. There's no possibility of that happening. Thus, there's no way for you to manipulate probability to make it happen, nor is there a way for you to make that change in a way allowed by nature.

You could even do something as outlandish as lifting the marbles via gusts of wind. After all, that's not impossible. Nature does allow something like that to happen.

Basically, a Marble Phantasm allows you to do anything that is even remotely possible in nature. Even if there's a hilariously small chance of it ever happening, even if it's something that would absolutely *never* happen, a Marble Phantasm allows you to make use of that "but it ***could*** happen" to manifest your desires.

Honestly, even that "could" matters less than the fact that what you're doing isn't strictly impossible.

Of course, how true all this actually is depends on how much power you have to throw at the Marble Phantasm and how strong your connection to the World is.

Please note that things independent of the World, like humans and animals, can't be directly altered by a Marble Phantasm. They can, however, be affected by things created in a Marble Phantasm, like cutting blades of wind.

Tier 2: -1,200

The World supports your Marble Phantasm, taking part of the burden of creation upon itself. In essence, allowing you to do five times as much with the same amount of effort.

Your influence over the World is also of a considerably higher authority than would normally be expected. Very few elementals can overwrite a Marble Phantasm you've set up. Likewise, very few could stop you from making alterations to a Marble Phantasm they themselves established.

Higher Constructs

Description:

Gods, fairies, and other such beings are capable of crafting higher forms of items. These are collectively known as Divine Constructs, even if they weren't actually made by gods.

Even during the Age of Gods, items like this were rare. Normally, only gods would have the right to wield them. Which makes perfect sense; they were made as divine armaments for divine beings.

Humans are unable to understand such constructs. Even Emiya Shirou, with a reality marble fundamentally based upon understanding and replicating all swords, finds himself unable to reproduce divine constructs. Not because his reality marble can't copy them, but because his human mind can't comprehend them long enough to make a replica.

Tier 1: -500

Provides the knowledge of how to elevate a work into a divine version of itself. It does not provide the skill required; you'll need to acquire that through effort and practice.

Tier 2: -1000

You now have the actual skills required to craft divine constructs of any type. That doesn't mean you'll find it easy to do. High quality divine constructs will still be a challenge, both in terms of skill and in acquiring the needed materials. But you *can* do it.

Tier 3: -1,500

Your skill in creating divine constructs extends to being able to create items on the level of the Last Phantasm, Excalibur. Also known as ultimate divine constructs, these are the supreme pinnacle of what's possible for divine constructs.

Eldritch Host

Description:

To encounter a being from beyond the World is to be marked by that being. To be marked by such a thing isn't the same as to be possessed by it, but the difference is only one of closeness.

As an individual draws closer in spirit to the twisted entity they encountered, their power grows as that being pours more of itself into them. Of course, while that does grant enormous power, it also twists their body and soul.

The person so affected will, as one would expect, lose their sanity as part of this process. Though "lose" might be the wrong description. Rather, they transform from "human" to "eldritch" in nature. So it's only natural that their mindset would shift from human to eldritch as well.

Besides, anyone who's drifting closer to such an inhuman existence wouldn't have been a very normal human to begin with. What sanity did they really have left to lose?

Tier 1: -100

A person who's merely marked by an Outer God of some sort or another, gaining small powers based on the nature of that Outer God.

You may choose which Outer God in particular has taken notice of you, But be warned that they truly will have taken notice and marked you; this isn't some mimicry of the process, but the real thing.

Gain 10 Rank Increments. Produce 2 units of magical energy per Rank Increment in your Mana Parameter.

Tier 2: -300

You've drawn closer to your Outer God, becoming more like them in substance and form. Minor physical changes will begin appearing. Your mental state will warp in the direction of that Outer God, though only your close friends are likely to notice.

You'll gain a certain measure of control over the most meager Spawn of your Outer God along with some ability to create such Spawn yourself. Naturally, your other powers from your Outer God will also increase.

Gain 25 Rank Increments. Produce 5 units of magical energy per Rank Increment in your Mana Parameter.

Tier 3: -800

You can be considered a minor vessel for your Outer God. Not possessed by them, but certainly a vector for their power to enter the world.

Your appearance will noticeably shift towards resembling your Outer God, though that doesn't necessarily mean you'll begin to look inhuman. Rather, the combination of your adornments, behavior, and appearance will show who you're connected to.

Gain 70 Rank Increments. Produce 20 units of magical energy per Rank Increment in your Mana Parameter.

Tier 4: -1,500

You've become a major vessel for your Outer God, seeming to embody a small facet of their power. Through you, the Outer God can begin to truly perform their terrible works.

Gain 125 Rank Increments. Produce 40 units of magical energy per Rank Increment in your Mana Parameter.

Tier 5: -2,500

You are an avatar of your Outer God. Your presence influences the world to match the nature of your Outer God. Where the world has been changed by you, you can command it like it's your own Marble Phantasm.

Gain 200 Rank Increments. Produce 70 units of magical energy per Rank Increment in your Mana Parameter.

Enlightened Mind

Description:

The Path of Enlightenment is a long, arduous one. Normally. Purchasing this allows you to compress it into an instant, gaining the sort of clarity and understanding that would normally require a lifetime of meditation and soul-searching.

Mahayana Buddhism preaches that one should follow the path to becoming a Buddha through acting as a Bodhisattva. The journey you make as a bodhisattva on your path to awakening as a Buddha is split into ten stages (bhūmi or dwelling).

This is a long, difficult journey. Very, very few make it far. Only a select handful reach the end.

It's about contemplation. Understanding and embracing the Three Jewels of Buddha, Dharma, and Sangha. Of contemplating samsara - both the failings and wonders of it. Of understanding your bodhicitta and facing the difficulties of it and rewards of pursuing it.

It is to develop faith, mindfulness, and wisdom.

All supernatural powers of the bodhisattva, no matter their stage, are born from a great wish they hold in their heart - a true and genuine desire to help others. This is the core of all a bodhisattva's powers. No matter the power, no matter how grand or simple it is, it revolves around a bodhisattva's ability to help others.

Some more common, more static, far more efficient powers, like the Six Powers, will develop naturally as you progress through the ten stages. These are still born of miracles, but can no longer be described as such.

Other, more unique powers, are simply born from how you help others. Though this only begins happening at and after the Third Bhūmi. Until then, you'll show inclinations towards developing certain powers, but not actually develop those powers.

For example, say you sought to help others by protecting them from evil creatures. Therefore, you went out and exterminated all evil wherever you could find it. This isn't the best way to help all beings, but it's a valid way nevertheless.

As such, the more permanent powers you gained would be things like a stronger body, assistance with using whatever weapon you prefer, talent for fighting, a sense for where

people need your protection - that sort of thing. Then, on top of that, you'd still have the standard miracles of a bodhisattva.

It should be noted that your miracles become more efficient and effective the more you're attempting to help others. Attempting to use your miracles to kill an innocent person would guzzle your magical energy. Meanwhile, healing the sick would be far easier.

Tier 1: -100

The First Bhūmi - The Pramuditā (Very Joyous).

A bodhisattva is defined by their bodhicitta ("the awakening mind"). That is, to have a mindset aimed at attaining the true enlightenment of Buddhism; the supreme bodhi. It's the spontaneous wish to help others, arising from the very core of your being.

That being said, this bodhicitta can be split into three tiers. The bodhicitta you develop is the one you truly would have birthed on your own, provided you had stopped to walk the path of the bodhisattva the hard way rather than purchasing it.

A King's Bodhicitta, in which you place your own wellbeing over that of others. Not because you don't care for them, but because you simply prioritize yourself. This is the lowest form of bodhicitta.

A Ferryman's Bodhicitta, in which you place the wellbeing of others at the same level as your own. You bring them onto your boat, carrying them with you.

A Shepherd's Bodhicitta, in which you care for your sheep, making sure they arrive safely before you and treating them better than yourself. This is the highest form of bodhicitta and the most powerful.

It's called the Very Joyous because of how, no matter the form of bodhicitta, those at this stage will find joy in helping others.

Receive 5 Rank Increments. Gain 1 units of magical energy output per Rank Increment in your Mana Parameter.

Tier 2: -200

The Second Bhūmi - The Vimalā (Stainless).

A stage devoted to ethics. Becoming flawless in thought and deed, to the point that even in their dreams they have no immoral thoughts.

This pure mind is the prerequisite for training in the four rūpadhyānas and four arūpadhyānas. The first is basically a process of releasing yourself from being bound by various mental shackles of emotion and desire, achieving a state of perfect equanimity. The second is four realms of meditative states

Receive 10 Rank Increments. Gain 3 units of magical energy output per Rank Increment in your Mana Parameter.

Tier 3: -700

The Third Bhūmi - The Prabhākarī (Light-Maker).

At this stage, a bodhisattva burns with a fire of wisdom fed by the truth of knowledge. They cultivate patience, reaching a state where even if they were tortured, they wouldn't grow angry at their torturer.

Not because they don't understand the evil of the action, but rather because they pity their assailant for being afflicted by evil thoughts and sowing the seeds of wicked karma that will haunt them in the future.

No matter how angry or resentful a bodhisattva becomes, it won't change the past. All it will do is worsen the life of the person experiencing such torments, whether by infuriating them in the present or causing them to ruin their own future. So why dwell on them?

Such is the state of mind of a Light-Maker.

Alongside continuing to practice the four rūpadhyānas and four arūpadhyānas, they also delve into the brahmavihārā and abhijñā.

Brahmavihārā, the four immeasurables, are four virtuous states of mind that can transform the self. Abhijñā are supernatural powers a bodhisattva is enlightened upon during mediation. For this reason, it's at this stage that a bodhisattva's powers suddenly surge.

Receive 75 Rank Increments. Gain 8 units of magical energy output per Rank Increment in your Mana Parameter. While meditating, you may experience enlightenment that grants you supernatural powers related to your actions and insights.

Tier 4: -1,250

The Fourth Bhūmi - The Arciṣmatī (Radiant Intellect).

To shine with the radiance of wisdom and understanding - that is what it means to be a bodhisattva at the fourth bhūmi.

Bodhisattva at this stage begin exhibiting inexhaustibility. Their minds grow and expand as their meditations deepen. With these two traits, they excavate and cultivate the profound truths within the thirty-seven factors of awakening, destroying the afflictions within themselves.

Increase your Parameter Tier by 1. Gain 15 units of magical energy output per Rank Increment in your Mana Parameter.

Tier 5: -2,000

The Fifth Bhūmi - The Sudurjayā (Difficult to Master).

Bodhisattva at this stage meditate on the four noble truths, the saṁvṛti (conventional) truth, and the paramārtha (ultimate) truth. As they more deeply grasp these truths, they learn to perceive all phenomena as empty and transient things full of suffering and bitterness.

Not so that they can despair, but so that they can develop a stable, unchanging heart that won't be distracted by anything. Thus, they reach the perfection of samadhi - a meditative state of spiritual liberation.

Increase your Parameter Tier by 1. Receive 100 Rank Increments. Gain 25 units of magical energy output per Rank Increment in your Mana Parameter.

Tier 6: -3,000

The Sixth Bhūmi - The Abhimukhī (Manifest).

To grasp the knowledge of pratītyasamutpāda - that all things are connected. That the entire world is a chain of cause and effect, of one thing being dependent on another. More than that, they understand signlessness.

That is, the transition into a mental state of non-conceptuality (no thought). Put more simply, signlessness is a state of zen. Understanding that the world we experience and the world we imagine are different things.

Through this understanding, they avoid attachment to this cause and effect and attain a certain level of nirvana. Though it's only to the extent of seeing the world as "illusory" and yourself as "real".

Increase your Parameter Tier by 1. Receive 250 Rank Increments. Gain 40 units of magical energy output per Rank Increment in your Mana Parameter.

Tier 7: -4,250

The Seventh Bhūmi - The Dūraṃgamā (Gone Afar).

Truthfully, there's not much difference between the sixth and seventh bhūmi. The bodhisattva doesn't meditate on any new truths or gain any higher insights. Instead, they perfect their grasp on the insights and truths they were already studying and working to master.

Through this mastery, they can be considered to have ascended beyond the mundane world. They can't be called a buddha yet - there's still a long way to go till then. But they're certainly a higher sort of being with a sublime understanding of Buddhism.

Increase your Parameter Tier by 2. Gain 60 units of magical energy output per Rank Increment in your Mana Parameter.

Tier 8: -8,000

The Eight Bhūmi - The Acalā (Immovable).

Bodhisattva at this state are known as the Immovable not for their power, but because bodhisattva at this state certainly won't ever slide backwards in their practice. It can't be said that they're destined to become buddhas, but they'll never become less than what they are.

They perfectly and instinctively understand how to skillfully and compassionately teach and assist others. In essence, they can be said to be capable of reacting correctly to every situation.

Increase your Parameter Tier by 2. Receive 150 Rank Increments. Gain 250 units of magical energy output per Rank Increment in your Mana Parameter.

Tier 9: -10,000

The Ninth Bhūmi - The Sādhumatī (Good Intelligence).

This stage is about fully understanding the three vehicles of Śrāvakas, Pratyekabuddhayānas, and Bodhisattvas.

Śrāvaka are disciples of buddhas. Pratyekabuddhayānas are those who were naturally enlightened without needing a teacher and leave no teachings behind for others to learn from. Bodhisattvas are, naturally, those walking this same path towards enlightenment.

Their intellect blooms, their ability to learn and analyze skyrocketing as they move towards the perfection of virya. Through study and their surging enlightenment, they grasp all language, all ability to communicate, all names and meanings.

They can understand any question and answer those questions with a single sound that contains and conveys all meaning required to answer that question perfectly.

Increase your Parameter Tier by 2. Receive 300 Rank Increments. Gain 500 units of magical energy output per Rank Increment in your Mana Parameter.

Tier 10: -13,000

The Tenth Bhūmi - The Dharmameghā (Cloud of Doctrine).

Perfecting wisdom, doctrine, magical powers, and overcoming all afflictions. Like a rain cloud watering a dry field, so too does a Dharmameghā Bodhisattva spread their excellent doctrine to the world.

As their perfection increases, they receive empowerment from countless buddhas that forms great rays of light shining in all directions, assisting them in reaching for omniscience.

Your Parameter Tier is set to Tier 7. Gain 1000 units of magical energy output per Rank Increment in your Mana Parameter.

Tier 11: -18,000

The highest of all Buddhist attainments - to rise beyond the state of a bodhisattva and become a true, genuine Buddha. The highest state of spiritually awakened beings.

Your soul has become truly immortal, untethered by death and above reincarnation. While it can't be called inviolable, as those with sufficient power can still forcibly impose those concepts on it, your soul is a fortress few can assail.

Your Parameter Tier is set to Tier 7. All Parameters are set to EX. Gain 5000 units of magical energy output per Rank Increment in your Mana Parameter.

Mundane Human Perks

The Modern Capitalist
Tier 1: -200 Making money comes pretty easily to you. Not because you're especially lucky, but because you're good at seeing what people need and what's in demand.
Tier 2: -400 There's something different about you. Some money-making spark. You see a path to riches wherever you look. You may not always succeed, but you won't lose too much either.
Tier 3: -600 Money has little value to you. Not because you don't care about it, but because it's just so easy for you to acquire. You live and breathe business, understanding the truest truth of the world - that money makes the world go 'round.

Old Hat

Tier 1: -200

Mundane skills, such as forging, cooking, decorating, welding, riding, driving, ordinary martial arts, sword fighting, guns, writing, teaching, and other such things come easily to you. Everything just seems to fall into place, allowing you to learn them at impressive speeds.

This does not, and never will, allow any of your skills to break the border of mundane skills and reach the level of Mystery born from technique. It won't even allow for true mastery over the subject. Just a high level of skill.

Think of it as being a jack of all trades, master of none. Someone who can get the silver medal in everything, but never the gold.

Of course, this doesn't limit you from pushing past the limits of this perk. It's still entirely possible for you to, say, transform your swordsmanship into a Mystery through supreme technique. But if you want to do that, you'll have to do it without the benefits provided by this perk.

Tier 2: -400

When it comes to mundane skills, it's not like learning something new. Rather, it's like relearning something you forgot. Just a dusting off of old skills. Even if you've never, say, cooked a day in your life, you'll naturally fall into the motions like you've had years of experience.

Like with **Tier 1**, this only assists you in reaching a high proficiency. Not true mastery and certainly not the level of turning technique into Mystery. The difference is in the speed at which you reach that high proficiency.

Mystery Breaker

Tier 1: -300

Your presence acts as a stabilizing force for natural physical laws, denying all Mysteries. That's not to say that it's actually strong enough to vanquish all magic and magecraft though.

The exact size of this stabilizing area depends on the strength of your ego and the strength of your desires. But for the average person, it would be around 500 meters in every direction. The further away from you, the less powerful it is, degrading in strength according to the inverse square law.

For Mysteries applied to you directly, this functions similarly to a Rank E Magic Resistance Skill. But unlike that skill, this acts as a constant force of denying the supernatural and returning the world to its natural state.

So prolonged exposure to your stabilizing force can and will break down and disperse Mysteries of higher ranks. It just won't happen instantly, like if a Rank E spell hit you directly.

Tier 2: -600

As your understanding of natural law increases, the strength and size of your mystery breaker will increase. Moreso for things where you understand how they work.

For example, knowing exactly how fire works as a product of chemical reactions will increase the general strength of your mystery breaker, but especially so against Mysteries of fire.

Charismatic Figurehead

Tier 1: -100

You have a knack for understanding people and getting them to like you.

Tier 2: -300

Even without putting in any real effort, people are drawn to you. They won't just throw themselves straight into being good little minions for you, but they'll give your requests real consideration… probably.

Tier 3: -600

You're not just good at getting people to like *you*. You also excel at getting them to like *each other*. Or at least work well together.

Tier 4: -800

It's almost supernatural how charismatic you are. Really, it's quite astonishing. People are drawn to you like moths to a flame. Something about the way you laugh, the way you smile - it's infectious. It makes them want to listen to what you say.

Understanding people comes naturally to you. What they've been through, what they've done - you truly do get it. And you know how to best use that understanding to help both them and yourself.

Titan of Industry

Tier 1: -200

You have a natural talent for business. Not because you're especially charismatic, but because you excel at seeing where there's a profit to be made. Moreover, you're exceptional at convincing people that those opportunities exist and you know how to make use of them.

Tier 2: -400

Your skills for business expand to not just seeing opportunities, but finding competent people to manage your business for you. After all, everyone knows that the best CEO is the one who's company runs itself.

These people may not exactly like you. They might not even respect you. But for whatever reasons, the people in your companies will have a general tendency to be loyal towards you. Though you'll need to put in the effort to maintain that loyalty. They're only predisposed towards loyalty, not locked into it.

Your company's culture tends to reflect your own personality. If you're a strict and disciplined person, the people working in your companies will be as well. If you're a heinous war criminal, your dutiful little minions will aspire to that as well.

Tier 3: -600

Your companies take on a life of their own, growing and expanding without needing any help from you. One that will just keep growing over time. All you have to do is provide a direction for it to move towards. A goal for the company to strive for.

But that's not to say your input isn't useful. Your talent for seeing the best direction of growth for the company is nigh supernatural. With barely any effort, you understand how the market is moving and how geopolitical situations will affect your ability to make a profit.

On the Shoulders of Giants

Tier 1: -100

Being smart on your own is great. Fantastic, even. But it's rare that individuals push the world to a higher level of understanding. Rather, it's groups. Teams. For all that only a few names go on the scientific paper, it was a whole team of people that did the work and research.

This assists in gathering that group of people.

You have an ability to spot talented people. Not in the general sense, but specifically those with the potential to to assist in pushing humanity's scientific understanding and engineering prowess to a higher level.

However, this doesn't help with actually convincing them to work for you. You'll have to figure that one out on your own.

Tier 2: -400

The teams of scientists and engineers you put together are more than just the sum of their parts. They bounce off each other, becoming more excited and energized as they spark new ideas and push boundaries in ways they wouldn't have considered on their own.

Even if they were initially uncertain as to what they were doing or how they would do it, they'll certainly make progress if given enough time simply due to this increasing outpouring of ideas and increasing fervor.

Of course, this has limits. They're still human after all. This only allows them to be the best they can be, not surpass their own limits.

The Grand March of Progress

Tier 1: -250

The world is full of Mysteries and strange occurrences. Even high technology from hilariously advanced alien races isn't unheard of.

When you encounter such things, you aren't stumped by them like an ordinary person. Instead, you're inspired by them! To you, these represent a template for a new technology. A path forwards.

You become able to instinctively understand the principles behind a Mystery or piece of higher technology through exposure to it. The closer it is to already being understood by humans, the easier it is for you to figure out how it works.

Further exposure after having understood the principles behind it causes you to be inspired on building a piece of technology that can replicate one or more of the Mystery or high technology's functions.

Tier 2: -500

Mysteries? Alien technologies? You don't need such things! Your scientific genius can match the best humanity has ever produced and you accomplish it all without the slightest trace of otherworldly forces involved!

Learning anything already understood by humanity is downright easy for you. But what you truly excel at is pushing the boundaries of what humanity understands. Breaking new ground and paving new paths.

Tier 3: -1,000

You live and breathe scientific breakthroughs. But more than that, you understand how to teach others to be the same. You know how to spread a love of science and how to teach others to see the world like you - a puzzle with an obvious solution.

Those around you find your love of science and skill with it to be infectious.

Tier 4: -1,500

Any scientific progress, theoretical or practical, of humanity is known by you as naturally as if you were the one to discover or develop it. Engineering, chemistry, programming, astronomy, physics, biology - it's all yours.

Tier 5: -2,000

Not only do you know of humanity's previous discoveries, you can see and understand the progress humanity will make in the next century. Every scientific discovery, every engineering breakthrough - you know them all like the back of your hand.

It should be noted that this "future" is the future that would exist without you. So it won't take into account the fact that you're able to constantly pluck knowledge from the future.

Tier 6: -4,000

There's a sea of timelines in which humanity is constantly moving forwards. Most of them are rather similar. But in some, humanity has made incredible advances.

You gain insight into all those discoveries. Anything your own timeline lacks, you'll be able to see and understand. Though you won't be able to see into that timeline's future. Just the knowledge that modern humans possess.

Tier 7: -7,000

More than the active timelines, there's a truly ludicrous number of timelines that have been pruned by the World.

Many such timelines were pruned for the sake of humanity having advanced so quickly that they ran out of things to do and began to stagnate. As far as the World is concerned, stagnation is death, so those timelines were pruned.

Like with how you can see into the currently active timelines, you can now see into these pruned timelines. But unlike with the active timelines, these timelines are static and unchanging. After all, they're pruned. So you won't be able to keep giving new knowledge as the timeline continues advancing.

Tier 8: -10,000

True Magic is beyond the limits of the era? Impossible to understand or break down into a science, even when given infinite time and resources? Who decided that? And why didn't you get the memo?

Your pursuit of science is truly limitless. There's no such thing as "impossible to understand." For you, it's only a matter of time. The so-called limits of the era are meaningless to you.

Even the mechanism by which you gain insight into the past, present, future, and alternate realities provided by the previous Tiers of this perk is something you'll be able to break down and understand.

Spellcaster Perks

Fate/Stay Cooking

Points: -100

You're a master chef! You aren't the best in the world, but your cooking is still something that normal people would salivate over. More than that, you have a real talent for it that could, with some effort, actually turn you into the world's best cook.

Unorthodox Uses

Points: -100

You have a knack for using things in ways they weren't designed for (but excel at) and for exploiting weaknesses in systems using something they weren't designed to counter.

Like how Shirou uses his magecraft to improve his cooking. Or how Kiritsugu used thermal vision to find mages with active magic circuits.

A Hero's Potential

Tier 1: -200

Everybody has some sort of limit. A point at which they simply can't improve anymore.

That's still true for you. However, your potential is far greater than the average member of your species. With discipline, effort, and the right training, you have the potential to go down in history as one of the strongest examples of your species.

Tier 2: -500

Limits are something every person has. Even you. But unlike everyone else, your limits are malleable. With enough determination, *a great enough desperation*, it's possible for you to break through your limits and reach heights that should be impossible for you.

This does not, however, give you limitless potential. It just moves your new limit further away. It'll be possible for you to break through it again, but it'll be harder each time you try.

Tier 3: -1,000

What's true of others is of little concern to you. Your potential is limitless, no matter how absurd a concept that is. Where others will slow down, reaping fewer and fewer rewards from their exertions, you'll continue onwards, growing ever-stronger.

This doesn't make your growth any faster than normal. Nor does it allow you to passively improve. But it does mean you'll never slow down, never struggle to improve. You'll keep walking at a slow and steady pace until, one day, you'll realize that you've reached incredible heights.

Hero In Training

Tier 1: -300

Every hero starts off somewhere. Nobody is born great! Er- wait. No. That's a lie. Plenty of people in the Nasuverse were born great. But not you, and that's what this perk is about!

Your training speed in all things is magnified. The more focused and determined you are, the more rapidly you improve.

Tier 2: -800

Some starting points are better than others. You naturally, albeit slowly, copy the base strength and potential of others by being in their presence. If they actually decide to train you, the rate of mimicry will increase dramatically.

This doesn't stack. If you hang around a bunch of Servants for long enough to copy them all, your Parameters will only increase to the highest in each category. It won't be "A Strength + A Strength + A Strength" or some such nonsense. Just "A Strength." The same goes for the potential you copy.

Like Heroes of Old

Description:

The classical definition of heroes isn't about being a good person. It's not about slaying great evils or protecting innocent lives.

No, the only thing that defines a hero is their greatness. They are, each and every one of them, larger than life figures. Each of them did something nobody else could and for that, they are lauded as greater than any others.

They have a presence about them. Some are like a force of nature. Unstoppable and untameable. Others are driven by unshakable belief in their ideals and way of living.

That is what this is. A charisma that isn't rooted in Charisma (though it does work with it). A strength of will that isn't like that of ordinary people. A faith in your beliefs and ideals that's so poignant and determined that others can't help but be drawn to you like moths to a flame.

Everyone knows Shirou's ideals are self-destructive, impossible nonsense. But they're still beautiful. And even those who know better are still swept up by his madness.

Everyone knows Kirei is a monster who would see the world burn. But despite themselves, they can't help but like the man. His presence, his confidence, his charisma are all that strong.

Points: -300

You now have a strength of character like that of those heroes. When you speak of your ideals and what you hold dear in your heart, others can't help but take you seriously and listen to you with rapt attention.

Even if they disagree, your words will still rattle around in their head in a way they just can't shake. The more they talk with you, the more seriously they'll take you.

More than that, that iron-clad confidence affects you as well. Your ideals become a source of strength for you. A pillar you can lean on for confidence and support, allowing you to get through the most difficult of times. Not without struggle or pain, but making it through all the same.

Reality Marble

Description:

A Reality Marble is when you impose your own internal logic on the world around you.

That is to say, you have a set of logic inside you. This logic is capable of changing in small ways, but will always remain fundamentally the same so long as your mind remains the same. That's because this set of logic is based on who you are as an individual, with your Origin being the main foundation of it and your mindset and personality forming the rest of it.

This logic is based upon a single, fundamental rule. For example, Shirou's Unlimited Blade Works is based upon the rule of "there exists a world of infinite swords." All the other small rules and logic are just there to support that single core function.

Let's go back to the example of 100 marbles used back in the Marble Phantasm description. A Marble Phantasm can't change the color of the marbles because it only manipulates probability while working within the natural logic of the world. But a Reality Marble changes how reality works.

So, let's say that the rule your Reality Marble embodies is "the changing of marbles."

Within your Reality Marble, you could move the marbles or alter their properties. You wouldn't be moving them by manipulating the environment around them through probability. Instead, you're working inside a world where reality itself has the rule of "you can move the marbles."

Thus, you simply cause the marble to move. It doesn't even cost you magical energy to do so, as it's simply a function of how the world of your Reality Marble works. Though it does cost you quite a bit of magical energy to keep your Reality Marble manifested, so it's not like it's actually free.

Of course, it's also possible to use your Reality Marble without fully manifesting it. For example, using it to support an alteration spell, allowing you to alter the properties of a marble for far less cost than performing that action without the support of your Reality Marble.

Tier 1: -800

A standard reality marble as described above. A very useful and powerful tool, but with a sharp limitation. Because a reality marble overwrites the natural laws of the World, the World fights it. Thus, it takes a lot of magical energy to keep it manifested.

Most mages, even powerful ones, could only keep a reality marble manifested for a few minutes to a few hours. Even **Dead Apostle Ancestors** can't manifest theirs for too long.

Tier 2: -1,000

A reality marble as described above, but with a key difference. The World fights you a lot less.

In terms of how much less magical energy it costs, it's a 90% reduction. In other words, if before it cost 500 units of magical energy per minute to manifest a reality marble, it now costs 50.

Tier 3: -1,500

Reality marbles are largely static and unchanging. Shirou is an excellent example of that. No matter what route he goes down, the core function of his reality marble stays the same. At most, it'll have some cosmetic changes to represent the difference in his state of mind.

This is no longer true for you. As you have new experiences, your reality marble will shift and change. These changes are mostly out of your control, but it will always naturally grow in a way that resonates with you on a fundamental level.

It's a world born from your soul, after all. Even if you can't consciously control what it becomes, it'll always be suited for you.

Mana Core

Tier 1: -1,000

A Mana Core is something normally only found in dragons. If a Magic Circuit is a single person working to produce a product, then a Mana Core is an entire, enormous, machine-driven factory.

A Mana Core is capable of spontaneously producing magical energy, although the vast majority of the magical energy it produces is through the same process as Magic Circuits, just increased in scale by several orders of magnitude.

In terms of hard numbers, 10% of magical energy it produces is created spontaneously. 90% is converted from ambient mana or the life force in your body.

As a base, a Mana Core will provide a constant output of 3,000 units of magical energy. In addition, it will provide 50 units per rank increment in your Mana Parameter.

Tier 2: -1,500

The core now provides 20% as spontaneously produced magical energy. It generates 4,000 units of magical energy as a base and 100 units per rank increment in your Mana Parameter.

In addition, it slowly grows stronger over time at a rate of roughly 1 unit per rank increment in your Mana Parameter per year. This growth has no limit.

Tier 3: -2,000

The core now provides 30% as spontaneously produced magical energy. It generates 5,000 units of magical energy as a base and 250 units per rank increment in your Mana Parameter.

Tier 4: -2,500

The core now provides 50% as spontaneously produced magical energy.

Living Legend

Description:

You become something like a Heroic Spirit, but one that exists in the world. This doesn't change your race in any way. It merely adds to it.

A Heroic Spirit is an individual that exists outside time and space. They can neither reincarnate nor casually enter the World. They reside within the Throne of Heroes, also called the Ring of Deterrence due to how they're used by the Counter Force to destroy anything that threatens the World.

Their existence has been elevated by the greatness of the deeds they did, having become objects of worship and veneration by humanity.

It should be noted that a Heroic Spirit is not the actual individual. The Heroic Spirit Hercules is not Hercules, the man who lived in the **Age of Gods**. Rather, it's the story of Hercules. The legend that humanity tells of him. He is part of it, but it's more than just him.

It's based on the real Hercules. It has his personality, his powers, even a soul based on his. It is, in the most perfect sense, Hercules. But it isn't the original Hercules. That soul is the soul of "Heroic Spirit Hercules." Not "the original Hercules."

With this perk, you'll be able to grow and develop as your Legend spreads through humanity. The more deeply rooted it is, the stronger you become, your Parameters rising in accordance with the strength and details of your Legend. You can also develop Skills and Noble Phantasm according to the contents of this legend.

This is similar to gods. However, there's two key differences.

The first is the more crucial. A god is born from and fueled by the thoughts of the people that currently exist in the World. A heroic spirit is a recording of events and stories that exists outside the timeline.

You'll gain a certain amount of similar benefits. Even if your Legend completely dies out, you'll still retain every bit of power from what it had at its highest point. However, you won't gain any benefits from how your Legend will change and grow in the future.

The second is that as a god's mythos develops and spreads, it deepens their general Mystery and Authority. Meanwhile, although a heroic spirit will also gain more Mystery, they'll develop skills and noble phantasms instead of Authority.

Tier 1: -1,500

You begin with no pre-existing Legend and no sort of assistance in starting one. You'll have to do all the work of performing great deeds and spreading your stories yourself.

Tier 2: -2,000

Certain notable historical events aligned with your chosen time, location, origin, race, perks, and items have been attributed to you. While this false connection can be disproven under certain circumstances, it still works as an excellent base upon which to build your Legend.

Gain 30 Rank Increments. You'll find it much easier to develop your first two E Rank Personal Skills and first E Rank Noble Phantasm based on those stories.

Tier 3: -2,500

Echoes of the future are leaking to your present. While this normally wouldn't happen, due to you existing inside the timeline,

Normally, you'll be totally unable to access any of the power from how your Legend will grow and develop in the future. However, as you enter your chosen **Time/Timeline**, echoes of your future Legend will leak into you.

Create a single B Rank Anti-Unit Noble Phantasm for yourself. You must base it off your choices in this document.

Tier 4: -3,000

Even if you die, so long as your Legend is told and embedded in the psyche of the humans of that era, you can be reborn into the world as your true and original self. Though your personality and physical form may experience slight adjustments in the directions of how your Legend presents you.

For example, if your Legend says you're a very angry person, you'll develop some temper problems. But compared to being able to come back from the dead, that's not too bad a trade-off.

The amount of time it takes for you to be reborn depends on how strong you are. Though you can choose to be reborn early at the cost of being much weaker than you'd otherwise be and being more deeply affected by your Legend.

Tier 5: -4,000

Your Legend being told is no longer a requirement for your resurrection. Or rather, you'll simply be reborn at a time when your Legend was told, even if that time is in the past.

If you were alive during that period, your future existence will overwrite your past existence. Not deleting your past existence, but simply layering a new future on top of the past that happened.

Tier 6: -5,000

A Heroic Spirit exists in a manner unbound by time and space. Now, so do you.

You can see the past, present, and future as though looking down from a "higher place." This doesn't make you all-knowing, but it certainly helps. Especially for getting an overarching idea of what happens.

Your skills, noble phantasms, and other such powers from other points in time bleed into your current self in the present, rapidly pushing you to your absolute peak as recorded in your timeless Legend.

Assassin Perks

Peak Fitness

Tier 1: -50

You're in peak physical condition. Your fitness level will never decrease unless you want it to.

Tier 2: -100

You're a certain level of superhuman. Not enough to be blatantly obvious, but you could get a gold medal in every single Olympic event if you had the skill for it.

A Bit Beyond Human

Tier 1: -100

Your training has given you a sort of natural, innate Mystery. You're capable of hurting, and possibly killing, things that would normally take specialized weapons to fight.

For example, a ghost would normally take a specialized weapon to harm. But you could punch it with your bare hand.

Tier 2: -200

Your training has given you a sort of natural, innate Mystery. When you wish it to, your touch imparts a curse of degradation. This curse will harm even things that would normally take specialized weapons to fight.

Assassin's Arts

Tier 1: -300

You have extraordinary talent in the arts of assassination. More than that, you've been trained by elite assassins. Their skills, and thus yours, were only mundane things. No magic or Mystery was involved. But it's still nothing to scoff at.

Gain expertise in hand to hand combat. Gain expertise in fighting with small, concealable weapons. Gain expert knowledge on mundane poisons. You have expert knowledge and skill in moving undetected by mundane means.

Tier 2: -600

You know the skills of an assassin. But these aren't mere mundane skills. No, these Assassin's Arts are a form of Mystery.

Gain absolute control over your body and biological processes. You can use every scrap of strength you have to perform an action. You have absolute awareness of your surroundings, within the limits of your senses.

More than that, this increases your physical prowess. Gain one Rank Increment in Strength and Endurance. Gain three Rank Increments in Agility.

Poison Body

Tier 1: -500

All of you - your skin, blood, hair, nails, organs, spit, even your very breath. They're all poisonous. Enough so that ordinary people will certainly die simply from touching you.

However, this is a largely mundane poison. While there's a certain level of Mystery to it, it's not a powerful Mystery. In power, it's only the equivalent of an E Rank spell. So a strong mage who's made proper preparations won't have much difficulty in protecting themselves from you.

A side benefit is that you have a strong resistance to all poisons. Even if you aren't immune to a poison by default, you'll still be much more resistant to it than any normal person.

Tier 2: -700

You can control your body's natural poison, allowing you to choose *not* to kill any ordinary person you touch.

To a certain extent, you can even gather more or less in a single place. But it really is only to a certain extent; your control over your poison is more of an on/off switch than a slider.

Tier 3: -900

You can become more poisonous by exposure to new poisons. As you consume and incorporate these new poisons, you become immune to them. More than that, your general resistance to all poisons will increase.

As your poison swells, the Mystery of your poison body and your control over it will rise accordingly. However, it must be noted that a single dose of poison will rarely be enough for your poison body to fully incorporate all aspects of that poison. You'll need repeated exposure and ingestion.

Tier 4: -1,200

Your poison is more than just a poison. It's a curse. A scourge upon your target. Chains that drag them towards their death. Something that festers and grows within them, feeding off them and becoming stronger and stronger the longer it goes unpurged.

It's a terrifying thing that can be said to have a life of its own, albeit one that exists as an extension of you rather than something separate. A cruel and malicious thing that actively works to destroy what it infects.

You become able to ingest and incorporate curses in a similar manner to how you take in poisons and add them to your poison body. However, your natural resistance to the adverse effects of these poisons is less than half of your resistance for poisons at a similar level of strength. This is, after all, a poison body. Not a curse body.

Perfect Breathing

Description:

Walking and Breathing is the art of connecting your inner world to the outer world. Or rather, it's a method of doing so. There's other, more complicated ways to manage the same feat. Though the highest levels of Walking and Breathing are something such spells struggle to replicate.

It's a state of being that allows a person to naturally interfere with the world. Those who've achieved a certain level of mastery over it can do things like clap their hands and banish all evil spirits and unnatural forces around them.

Eastern magecraft puts a special emphasis on Walking and Breathing. Many of their most powerful arts have aspects of Walking and Breathing or outright rely on having a certain level of mastery over it. Western magecraft still values it, but not nearly to the same extent.

While most people have to work their entire lives to master a certain level of Walking and Breathing, some people are simply born with the proper way of walking and breathing. Their entire body functions as a single, incredible magic circuit.

Such individuals can perform greater Mysteries without ever learning any magecraft at all. Though it's also possible for them to never learn how special they are.

Tier 1: -200

You have a small talent for Walking and Breathing and a minimal mastery over the basics. It's not much, but it makes you stronger than a normal person could ever manage. With the right training, you could even become pretty impressive.

You know a few tricks on how to adjust your movements and breathing to temporarily increase your Parameters, but it exhausts you quickly.

Gain one Rank Increments in Strength, Endurance, and Agility.

Tier 2: -400

Your talent for Walking and Breathing is noticeable, even without any real training. You have a natural understanding for how to breathe and move in a way that amplifies your abilities.

This passively increases your baseline Parameters, but it also allows you to understand how to breathe and move in order to temporarily push yourself to a higher level in all Parameters.

Gain three Rank Increments in Strength, Endurance, and Agility. Gain one Rank Increment in Mana. Generates 250 units of magical energy as a base and 10 units per rank increment in your Mana Parameter.

Tier 3: -800

You have a natural gift for Walking and Breathing. Even though you have no official training, you naturally fall into movements and breathing patterns that amplify your ability beyond the norm.

This passively increases your baseline Parameters, but it also allows you to understand how to breathe and move in order to temporarily push yourself to a higher level in all Parameters.

Gain five Rank Increments in Strength, Endurance, Agility, and Mana. Gain five Rank Increments to distribute as you please. Generates 500 units of magical energy as a base and 25 units per rank increment in your Mana Parameter.

Tier 4: -1,500

You naturally exist in the state of breathing and walking perfectly. You need no training to be great, as simply exploring your own nature is enough for you to master the powers of Walking and Breathing. Still, the right training could speed this process up dramatically.

Gain ten Rank Increments in Strength, Endurance, Agility, and Mana. Gain ten Rank Increments to distribute as you please. Generates 2500 units of magical energy as a base and 100 units per rank increment in your Mana Parameter.

A Higher Form of Skill

This may be purchased multiple times

Description:

You've taken some skill of yours, whether magical or physical, beyond the limits of what was thought of as possible. This doesn't allow you to do something that's truly impossible. Rather, it allows you to do something that nobody thought was possible, but actually is. Or that simply requires an absurd level of skill.

Take Shirou's Tracing. In theory, any magus could do what he does with it, creating mystic codes and noble phantasms. After all, his Tracing is still magecraft. The only thing holding them back is that they don't have the "blueprint" for a noble phantasm. Something that Shirou gets from Unlimited Blade Works.

Another example is Sasaki Kojirou's Tsubame Gaeshi. Something that's not truly a Mystery or a noble phantasm. It's just sheer, impossible skill.

Tier 1: -300

Take a single spell or skill. It's now a categorically higher level of itself.

It doesn't matter if it's modern magecraft, magic from the Age of Gods, a mundane skill, a combat technique, or some strange thing you acquired from a previous Jump. Only that it's something you have control over. So, mystic eyes don't count. Nor does anything like them, where all you do is activate it and control it.

For example, a fireball spell that could only melt steel is now only limited by how much magical energy you can pour into it. Or it can create a swarm of fireballs instead of just one.

Another example would be a sword technique that, before, could only hit once, but can now hit several times. Or it can cut things that a mere sword shouldn't be able to cut.

This doesn't give it new functions. For example, that fireball spell won't suddenly evolve into full mastery over fire. It's just a fireball spell. But it's a really, really good fireball spell.

Tier 2: -600

Take a normal, mundane set of techniques. Your level of skill with that technique has increased to become something otherworldly.

Just as Fake Assassin in the Fifth Holy Grail War was capable of cutting three times with a single slash through sheer, impossible skill, so too can you achieve something outright impossible through your ability with your chosen skill.

Tier 3: -1,500

Rather than a single technique, elevate your ability with an entire set of skills to a higher level. One capable where you become capable of manifesting Mystery through sheer, ludicrous skill.

You'll have memories of training to reach that level. Your remembered experiences will be identical to what you would have had to go through to reach that level naturally.

Enchanted Body

Description:

Just as Medea enchanted Kuzuki to where he was capable of fighting Arturia as a near-equal, so too will your body be enhanced. And unlike what he had, your enchantments will be permanent, being integrated into your body and soul on a fundamental, intrinsic level.

The enchantment will take a steady cost of magical energy to keep active and give you the actual benefits of having it. That is to say, the enchantment has a passive mode where it costs nothing and gives no benefits, and an active mode where it dramatically improves your strength at a high cost of magical energy.

The Rank Increments provided are distributed as you please, though adjusting how the enchantment distributes them takes time and meditation.

These enchantments grant a minor form of regeneration that grows stronger as more power is funneled into the enchantments. This takes the form of a Regeneration Skill that attempts to push your body to the healthiest, most stable state it can exist in at that given moment.

As you push more magic into the enchantments, your resistance to outside magic will increase. This takes the form of the Magic Resistance Skill.

It's possible to overcharge the enchantments by up to 50% over its normal limits. However, doing so will damage both your body and the enchantments. Overuse of it could kill you. The enchantment will slowly recover over time from the damage done to it.

The strength of these enchantments will slowly grow over time. The more you use them without damaging them, the faster they'll grow. The stronger your base strength, the faster the enchantments will grow.

Tier 1: -250

When the enchantments are activated at full power, gain 5 Rank Increments in your Strength, Endurance, and Agility Parameters, the Regeneration Skill at E Rank, and the Magic Resistance Skill at E Rank.

The enchantments take a constant input of 50 units of magical energy to maintain at full strength.

Tier 2: -600

When the enchantments are activated at full power, gain 25 Rank Increments in your Strength, Endurance, and Agility Parameters, the Regeneration Skill at E Rank, and the Magic Resistance Skill at E Rank.

The enchantments take a constant input of 100 units of magical energy to maintain at full strength.

Tier 3: -1,000

When the enchantments are activated at full power, gain 50 Rank Increments in your Strength, Endurance, and Agility Parameters, the Regeneration Skill at E Rank, and the Magic Resistance Skill at E Rank.

The enchantments take a constant input of 500 units of magical energy to maintain at full strength.

Tier 4: -1,500

When the enchantments are activated at full power, gain 100 Rank Increments in your Strength, Endurance, and Agility Parameters, the Regeneration Skill at E Rank, and the Magic Resistance Skill at E Rank.

The enchantments take a constant input of 1000 units of magical energy to maintain at full strength.

Tier 5: -2,000

When the enchantments are activated at full power, gain 200 Rank Increments in your Strength, Endurance, and Agility Parameters, the Regeneration Skill at E Rank, and the Magic Resistance Skill at E Rank.

The enchantments take a constant input of 2000 units of magical energy to maintain at full strength.

Fated Death

Description:

You can alter a target's fate so that they're destined to die in a manner of your choosing. The more improbable the death, the more difficult it is for this Fated Death to come to pass.

For example, trying to alter a god's fate to die at the hands of a random child would be borderline impossible. But saying that a god was a bit too arrogant at the wrong time and set off a cascade of events that led to their death at the hands of another god would be much more reasonable.

Now, it would still be difficult to kill a god this way. Mainly because gods are extremely powerful. They have a strong ability to resist changes to their fate, especially if you're nowhere near their power level. But this could still make it possible for you to kill a god as an otherwise ordinary mortal. You'd just need to make a good plan.

As the tier purchased increases, your ability to affect large-scale events and beings of great power increases. Though your own personal power still plays a role. If, for example, you picked **Velber** as your race, even Tier 1 of this perk would allow you to turn the Age of Man into your plaything.

Tier 1: -1,000	**Tier 2:** -2,000	**Tier 3:** -3,000	**Tier 4:** -4,000	**Tier 5:** -5,000

Priest Perks

Healing Sacraments

Description:

Officially, Sacraments (rites) are miracles from God. They don't use magical energy, instead relying on "prayer power."

It's hard to disprove, as true miracles exist, but it's generally accepted that this is actually just a form of magecraft based on the most stable and well-spread Thaumaturgical Theory in the world, The Church's Teachings and Holy Words.

Tier 1: -100

You now have knowledge of various healing and purification rites. Generally speaking, this will allow you to cure any mundane injury.

Tier 2: -250

Gain knowledge of and the skill to perform more powerful healing and purification rites. The sort of knowledge and skill that an average, but well-trained priest would have.

Tier 3: -500

Gain knowledge of and the skill to perform high level healing and purification rites. The sort that would have others consider you a knowledgeable figure even within the church.

Tier 4: -800

Gain knowledge of and the skill to perform the highest level healing and purification rites. The sort that would have people considering you a living saint and would give you the knowledge and skill to purge even a major daemon.

Your presence is, by itself, enough to cure small afflictions and break small evil influences.

Blessing Sacraments

Tier 1: -100

You now have knowledge of various blessing rites. They can be used to enchant a person or item with a prayer or to place a bounded field over an area.

Tier 2: -250

Gain knowledge of and the skill to perform more powerful blessing rites. Nothing amazing, but it's not nothing either. The sort of knowledge and skill that an average, but well-trained priest would have.

Tier 3: -500

Gain knowledge of and the skill to perform high level blessing rites. The sort that would have others consider you a knowledgeable figure even within the church.

Tier 4: -800

Gain knowledge of and the skill to perform the highest level blessing rites. With this sort of knowledge and skill, you have the knowledge and skill to create holy weapons approaching the level of Scripture. Some of your best works could, over time, become new Scriptures themselves.

Combat Sacraments

Tier 1: -150

You now have knowledge of various rites meant to strengthen your body and weapons and to purge non-human creatures. In addition, you understand how to fight against things that would normally be extremely difficult for humans to fight and kill.

Though these sacraments are meant to be used against non-human things such as ghosts, demons, and vampires, plenty of them work quite well on other humans.

Tier 2: -300

Gain knowledge of and the skill to perform more powerful combat rites. Nothing amazing, but it's not nothing either. The sort of knowledge and skill that an average, but well-trained executor would have. Your knowledge of how to kill inhuman things increases.

Tier 3: -600

Gain knowledge of and the skill to perform high level combat rites. The sort that would have others consider you a strong and knowledgeable figure even among veteran executors.

Not only do you instinctively understand how to kill non-human things, you gain a small boost in strength when fighting them. Not quite a blessing, but something that could certainly be described as "a mark of God's favor."

Tier 4: -1,000

Gain knowledge of and the skill to perform the highest level combat rites. What could formerly be called "God's favor" can now be considered a true blessing from God, strengthening you to stand against the things that prey on humanity. The more wicked and powerful the enemy you face, the greater the blessing of strength and skill.

Holy Miracles

Tier 1: -300

Every day at noon, you gain a minor miracle. These miracles will be stored within you until you use them.

A minor miracle is able to instantly accomplish any single task that is possible by mankind. For example, it's possible for doctors to cure somebody of cancer, but it takes a while and there's always negative side effects and complications. Using a minor miracle to cure somebody of cancer will immediately and perfectly remove the cancer without any side effects.

Of course, minor miracles have plenty of limits. Mainly related to when it goes up against magecraft or some form of higher technology or attempting to make too broad a change. It's only a minor miracle, after all.

If a person is cursed, for example, it might struggle to remove the curse. Or if you tried to give yourself a million, perfectly legal dollars, it would fail. Making all the changes to all the different systems and records of legal tender would take hilariously more power than a minor miracle holds.

Tier 2: -600

Every twenty days, at noon on the twentieth day, you gain a major miracle. This major miracle can be converted into minor miracles at a conversion rate of 1:25, but minor miracles can't be converted into major miracles.

A major miracle is something that humans can understand, but haven't yet been able to do. Essentially, it's that gray area of things that are theoretically possible, but that haven't actually been built or performed.

For example, editing genes to improve a person beyond what is normally humanly possible. Humanity, in theory, understands the process. Given a century or two, doing so will likely be commonplace.

A major miracle would allow you to directly modify your genes in the here and now. But like with minor miracles, major miracles have a limited amount of power in them. So a general command like "improve my body's genes" would require a good number of miracles to do perfectly.

Wording can somewhat help with that. Though that's mostly about refining your understanding of what needs to be done and doing it in the most optimal way, since your miracles operate based on your intent.

Basically, by default, miracles just overwrite reality as needed. But that's pretty inefficient compared to how they can be applied with proper knowledge. Just how applying them in a stupid way can be a less efficient use of their power compared to just letting them overwrite reality.

Tier 3: -900

Every fifty days, at noon on the fiftieth day, you gain a grand miracle. This grand miracle can be converted into major miracles at a conversion rate of 1:5, but major miracles can't be converted into grand miracles.

A grand miracle is something that's beyond the ability or understanding of humans, but not at the level of True Magic.

A good way to think of it is that True Magic is something that exists beyond the limits of a given era. In other words, even if humanity was given infinite time and resources, they could never reproduce True Magic. It's an impossibility.

That isn't true for grand miracles. They can accomplish things humans can't currently understand or conceive of, but that are still possible for humanity to some day achieve. Perhaps in the very, very far future, but still possible.

True Revelations

Tier 1: -300

The guidance of God. Or at least, something that seems eerily similar.

Once per day at noon, you receive a minor revelation. You may store this "potential revelation" for later use or use it immediately.

With this minor revelation, you may ask for guidance on how to achieve a goal. You will be given a broad understanding of what you need to do to reach that goal.

A minor revelation is entirely unable to give any real nuance. So while the information you get will be useful, it'll be more of an arrow pointing you in the right direction so you can figure out what to do yourself.

It's worth noting that certain defenses can protect against the power of a revelation. It will never provide incorrect information, but it may provide lacking, hard to understand, and/or misleading information if the defenses were sufficiently strong.

Tier 2: -600

Every twenty days, at noon on the twentieth day, you gain a major revelation. This major revelation can be converted into minor revelations at a conversion rate of 1:25, but minor revelations can't be converted into major revelations.

A major revelation is similar to a minor revelation. However, the detail provided is on an entirely different level. It's a genuine prophecy of what will come and what you'll need to do in order to achieve your goals.

Now, this prophecy is still imperfect. Or rather, while it has no flaws, it will lack the nitty, gritty details that would allow you to follow a step by step guide to reach your goal. But it *will* have all the major information you need. So as long as you're wise enough to fill in the blanks yourself, you'll do quite well.

Another benefit gained at this tier is that stored revelations will automatically trigger when needed to protect someone or something you care deeply about. This includes yourself. This will normally be in the form of a minor revelation being consumed. But if required, a higher level of revelation will be consumed.

Tier 3: -900

Every fifty days, at noon on the fiftieth day, you gain a grand revelation. This grand revelation can be converted into major revelations at a conversion rate of 1:5, but major revelations can't be converted into grand revelations.

The difference between a major revelation and a grand revelation is stark. While a major revelation only hits the major "plot points," a grand revelation will give as many details as possible. If the prophecy you seek is sufficiently simple, it'll provide information right down to the number of steps you'll need to take.

Moreover, at this level, you'll gain a natural instinct of how to fulfill or prevent what you see in your revelation. The strength and effectiveness of this instinct will be limited by the level of detail you gained from your revelation and what level of revelation you used.

For example, if the number of steps you took was a hard requirement for whatever reason and your revelation had given you perfect detail on them, this instinct would allow you to easily and naturally take the exact correct number of steps with your feet landing in the exactly correct placements. You wouldn't need to painstakingly place your feet and count your steps.

Wisdom of God

Tier 1: -300

Once per day at noon, you receive a minor fragment of knowledge. You may store this "potential fragment of knowledge" for later use or use it immediately.

This knowledge is limited to what is understood by mankind. So, no gaining the knowledge of outer gods, alien races, True Magics, or what mankind will discover in the future. Only things that humanity currently understands.

As with **Miracle** and **Revelation**, Wisdom of God has limits to what these fragments of knowledge can provide.

To put things in perspective, it would take about seven lesser Fragments of Knowledge to gain a bachelor's degree in a subject, if you were both starting from a total lack of knowledge and clever about how you worded your requests for what knowledge you wanted to gain.

Tier 2: -600

Every twenty days, at noon on the twentieth day, you gain a major fragment of knowledge. This major fragment of knowledge can be converted into minor fragments at a conversion rate of 1:25, but minor fragments can't be converted into major fragments.

Unlike a minor fragment, major fragments aren't limited to what humanity currently understands. If humanity will understand something in the future, a major fragment of knowledge is capable of providing knowledge on that something.

The further humanity is from understanding this knowledge, the more difficult it is for the fragment to provide that knowledge. However, this is tempered by your own personal understanding.

So trying to understand some feat of science humanity is a thousand years away from achieving would require slowly building up to it. You'd need to use fragments to get the foundational knowledge leading up to that feat of science, slowly working your way up to it.

It may take a dozen or more major fragments, depending on the complexity of what you're trying to understand, but it's certainly possible.

Tier 3: -900

Every fifty days, at noon on the fiftieth day, you gain a grand fragment of knowledge. This grand fragment of knowledge can be converted into major fragments at a conversion rate of 1:5, but major fragments can't be converted into grand fragments.

Unlike with major fragments, grand fragments have only a single limitation: True Magic is off-limits.

That is to say, anything that isn't impossible is something that can be understood through a grand fragment. Be it corruptive eldritch knowledge or alien science, a grand fragment can provide an understanding of it all.

It works better when it has a source to build off of. For example, a grimoire containing eldritch knowledge or an alien computer. that the fragment can break down and examine.

As a side benefit, it provides immunity to any corruptive influences that would normally come about from studying or understanding a given piece of knowledge. So, even without using a grand fragment of knowledge to examine that eldritch grimoire, you could still study it the normal way without going insane.

Living Saint

Tier 1: -1,000

The Lord blesses you, guiding your footsteps and hearing your prayers.

This is something of a strange thing. It can best be described as "being favored by God." What that means is a bit tricky to describe. But certainly, more than anything else, it's about being an instrument of YHWH's will.

Now, it's difficult to say what God's thoughts and goals are, beyond the preservation and ascension of humanity. It's certain that at least some of the Bible's depiction of Him is accurate. But it's almost impossible to tell what parts of it are fact, embellished history, or outright fiction.

It's reasonable to think that God is somehow related to Alaya, the Will of Humanity. But the nature of that relationship is impossible to perfectly define. Similarly, it's thought that God is somehow related to the Root, to the point that the Swirl of the Root has been referred to as the Seat of God.

Whatever He is, there's no doubt that God exists and is active. In fact, it's strongly suspected that He engineered the ending of the Age of Gods so that humanity could escape from being little more than pets of the gods and stand on their own two feet. Something further supported by how, even in the Age of Man where all other gods are gone, He remains active.

To become a Living Saint of Him would place his focus on you and allow him a great deal of leeway to work through you as a medium, along with a natural inclination towards helping you and giving you what you ask for.

That natural inclination will only go so far, however. Hence why accomplishing truly great things as a Living Saint requires acting in accordance with the will of God. Only then will He work truly amazing miracles through you.

Tier 2: -2,000

The favor God bestows upon you is far greater. Even if what you want isn't exactly something He approves of, there's still a pretty good chance He'll assist you in attaining it.

It's not perfect. If what you want goes directly against God's desires, there's still absolutely no chance He'll give you any assistance. But you'll have far more leeway.

Tier 3: -3,000

A little shard of the Almighty God lives inside you.

In practical terms, this means you're closer to being Jesus himself than a mere saint. You'll now only need to rely on God's assistance for big things. For little things, you'll have the Authority to manifest them yourself.

As a side benefit, it'll also give you 50 Rank Increments to spend as you please, along with a flat increase of 1000 units of magical energy output and an additional 50 per Rank Increment in your Mana Parameter.

It also means that, upon completing this Jump and moving to the next world, you'll face one of two choices.

First, you could act as a seed for a new version of God to form in that world. It'll have a natural inclination towards protecting and shepherding humanity, but is otherwise a blank slate. It'll still assist you, being like a second, bigger, more God-like version of you, but the assistance will be limited by however strong it is at the time.

Second, you could act as a bridge for the God of the Nasuverse to establish a connection to that universe. This could have all manner of strange repercussions, but has the immediate benefit of God already being unbelievably powerful and only needing to take some time to spread His influence.

Heaven on Earth

*If you also have the **Living Saint** perk, all benefits for all tiers will be amplified according to the Tier of **Living Saint**.*

Tier 1: -1,000

Manifest the Holy Kingdom of the Almighty God.

Rather than being analogous to a Reality Marble or Marble Phantasm, this is truly a new Texture being overlaid on the World. A new set of laws for reality, just as in the Age of Gods. It does so in a way that causes very little rejection from the World itself. Not ***no*** rejection, but very little.

As it grows and encompasses the World, it won't simply overwrite the World. It'll swallow it, updating it to be "something that exists within the Kingdom of God." So, for example, cities will become a holy reflection of what they'd be like in heaven.

This is less true for animals and almost entirely untrue for people. But everyone will still have something like a voice in their head, whispering and nudging them towards behavior in accordance with the will of God. The more in line with it they act, the more they'll be physically and spiritually transformed into heavenly reflections of themselves.

The Kingdom of Heaven is, as the name suggests, Heaven itself. It requires quite a lot of magical energy to maintain. Roughly 1000 units of output at the initial descent, with the cost only growing as it expands. If you run out of magical energy, the Kingdom of Heaven will immediately begin to shrink back into you.

The longer you maintain the Kingdom of Heaven, the larger it grows and the more powerful it becomes, up to a certain limit. As for what that means, well, there's two main things.

First is that it empowers you, increasing your Parameters according to the size of the Kingdom of Heaven. It begins with one Rank Increment to all Parameters.

Second is that it forms angels. Weak, lesser angels at first. A threat to an ordinary magus, but easily defeated by those with any real power. The longer you keep it active, the more powerful the angels that form. Though, if you rank angels from one to nine with one being the weakest, nothing beyond rank three angels would be able to form.

These angels will serve and protect you, but their primary calling is to serve the Almighty God. So the degree and zeal of their protection and service will depend on how well you're serving His will.

They'll never outright stop protecting or obeying you unless you directly act against God, but there's a big difference between them wanting to serve as best they can and doing the absolute bare minimum.

Tier 2: -2,000

The Kingdom of Heaven grows more quickly. The will of the Almighty God begins to manifest within it, causing His will to naturally prevent things He dislikes and bring about that which He approves of.

The Kingdom of Heaven can grow in size and scope to the degree that, following the previous ranking system, angels of up to rank six can form.

Magical energy will be produced by the Kingdom of Heaven , starting with 250 units of output at the initial descent and only growing as the Holy Kingdom expands. The majority of this will be funneled to you, but it may also be poured into others as God wills it.

Tier 3: -3,000

The Kingdom of Heaven will grow even more quickly, able to cover a city the size of New York in less than an hour. Which is also roughly the limit of how large it can become. This is speaking of manifesting in the real world, where all people will see and experience it. For those already within the Kingdom of Heaven, it seems to be infinite, like how Reality Marbles are experienced.

The Kingdom of Heaven can grow in size and scope to the degree that, following the previous ranking system, angels of up to rank nine can form.

The amount of magical energy produced by the Kingdom of Heaven and funneled to you and those favored by God is dramatically increased. There's functionally no limit in how long you can maintain the Kingdom of Heaven's descent, as it generates 1000 units in output of magical energy upon initial descent, with that number growing as the Kingdom of Heaven expands.

In other words, it generates as much as it requires. So the only reason you wouldn't have enough magical energy to fuel it is due to the will of God directing it into other people.

Tier 4: -5,000

The Kingdom of Heaven won't grow any more quickly. However, it'll no longer have limits on its growth. If maintained for long enough, it can and will encompass the entire world.

The magical energy generated by the Holy Kingdom is now 2000 units upon initial descent and only grows as the kingdom expands.

If you somehow kept it active long enough, even the White Throne of God would appear, with the Shadow of God sitting upon it. At that point, there's very, very little that could stop you. It's just a shadow, but that shadow is of the Almighty God.

Tier 5: -10,000

The Kingdom of Heaven won't grow any more quickly. However, it'll no longer have limits on its growth. If maintained for long enough, it can and will encompass the entire world.

The magical energy generated by the Holy Kingdom is now 10,000 units upon initial descent and only grows as it expands. In addition, the amount of magical energy required to maintain it grows less quickly as the Holy Kingdom expands, causing the discrepancy between what's generated by it and what's required to maintain it to grow even further.

This is no longer simply the kingdom of the Almighty God. It's **your** Kingdom of Heaven. A place where you yourself are the Almighty God; the Beginning and the End. The angels will serve your every whim and desire, no longer answering to the true Almighty God. After all, these are angels born from your will, not His.

The larger your Holy Kingdom becomes, the greater your omniscience, omnipotence, and omnipresence within your Holy Kingdom becomes. When your White Throne manifests, you'll reach a level where you're capable of the spontaneous creation of items and individuals.

Magus Perks

Noble Blood

Tier 1: -100

You're from a respected magus family. Books and all that crap, along with the benefits of being in a family that knows other mages.

Tier 2: -300

You're from an old and noble lineage of mages. Beyond the resources and knowledge you have access to, you also just have a natural instinct for magecraft. After all, mages intentionally breed their families towards having higher talent.

Gain 5 Rank Increments in your Mana Parameter. Gain 3 units of magical energy per rank increment in your Mana Parameter.

Workshop Construction

Cost: -300

All mages, whether in the Age of Gods or Age of Man, have a place they call their own. A location where they perform research and base their operations out of. This does not give you such a location.

It does, however, provide skill in selecting a good location and an intuitive grasp on how to design defenses for it and tools to fill it. Those defenses and tools will be created using magic and magecraft you already know - you won't suddenly gain knowledge and skills.

Enduring Mysteries

Tier 1: -100

All magic in the Nasuverse is dependent on something called Mystery. Mystery is a complex thing, but it's fundamentally based on humanity's understanding of the world and their ability to perform certain actions using that understanding.

If something is understood, then it ceases to be a Mystery and can no longer be used in magic. For example, the creation of gliders weakened most Mysteries related to flight, while the invention of the airplane was the final death blow to those Mysteries, causing them to unravel completely and prevent any mages from being able to use them.

You no longer have that problem. As long as you use a Mystery before it's unraveled and understood, you'll always be able to use it.

Tier 2: -200

You'll be able to teach others to use those lost Mysteries as well. So, if you started in the Age of Gods and stayed until the Age of Man, you'll still be able to teach modern mages your magic from the Age of Gods.

Though the difficulty and time needed will be proportional to how much Mystery is left in the World. Of course, the talent of the one you're teaching is also a major factor.

Gifted Scholar

Tier 1: -200

You have a special talent for learning new magic and/or magecraft. A spell that would have taken you two days to learn before now only takes one.

Tier 2: -500

Your talent for learning magic and magecraft is boosted tremendously. If a spell took you seven days to learn before, it now only takes one.

You also gain a certain luck when it comes to learning spells. Many spells and practices are extremely dangerous. For example, Reinforcement can be overdone, causing the structural failure of what's being reinforced. If you're reinforcing your body, that means your body will break down.

But now, you'll have a certain luck when it comes to avoiding outcomes like that. So long as you don't push this luck too far, you won't need to worry about spells failing in such a bad way for you while you're learning and using them.

Tier 3: -800

Your talent for learning new magic and magecraft is high enough that you're able to learn by observing and experiencing that magic or magecraft.

It's a slow process, especially if the magic or magecraft is high level. A spell that you could normally learn in a day of study could take you more than a week of careful observation to learn. But it's possible.

Tier 4: -1,200

Your ability to learn magic and magecraft through observation and experience is truly incredible. Your rate of learning is barely slower than if you were learning it the normal way.

Gifted Researcher

Tier 1: -200

You have a special talent for developing new spells, whether they're based on magic or magecraft. A spell that would have taken you two days to create before now only takes one.

This also applies to creating variations of a spell you already know. For example, making a change to a spell like how Shirou turned Gradation Air into Tracing. Or turning a spell that normally casts just one fireball into a spell that casts several fireballs.

Tier 2: -500

Your talent for creating spells is boosted tremendously. If a spell took you seven days to develop before, it now only takes one.

Tier 3: -800

Your talent for creating spells is incredible. If a spell took you thirty days to develop before, it now only takes one.

Tier 4: -1,200

Your talent for creating spells is absurd. If a spell took you one hundred days to develop before, it now only takes one.

Seeker of Mystery

Tier 1: -200

You have a tendency to stumble across knowledge of magic and magical artifacts, whether from the modern era or times long past. Whether this comes in the form of ancient scrolls, lost books, or something readily available, you simply seem to have good luck for this sort of thing.

These things, however, are limited to the rather unimpressive. They may be interesting or useful in their own way. But they won't be things like extraordinary mystic codes. Certainly nothing like a noble phantasm.

It should also be noted that all these tiers are limited by what's actually out there in the world. If you want to find information about or relics from some lost city, that information and/or those relics need to actually exist for your newly gained luck to nudge you towards them.

Tier 2: -400

Those things you find are no longer limited to "the rather unimpressive." While you'll still never trip over a rock and find a noble phantasm, your luck will now extend to anything less than that.

Tier 3: -800

There's no longer any limitations on what historical knowledge and artifacts your luck is limited by. Those things you need or are searching for simply seem to stumble into your path.

Thaumaturgical Attributes

This may be purchased multiple times.

Tier 1: -300

A thaumaturgical attribute, enhancing or modifying the owner's spellcasting abilities when performing magecraft that falls within the domain of that attribute.

There is a large number of different attributes, ranging from the Makiri Family's [Absorption] attribute that allows for the binding and control of others, to the Einzberns' [Transfer of Power] attribute that enhances their alchemy and homunculi by allowing for the transference of consciousness.

This allows you to obtain an ordinary trait. Something useful, but with hard limits that other mages would only covet for the simple reason of it being a sorcery trait. Not because it's such an amazing trait.

Tier 2: -600

Rather than a "common" attribute, you gain one that's the envy of all other mages. Which means it would probably be a good idea to never tell anyone about it. Mages do some wild stuff when they're jealous.

That is, traits such as the [Wishcraft] sorcery trait that grants the ability to enact Mysteries merely through a desire and the expenditure of an exceptionally large amount of magical energy. Or [Tradition Carrier], which grants the right to create the Noble Phantasm Fragarach.

High-speed Incantation

Tier 1: -600

Dramatically reduces the casting time for all forms of magic. Depending on how skilled you are with the spell in question, you can go as far as cutting the cast time in half.

Tier 2: -800

You become capable of reducing a ten action spell into a single action spell, where an action is any individual action you must take before you can cast the spell. Though doing so is still dependent on your actual skill with the spell in question.

For reference, that would be like Shirou unleashing Unlimited Blade Works without using his chant. He'd just need to say the name and it would activate in the same way as when he used the full chant.

Living Leyline

Tier 1: -1,500

Ley Lines, also known as Dragon Veins or Dragon Meridians, are the pulsing heartbeat of the World. They carry the mana of the World - that is, the life force of the planet itself. There's also many artificial variants of Ley Lines.

Most of them, like those Divine Ley Lines of Olympus created by the Olympian gods, are designed to be superior to basic Ley Lines. But don't mistake that for meaning that ordinary Ley Lines are weak. The sheer amount of magical energy coursing through them is staggering. As will be the amount of mana coursing through you.

This turns you into a small Ley Line of the World. Whatever Ley Line you're closest to, you'll be connected to. The World's mana will course through you at a level equal to 250 units of magical energy for each Rank Increment in your Mana Parameter.

Due to this connection you have to the World, the World favors you, causing things to bend ever so slightly in your favor. If before you won coin flips at a rate of 50:50, now you win them at a rate of 60:40.

The Thaumaturgic Foundations located within the Ley Line you're connected to will slowly inscribe itself into your magic circuits. This doesn't mean you'll be able to use all magic or spells related to that Foundation. It just means that you'll no longer be reliant on an external Ley Line to act as your Foundation when casting a spell based on that Foundation that's been inscribed into you - you'll be able to use yourself instead.

However, this process is rather slow. It would take a few years to fully inscribe a small Foundation, let alone any of the big ones. And the inscribing process is largely random, so it's entirely possible that a partially inscribed Foundation would be completely useless due to missing key parts.

Tier 2: -2,500

Your ability to act as a Ley Line of the World is greatly increased. For every Rank Increment in your Mana Parameter, 750 units of the World's mana will pulse through you.

The World's favor on you will increase. Rather than winning coin flips at a rate of 60:40, as per the benefits of **Tier 1**, you now win them at a rate of 70:30.

The Thaumaturgic Foundations within the Ley Line you're connected to will more quickly engrave themselves into you. It's still a slow process, but a transcription that would have taken a month with **Tier 1** now takes three weeks.

More importantly, this transcription becomes less random. Instead, it follows a chain of relevancy - meaning that even if the transcription is incomplete due to you leaving the area too quickly, what's been engraved into you will be coherent and usable.

Tier 3: -3,500

Your ability to act as a Ley Line of the World is greatly increased. For every Rank Increment in your Mana Parameter, 1000 units of the World's mana will pulse through you.

The World's favor on you will increase. Rather than winning coin flips at a rate of 70:30, as per the benefits of **Tier 2**, you now win them at a rate of 80:20.

The Thaumaturgic Foundations within the Ley Line you're connected to will more quickly engrave themselves into you. It's still not a fast process, but a transcription that would have taken a month with **Tier 2** now takes two weeks.

You gain an instinctive sense of how to build spells using the information of these Thaumaturgic Foundations. If you see a spell based on information that's been transcribed into you, you can learn it as easily as breathing.

Tier 4: -5,000

Your existence is similar to a Divine Ley Line. For every Rank Increment in your Mana Parameter, 2500 units of the World's mana will pulse through you.

The World's favor on you will increase. Rather than winning coin flips at a rate of 80:20, as per the benefits of **Tier 3**, you now win them at a rate of 90:10.

The Thaumaturgic Foundations within the Ley Line you're connected to will pour themselves into you. Fully transcribing the information of a Foundation is now a process you measure in days or weeks rather than months or years.

If a World you're on doesn't have Ley Lines, your presence will cause them to start forming. These new Ley Lines will slowly begin to develop Thaumaturgic Foundations over time based on the myths and legends of that World.

True Magic

This may be purchased multiple times.

Tier 1: -2,000

Purchase a single True Magic. You'll have an instinctive understanding of how that True Magic works, but only those instincts. Gaining real knowledge will take effort.

Tier 2: -3,000

A great deal of theoretical scientific and philosophical knowledge directly related to your True Magic will be poured into you alongside the True Magic.

Neither the science nor philosophy will truly grasp the scope of your True Magic. After all, True Magic is something impossible. But they'll give you a robust foundation for understanding how your True Magic works and what the limits of it are.

Tier 3: -4,000

Knowledge on magecraft that enhances your ability to use your True Magic will be poured into you alongside the True Magic. This will dramatically enhance your ability to apply your True Magic in all situations.

An easy example of what sort of things this allows you to do can be seen in the Jeweled Sword of Zelretch. A mystic code created using the Second Magic as the core, but with other magecraft to focus and harness it into making the Jeweled Sword possible.

Tier 4: -6,000

Rather than gaining mere magecraft, lesser true magics related to the True Magic you've selected will pour into you. These are mysteries equivalent to magics from the Age of Gods, but without relying on the gods. Rather, they come directly from the Root.

Tier 5: -8,000

You will gain true and consummate mastery over your chosen True Magic and all associated magics you've gained to support and enhance your use of it. The absolute pinnacle of what can be achieved with that True Magic.

First - The Denial of Nothingness

Nobody is entirely certain what the domain of the First Magic is. However, it's known to be related to the spontaneous creation of ether clumps. Ether clumps are essentially the building blocks of all that exists. So it's a reasonable guess to assume that the First Magic governs the Creation of Something From Nothing.

Second - Kaleidoscope

The Operation of Parallel Worlds. That is, to draw information, objects, knowledge, skills, and magical energy from parallel worlds and the space between worlds. It also allows for time travel, moving through space, and traveling to parallel worlds. There's probably some other fancy stuff you can do with it, but that's what we know it can do.

After acquiring your Spark, this would extend to all worlds, rather than being limited to the set of parallel worlds you currently exist in.

Third - Heaven's Feel

The Materialization and Manipulation of the Soul. Most notably, this allows you to turn your own soul into a spontaneous mana generating machine. That is, you can generate magical energy spontaneously. It also allows you to bring back the dead, to a certain extent. So long as the soul hasn't fully returned to the Root, you can draw it back out.

The Third Magic is what is used to summon Servants from the Throne of Heroes. It's also capable of granting a form of true immortality and manifesting your soul as a physical body (like what Servants are). There's probably some other fancy stuff you can do with it, but that's what we know it can do.

Fourth - Unknown

For the purposes of this document, the Fourth True Magic is considered to be the absolute reduction of all things to nothingness. It is the exact opposite of the First Magic. With it, one is able to destroy something Eternal and to kill those with no concept of death.

At higher levels it allows one to even affect concepts. For example, erasing your own concept of death to make yourself immortal.

Fifth - Magic Blue

It's unknown what the precise domain of the Fifth Magic is. It's possible to use it to travel through time, but it's also thought to be more than that. It's strongly suspected to have a connection to Consumption and Extinction.

Sixth and Beyond - ???

You may choose to create your own True Magic. This is something that modern mages have theorized is possible, but haven't thought would ever happen.

The only restrictions on creating your True Magic is that it governs a single aspect of reality and that it's something utterly impossible to reproduce using science or magecraft. In other words, you can apply it in however many ways you want so long as it only governs one thing.

Artificial Swirl of the Root

Tier 1: -1,500

Within you resides a false Swirl of the Root. A blank, empty version of it, but one that can and will grow with time. It's very similar to the one created by the Shen, but with certain key differences that distinguish the two.

All knowledge, magic, and Mystery you come into contact with will be copied into this internal Akashic Records, where it will be neatly sorted and categorized. More potent, complex magic and knowledge needs more exposure to be fully recorded compared to basic magic and knowledge.

This has three effects.

The most straightforward one is that when you learn a Mystery, you can use your inner copy of the Mystery to cast your spell. In other words, you aren't reliant on whatever Thaumaturgical Foundation any other mage would require. Which won't usually matter all that much, but could be very useful in certain situations.

The second and more important is that your Artificial Root will protect you from any abnormal side effects caused by attempting to understand alien logic. For example, eldritch magic drives humans insane because it's so utterly alien to humanity. This Artificial Root would protect you from that.

It will not, however, protect you from your own bad choices. If you use a Mystery that actively corrodes your sanity as a part of the magic of it, your sanity will still be corroded. If a ritual demands your life force, your life force will still be drained. The Artificial Root only protects you from corruptive information infecting you.

The third and final effect is that, more than acting as the ultimate library, it also acts as a source of magical energy. At base, it provides 250 units of magical energy per Rank Increment in your Mana Parameter. But that number will grow as it develops and grows, recording new knowledge and greater Mysteries.

Tier 2: -2,500

Anything around you - things you see, hear, feel, and otherwise experience, are naturally recorded into your Artificial Akashic Records.

Your Parameter Tier increases by one. The base units of magical energy provided per Rank Increment in your Mana Parameter is increased to 500 units.

Tier 3: -5,000

Everything currently in the World you exist in is being scanned and recorded by your Artificial Akashic Records.

The base units of magical energy provided per Rank Increment in your Mana Parameter is increased to 750 units.

Tier 4: -10,000

Your Artificial Akashic Records begins to expand into the past and future of the World you exist in, scanning and recording all information and Mysteries it sees.

This is a gradual process, slowed down by however complex the information it's recording is. But given enough time, everything that has ever happened and ever will happen will be recorded.

Your base Parameter Tier is set to Tier 4 or increased by one if you're already at or above that. The base units of magical energy provided per Rank Increment in your Mana Parameter is increased to 2500 units.

Items

General Items

Miscellaneous Foods

Haagen Dazs: -25

A tub of Haagen Dazs ice cream, cold and delicious. You receive a case containing 20 460ml tubs each with a random and possibly unique flavor every month, with the caveat that this random flavor will be one that you'll enjoy.

Burgers: -25

A case of twenty burgers with various toppings. You will receive a new case every month. The burgers inside will always be hot and ready to eat.

Super Spicy Mapo Tofu: -25

Despite the name, this is actually a case of twenty different types of mapo tofu. But yes, super spicy is one of those types. You will receive a new case every month. The mapo tofu inside will always be hot and ready to eat.

Fine Wine: -25

An ever-refilling goblet of fine wine. The exact brand and age of wine is whatever you want it to be, with the caveat that it's entirely mundane. Likewise, the appearance of the cup changes according to your desires.

Please note that, despite being ever-refilling, the wine cannot be poured out of the glass to create an ocean or some such nonsense like that. This is for you to drink, not for you to do absurd things

A Briefcase Full Of Money

Cost: -50

It's a briefcase full of money! It's whatever currency is accepted in your area and in whatever form is easiest to use. For example, it would be full of twenty dollar bills in the USA.

The briefcase refills every month, but only replaces the money you've actually spent. You can't just dump all the money into a pile and have the briefcase refilled.

A Place To Call Your Own

Cost: -200

It’s a house! Specifically, a property 250 square meters large. The house itself will be designed in a style you like that suits the area it’s in. The location of the house is entirely up to you. Just remember that this is a completely mundane house.

The house will be legally yours in all the proper systems and records.

Contacts Book

Cost: -200

A book that provides the contact information for every named individual in the **Era**, **Setting**, and **Time/Timeline** you’ve arrived in. Even if they don’t have a phone, this will tell you the best way to get in touch with them.

Grimoire

Tier 1: -1,000

A grimoire is both like a **Magic Crest** and a **Mana Core**. A mage can store their spells in it, allowing them to use it to activate their spells instantly, and it produces vast amounts of magical energy.

This begins as a blank book. It does absolutely nothing.

Every fundamentally different magic system you learn becomes a section. For example, magecraft vs magic you learned in a Harry Potter Jump. Modern magecraft vs magic from the Age of Gods isn't different enough to form separate sections.

Every school of magic you learn within that type of magic becomes a chapter. For example, alchemy or necromancy. Every spell within a school of magic becomes a single page. Both the schools of magic and spells need to be acknowledged as real and genuine by the magical community of whatever world they originated in. You can't just invent half-rate schools of magic that nobody will ever use.

For every section you have in the Grimoire, it gains 1,000 units of magical energy output.

For every chapter you have in the Grimoire, it gains 100 units of magical energy output.

For every page you have in the **Grimoire**, it gains 10 units of magical energy output.

One tenth of the **Grimoire's** maximum magical energy output is generated spontaneously. So, if you had 5,000 units of magical energy output, 500 units would be generated spontaneously.

Class Cards

Tier 1: -600

Class Cards. Powerful mystic codes holding the power of a Servant inside them. This card will be bound to you. You can give it away, but it can never be stolen from you.

Using the command Install: Phantasm Summon, you can gain the skills, parameters, and noble phantasms of that Servant, albeit as ranked-down versions of themselves. The card itself will be stored within a strange space inside you. One that's difficult, but not impossible to access.

Magical energy is not needed to fuel the Install. In fact, even if you don't have any way of producing your own magical energy, Installing the class card will allow you to produce and use magical energy just like the Servant would if they were Incarnated.

With the command Uninstall, the class card will be removed. Only one card can be Installed at a time, but that doesn't matter to you since you'll only get one class card anyways.

Include: Limit Expand overwrites a mystic code with the weapon or noble phantasm of the Servant in the class card. This is something you could use even if you already had a different class card installed. But you only get one card anyways.

If you had a second card and one of the two cards was a Berserker, you could layer the Berserker card on the other card after Installing it to create a Berserker variant of that card. But… you only have one card!

You may select a single Servant to gain in the form of a class card. Every skill, parameter, and noble phantasm of that Servant will be one full rank lower than the version of that Servant you select. The Servant you select must be a normal Servant - no Grand Servants or such allowed.

Fair warning: the Servant's ego is mostly erased from the class card, but remnants of it still remain. Your personality will be affected while you have their class card installed, twisted you into being more like them.

You should also note that skills and noble phantasms that warp your personality, such as the Madness Enhancement, will still affect you. Just because it's a class card that you've installed doesn't mean you're insulated from that. You get all the downsides along with all the benefits.

Tier 2: -800

Your skills, parameters, and noble phantasms are no longer degraded versions of themselves. You'll have the full power and skill of the Servant you've selected.

Tier 3: -1,000

Rather than just one card, you get a small deck of Saber, Lancer, Archer, Rider, Castor, Assassin, and Berserker - one card for each class. You may choose which Servants the cards hold.

Tier 4: -1,200

Once every day, you may swap one class card out for another. There's also no longer any limits on the class, so you could have seven Rulers if you wanted.

Tier 5: -1,500

The Servants are now High Servant versions of themselves.

"High Servants" don't exist as an official concept. Only in the concept of this Jump. However, that doesn't change that your High Servant Cards will be dramatically superior to any normal class cards out there.

High Servants will have Tier 2 Parameters.

If your chosen Servant can be summoned as other classes besides the one you've chosen, you may choose up to three skills (personal or class skills) and one noble phantasm from those other versions and make them part of your High Servant template.

If it doesn't have any other classes or has too few to fill up those five skills and two noble phantasms, then you may use those extra slots to increase the ranks of skills and noble phantasms.

For example, say you're only able to get one new skill from those other class variations of your chosen Servant. That leaves you with two unused "slots" that you can then use to increase one skill by two ranks or two skills by one rank each. This is a full rank, so B+ would go to A+ or C- to B-.

Tier 6: -2,000

The Servants are now Grand Servant versions of themselves. Even if they aren't supposed to have the capacity to be a Grand Servant, they will now.

Grand Servants have a Saint Graph of a fundamentally higher level than ordinary Servants. Which makes sense, as Grand Servants are normally summoned by the World itself to defend against a threat to the World and/or Humanity as a whole. The Servant Summoning Ritual is just mages using a degraded form of that summoning ritual, with correspondingly inferior results.

Grand Servants will have Tier 3 Parameters.

If your chosen Servant already has a Grand Servant version of itself, that will be what goes into your class card. If it doesn't, you'll build your own according to the following rules:

If your chosen Servant can be summoned as other classes besides the one you've chosen, you may choose up to five skills (personal or class skills) and two noble phantasms from those other versions and make them part of your Grand Servant template.

If it doesn't have any other classes or has too few to fill up those five skills and two noble phantasms, then you may use those extra slots to increase the ranks of skills and noble phantasms.

For example, say you're only able to get three new skills from those other class variations of your chosen Servant. That leaves you with two unused "slots" that you can then use to increase one skill by two ranks or two skills by one rank each. This is a full rank, so B+ would go to A+ or C- to B-.

Drop-In Items

Fake ID

Tier 1: -25

A card that takes the form of any identification you need to show to another person. It won't exist in any computer systems or archives of information, but it will otherwise be perfectly and utterly identical to the real thing.

Tier 2: -50

Your card will now cause your fake identity to actually exist in whatever databases or systems a real identity would exist in.

Wizard's Hat

Tier 1: -100

It's a fancy hat! Well, that and more. The opening of the hat acts as a portal to a pocket dimension stored inside the hat. There's about a hundred cubic meters worth of space in there. The opening of the hat can expand up to a five meter diameter in order to assist with depositing and removing items.

Tier 2: -300

The size of the space doubles to two hundred cubic meters. The hat can now open to a seven meter diameter. Living creatures can be stored inside for one hour, but they'll start to suffocate and become increasingly disoriented and panicked the longer they stay in beyond that.

Book of Many Spells

Tier 1: -200

This is a rather odd book. Every day, a different spell will appear in it. The entire history of the spell, including how it was made and how it has been used, will be recorded, along with how to perform it.

Because such a complete history is recorded, the book tends to end up being rather lengthy. In spite of that, the contents seem to almost pour themselves into your mind, allowing you to read them far, far more rapidly than you'd normally be able to.

These spells range from simple spells for creating lights to spells capable of ending the world. Though they're usually somewhere in between. They can be of any and all possible systems of magic, but they're all things that some individual created at some point in history. The book will never create a new spell.

You may use the spell freely, as though you know it well and have used it for years. However, the moment the spell vanishes from the book, you'll be utterly unable to remember anything about it.

Teaching the spell to others is impossible, even if it's something they would normally be able to learn and use. Even recording it outside the book is impossible. No matter what, it fades away like a hazy dream once the time is up.

Tier 2: -300

You're capable of learning all spells that appear in the pages of this book, regardless of whether or not they're something you could normally learn. But if you don't finish learning it by the time it's replaced with a different spell, you'll no longer be able to learn it.

The criteria for what counts as "learned" is based on whether you can perform the spell purely through your own understanding of the spell. If you can, then you've learned the spell. If you can't, then you haven't.

Tier 3: 400

Rather than your one spell being completely random, you get seven random spells to choose from as your spell of the day.

While selecting the spells, you'll have perfect knowledge of how they work and what they can be used for. However, that will vanish upon making your selection. You'll need to then learn the spell as you would with the previous tiers.

Tier 4: 500

Your chosen spell can now last for up to three days, but you can choose to swap them out before the timer runs out.

Potion of Immortality

Tier 1: -600

Receive a case of twelve Potions of False Immortality.

Each potion grants biological immortality and removes the need to eat, drink, sleep, or breath. It also grants an extremely potent regeneration that can be further sped up when fed magical energy.

Essentially, anything that doesn't outright kill you will be healed in a couple minutes at most. Only powerful curses can slow or stop this process.

Tier 2: -1,000

These potions are no longer for “false” immortality! When drunk, they remove the concept of death from the drinker.

Now, like with Types, this doesn’t actually make you truly unkillable. There’s various ways to impose a concept of death upon a target in order to kill them. That being said, lacking the concept of death is a very, very reliable form of immortality.

Ring of Solomon

Tier 1: -600

This isn't actually what Solomon used to bind and control daemons. Rather, it's something that reflects his ability to do so in the form of an item.

This ring grants the power to force contracts on Spiritual Beings. Daemons, elements, spirits, ghosts, fae - even gods. In theory, so long as the will of the user is greater than their target's, a contract can be forced on the target.

In reality, there's several other factors. If the target has Magic Resistance, then the ring will be less effective. If the target has much larger mana reserves than you, you'll need a truly overwhelming willpower in order to force a contract on them. Or if they have a greater will than you, you can resort to using overwhelming magical energy to force a contract on them in spite of their superior will.

Failing to impose a contract on a target can cause spiritual damage to the user of the ring, with the damage being dependent on how badly outmatched they were.

A clever and sufficiently strong Spirit that realizes they're outmatched can alter the terms of the deal. Essentially, they can accept that a deal will be imposed on them and focus on making the terms of that deal more favorable to them.

Tier 2: -900

The Tier 1 version of this ring is something of an equal playing field. Sure, the target can't reverse the power of the ring to enforce a contract on you, but it's otherwise a fair fight.

That's no longer the case. If before it was a 1:1 split, it's now 3:1 in your favor. In other words, they'll need to outmatch you by over three times to escape from you.

Tier 3: -1,200

That imbalance increases even further. As opposed to Tier 1's 1:1 split, it'll now be 10:1 in your favor.

Gone, But Not Forgotten

Tier 1: -1,500

The World has limited energy, albeit such a massive amount that it seems limitless. Each timeline requires a certain amount of this energy to maintain. As such, the World instituted a system known as “pruning.”

Think of it like a gardener taking care of a plant. Even if a branch is sickly or dies, the plant will still send nutrients to it. So rather than letting the plant waste that effort and those nutrients, a good gardener will cut that branch off.

Similarly, the World will prune timelines it considers to be failures. Or ones that are merely unnecessary.

This pruning happens every hundred years, along with the enactment of a Time-Lock. These Time-Locks act to preserve the “correct course of history” so that the “prosperous” timelines are maintained.

This is mainly a way to protect against beings capable of seeing the future or altering the past. Thanks to the Time-Locks, if someone went back and altered events in history, the world would still inevitably move towards existing in the state it was in at the moment of that Time-Lock.

But all this business with the Time-Locks is unimportant. What is important is the bit about the pruned timelines, because you can now un-prune them! Sort of.

More precisely, you have a pocket-sized doorway. The Dial of the Faded Kaleidoscope, A little disc that fits in the palm of your hand. With it, you can select a single pruned timeline and link the Gatestone to it.

Unfortunately for you, you only have seven options. The most famous of the pruned timelines - the Seven Lostbelts. You’ll be able to select a single Lostbelt. Whenever you want, you can use your Gatestone to open a doorway to this Lostbelt or back to your original timeline.

Now, there is a very important difference between the pruned timeline you’ll be accessing and the actual Lostbelt version of it: It’s the actual failed timeline. Meaning no Fantasy Tree, no Crypters, and no strange machinations of the Alien God.

Your chosen timeline will go back to being considered “viable” by the World. At least, until the World reviews and judges all the existing timelines before instating the next

Time-Lock. At that point, it'll probably get pruned again unless you caused substantial changes to it.

Tier 2: -1,750

Rather than being locked to a single "Lostbelt", you get all seven! Kinda.

Once, on the day of the Summer Solstice in your original timeline, you'll be able to switch what Lostbelt your Gatestone will take you to. You don't have to switch it, but this will be your only chance to do so for the entire you. There's no saving it up and using it a month or two later.

Just like before, they won't really be the Lostbelts. Just the original timelines that the Lostbelts were created from by the Alien God.

Tier 3: -2,000

Rather than being locked to a single "Lostbelt", you get all seven! For real this time! In other words, your Gatestone can now take you to any of the seven "Lostbelts". At any time. No need to wait a year.

Tier 4: -2,500

You're no longer confined to the Lostbelts. Any and all pruned timelines are open to you.

Now, finding a pruned timeline you're actually interested in may be rather challenging. You can feed your Gatestone various criteria to try and narrow down what sort of world you want to travel to, but it'll ultimately be impossible to perfectly specify a single world out of the near-infinite sea of pruned timelines.

So… you'll basically just have to try your luck and hope for the best. Your Gatestone will record the timelines you visit, so it'll be easy to revisit (or avoid) the timelines you enter.

Mundane Human Items

Neural Lace

Tier 1: -100

An advanced neural lace that's woven through your brain. It makes you substantially smarter, gives you perfect memory, and allows you to have multiple lines of thought in parallel to each other.

It's possible for you to program it to do much, much more. There's an interface for it that you can pull up in your mind where you can create applications and programs. But, of course, there's risk involved - you'll be running programs directly connected to your brain. So tread wisely.

Electric Pulse Rifle

Tier 1: -200

A weapon from the future! It fires bursts of electrons. In other words, lightning! Only, with the power of futuristic science, the electrons stay clumped together rather than becoming a lightning bolt.

It harvests electrons from the environment and is solar powered with a battery that can last decades. You'll have to maintain it yourself, but it was built to last. It'll take some serious impacts for it to stop working.

Tier 2: -300

The rifle now has a self-repairing nanite swarm. So long as the right materials are around, the rifle can heal any damage. Any nanites destroyed will be rebuilt by other nanites up to a certain number of nanites.

High Quality Vehicle

Tier 1: -400

A vehicle of your choice. This could be a motorcycle, a car, a private jet, a helicopter, a 1800th century warship, a modern battleship, or anything else that is primarily used as a method of transportation.

It may not, however, be futuristic. It must be something that humans have already created. Living components, like a horse, will not come with the vehicle.

Tier 2: -600

Vehicles now have a nanite swarm that will repair and refuel them over time, provided the necessary materials are nearby. Any nanites destroyed will be rebuilt by other nanites up to a certain number of nanites.

Alternatively, you may choose to import a vehicle you already own using this. That vehicle will be upgraded into the best version of itself and given the innate self-repair.

Cybernetics

Tier 1: -600

This will give you cybernetics implants carefully designed and organized to harmonize with your body as it is.

Your base Strength, Endurance, and Agility Parameters are each set to Rank C. If your race already has a base value at or above Rank C for one of those Parameters, it instead adds six Rank Increments to that Parameter.

Your cybernetic systems gather energy using various methods. Solar, kinetic, thermal, electric, chemical, and a few more. Because of how tightly bonded your cybernetic systems are to your organic systems, your cybernetic systems are able to support and fuel your organic parts. Thus, as long as your cybernetics still have energy, you won't strictly need to eat, drink, or breathe. But you can still do those things to gather resources for internal repairs and the energy to move.

You'll gain access to a vast number of sensors (such as thermal vision) as well as the ability to directly interface with all technology that can be accessed by an outside system.

The neural side of the implants are limited to what's required for the cybernetics to function. So, no, you don't become smarter or gain a perfect memory. However, if you purchased the **Neural Lace** item, then the neural lace integrates and synergizes perfectly with your cybernetics.

Tier 2: -1,000

This will give you advanced cybernetics implants. They're not only designed for the current you, but in a way that gives them a certain level of adaptability towards any changes that happen in your body.

Your base Strength, Endurance, and Agility Parameters are each set to Rank B. If your race already has a base value at or above Rank B for one of those Parameters, it instead adds nine Rank Increments to that Parameter.

The cybernetics self-repair using a complex system of different types of nanobots. These nanobots are also capable of repairing your organic parts, if you could still be said to have any of those. After all, even your individual cells have tiny nanomachines inside them.

You act as the governing overmind of their collective hivemind. They have a strict set of rules governing their behavior, such as not producing too many of themselves. However, most of their rules are ones you can bend, if you want to badly enough.

These nanomachines do their best to keep you in perfect health. This ranges from clearing out toxins to destroying diseases to preventing you from aging past your prime. However, they struggle to deal with magical maladies, such as magically enhanced poisons, diseases, or curses in general.

If you've bought another item with nanites, these nanites will be able to communicate with those nanites and support each other as needed. For example, building new nanites of the other type.

Tier 3: -1,400

This will give you highly advanced cybernetics. This isn't just a bunch of electronics. You will become half man, half machine.

Your base Strength, Endurance, and Agility Parameters are each set to Rank A. If your race already has a base value at or above Rank A for one of those Parameters, it instead adds twelve Rank Increments to that Parameter.

Your cybernetics are designed to not only maximize your current potential, but to be capable of growing over time. You'll adapt to environmental pressure, your nanites slowly updating and making changes to your cybernetics and body at large according to the stresses put on you.

Exosuit

Tier 1: -800

A mechanical suit that either provides Strength, Agility, and Endurance Parameters at the level of Rank A or increases those Parameters by five Rank Increments - whichever you chose. Each choice is for each individual Parameter, not all three at once.

The exosuit is roughly three times larger than your standard body, according to volume. Nearly all that mass is used to give the exosuit its incredible strength. However, it also allows for embedded weapons such as blades and ranged weapons.

If you buy the **Electric Pulse Rifle**, your ranged weapons will switch from standard modern guns (requiring the appropriate ammunition) to similar electric pulse weaponry.

If you've bought **Cybernetics** or **Neural Lace**, your exosuit will be able to perfectly connect to them. This allows you to more perfectly understand the information from your exosuit's various sensors and to more perfectly use it like your own body.

Tier 2: -1,000

Your exosuit now has a nanite hivemind subordinate to you. That is to say, you act as the governing overmind of their collective hivemind. They have a strict set of rules governing their behavior, such as not producing too many of themselves.

These nanites will be able to repair your exosuit as needed, provided the needed materials are available. They can even make small adjustments to it over time, adapting it to how you use it and the stresses it's put under. These changes are slow, however. Something that happens over months or weeks, not in the heat of the moment.

If you've bought another item with nanites, these nanites will be able to communicate with those nanites and support each other as needed. For example, building new nanites of the other type.

Tier 3: -1,200

Your exosuit is now entirely constructed of that nanite swarm.

They're able to mold and organize themselves according to your thoughts, forming all the tools and weaponry you and them know how to create. They'll naturally be able to turn into anything the **Tier 1** exosuit would have had. Anything beyond that will require your own knowledge.

Your nanites can now deconstruct and devour technology to learn how to produce it. If they're unable to naturally transform into the required parts, they'll go through a resource-intensive natural selection learning process until they reach a point where they can become the required parts.

The understanding of how the technology works will be transmitted to you as well as held within the nanite swarm itself. This won't tell you what the scientific principles are or how they created any of the materials or parts. It'll just be a perfect blueprint of the item and an understanding of the materials involved.

Alien Supercomputer

Tier 1: -1,500

No, this isn't on the level of the Moon Cell. But it *is* pretty impressive. It's something that exists at that same hyper-advanced level of technology, but is inferior to the Moon Cell by virtue of being incomparably smaller, at roughly the size and shape of an ostrich egg.

This supercomputer starts off mostly useless. Sure, it can float next to you, can turn invisible, and is incredibly durable and able to self-repair over time without needing any external resources. But while all that is very nice, that's all it can do. It has no practical uses for you when you first obtain it.

Over time, it will collect vast amounts of data using an immense number of sensors that are constantly active. Once it gathers enough data, it will begin calculating ways to use the systems it has to affect the world.

Essentially, it will learn to perform "magic". Except it isn't magic. It's ludicrously advanced science based on spiritrons.

You may set up commands (verbal or physical) and parameters for casting these "spells". For example, snapping your fingers and saying "fireball" to shoot a fireball at wherever you're looking. The computer will instantly take note of any commands you give and cast the "spell" you specify.

It can only cast a single "spell" at a time. That being said, it can cast them immediately after each other and perform them at incredible speed. So it would be very unusual for a mage to be able to match the supercomputer's casting speed.

That being said, if you have a way to increase the processing power of the supercomputer, it can and will develop the ability to create multiple threads to perform multiple "spells" at once. Though, given how powerful it is to begin with, that would be quite the challenge.

This computer will never be able to replicate true magic. Though, if something was once a True Magic but ended up being reduced from a True Magic into something lesser, then it becomes something the computer can begin to understand.

If you buy **Cybernetics**, you may choose for this computer to be fused with them, making it and your **Cybernetics** one and the same. This will allow the supercomputer to more easily apply "spells" to you.

If you buy **Neural Lace**, you may choose for this computer to be fused with it. This will allow you to use “spells” through your thoughts and intent.

Tier 2: -2,000

The supercomputer now has enough processing power to run up to three parallel processing threads, allowing it to simultaneously perform and/or maintain three different “spells”. Though particularly resource-intensive “spells” may change that.

As the supercomputer records more data, it’ll slowly develop more processing power. This won’t increase the strength of the sensors, but it **will** have the effect of enabling it to perform more “spells” at the same time and to perform more resource-intensive “spells” more quickly.

Spellcaster Items

Mundane Toolkit

Points: -50

It's a toolbox containing all sorts of useful tools. Like hammers, screwdrivers, welders, and more!

The tools self-repair and reappear back in the toolkit if you lose them or if they're stolen. No, they don't come back if you sell them.

You may add your own mundane tools to the toolkit.

Enhancement Serum

Tier 1: -200

Twelve vials full of a shady magic potion. After drinking, it will double all your parameters (Rank Increments) for ten minutes. For another ten, your Parameters will slowly return to normal. Past that, you'll continue to degrade until you're barely able to function for the next day and weak for several days after that.

You receive a new set of vials on the first day of every month. However, only the vials that have been used will be replaced.

Tier 2: -400

Rather than only lasting ten minutes, it'll last for a full hour. Likewise, it'll slowly degrade over the course of an hour instead of just ten minutes. You'll still be bedridden for a day and weak for several days after.

Damaged Magic Crest

Tier 1: -300

It's a Magic Crest! But it's damaged. It only gives 5 units of magical energy per Rank Increment in your Mana Parameter. Spells stored within the crest can still be activated without needing any understanding of how it works beyond knowing the incantation.

You have two options with this item.

First, you may choose to lose all high level spells, leaving only general spells. Things like Reinforcement, Alter, etc. Common spells that, while useful, aren't exactly groundbreaking. You can store 10 such spells.

Second, you choose to lose all general spells and most high level spells, leaving only 2 flawed high level spells.

An example of flawed high level spells would be Kiritsugu's Time Alter spells. They're high thaumaturgy; the highest level of magecraft. That is to say, they're classified as spells on the same level of complexity as a reality marble. But unlike a reality marble, they're extremely inflexible and have serious drawbacks if overused.

Tier 2: -500

Gain 10 units of magical energy per Rank Increment in your Mana Parameter. You may store 15 common spells or 3 flawed high spells.

Specialized Mystic Code

This may be purchased multiple times

Tier 1: -200

Spellcasters are well known for their poor magical education. However, it's also true that many spellcasters are specialists in their field of expertise. Sometimes, that's due to their own skill. Sometimes, it's because of a mystic code.

Mystic codes are split into two types: auxiliary and specialized. Auxiliary codes are the “orthodox” type, being designed to enhance a mage’s own abilities. Specialized codes, meanwhile, have spells built into them. Thus, even a terrible magus can use powerful spells they have no understanding of if they have the right specialized mystic code.

This allows you to design an above average specialized mystic code with a single built-in spell. It’s nothing that will “wow” other mages, but it’s reliable and allows for enacting the magecraft inside it with incredible efficiency.

Tier 2: -400

That “above average” mystic code is upgraded to a high quality one. As such, you’re allowed to have up to three built-in spells in your specialized mystic code, though they must be of the same “sort”.

For example, three fire spells. Or things that just mesh well together, like fire and light. Or even fire and ice. Basically, there needs to be some sort of shared concept linking all the spells together.

Tier 3: -600

Rather than a merely “high quality” mystic code, you’re allowed to design one that’s genuinely top tier. Well, “top” tier. The best sort of mystic code that can still be considered a normal mystic code. In other words, things like conceptual weapons or codes on the level of a noble phantasm aren’t allowed.

This mystic code is allowed to hold seven normal spells within it. Like with **Tier 2**, these must be of the same “type”.

Command Seals

Description:

A mighty crystallization of magic. A grand reserve that makes it possible to break the limits of what modern magecraft should be capable of.

Well, put more simply, command seals are enormous, dense reserves of magical energy that you can use to enhance other magics and magecrafts. Or to just burn them directly, using the sheer power of them to enact a sort of pseudo-miracle. Though that's a very, very inefficient use of them.

Naturally, they can also be used to command a Servant you're connected to. Whether as a way to enhance them so they can achieve something that would normally be impossible for them or to force them to do something they don't want to do. The latter is what they're normally used for and is why they're known as "command" seals.

The more simple and specific the command, the more effective it is. The shorter the period of time this command takes place over, the more effective it is. As in, ordering them to shoot their most powerful arrow as opposed to ordering them to fight an entire battle.

Tier 1: -250

You get 7 command seals to use as you please. These will be in addition to any command seals you get if you decide to join a Holy Grail War. They won't vanish if your Servant dies, but they're still one time use seals.

Tier 2: -500

Your command seals will now replenish themselves 24 hours after being used. This will extend to all command seals you possess, no matter how you acquired them.

So if you stole command seals from someone else or gained three extra from becoming a master in a Holy Grail War, those new command seals will now be subject to the same rules as your original seven.

Tier 3: -800

For every unique Servant that's summoned while you're present in the world, an additional 2 command seals will be added to your collection.

For example, if EMIYA Archer was summoned, you'd gain two command seals. If he was then killed and somehow summoned again, you wouldn't gain another two command seals.

Tier 4: -1,200

You can develop more command seals. Like working out a muscle, new command seals will slowly grow as you use them. The more you already have, the more slowly new command seals are generated.

Noble Phantasm

This may be purchased multiple times

Description:

You may select a noble phantasm from any servant. Or, if you wish, you may upgrade an item or power you already possess into being a Noble Phantasm. You may not, however, create a Noble Phantasm from scratch.

Any Noble Phantasm you choose to copy through this is a freshly made copy of the original, with its effects tweaked to work for you exactly the same as it did for its original wielder.

You may choose to make small cosmetic changes to it. You can even change the true name of the noble phantasm. However, the actual functions of the noble phantasm will remain unchanged. Any changes you want to make that would alter its functions won't be allowed.

If you have the **Living Legend** perk, this noble phantasm will naturally integrate into it.

Rank:	**E:** -150	**B:** -600	**[-]:** +25
	D: -300	**A:** -750	**[+]:** -25
	C: -450	**EX:** -1,000	

Assassin Items

Body Armor

Tier 1: -100

High quality, but mundane, body armor. It’s made of a similar material as EMIYA's body armor from the future.

Tier 2: -200

Rather than just being of the same material as EMIYA’s futuristic body armor, it also has rather good bounded fields that give it a strong resistance to magecraft. Though the power of a Servant will still cut straight through those enchantments like a knife through warm butter.

Purification Vials

Tier 1: -200

Twelve vials, each holding a magic potion that acts as a remedy to all maladies. Curses, poisons, disease, etc. The effects will linger in the drinker's system for 24 hours, though the full effects will only be apparent during the first three hours.

Sufficiently powerful curses or other magical afflictions can’t be cured by this. But all non-magical diseases can be cured.

You'll receive a new set of vials on the first day of every month. However, only the vials you use will be replaced.

Tools of the Trade

Tier 1: -200

Things such as thermal vision goggles, grenades, C4, combat knives, all manner of guns, poisons, chemicals, and more. Essentially, any tool that an assassin would find useful.

This only extends to tools. Not things like vehicles or computers.

These tools can be summoned on demand. The Jumper will have an innate sense of what's available for them to summon.

These tools are produced at a constant rate, with the rate each tool is produced depending on the complexity and power of the tool. For example, throwing knives would be produced much more quickly than bullets and guns. In turn, bullets and guns would be produced more quickly than C4.

Tier 2: -500

These are the tools a more magically inclined assassin would use. Cursed daggers, magically enhanced poisons, venom from phantasmal beasts, and other such tools.

The strongest of these tools has the equivalent Mystery of the average mystic code. What makes them useful is their quantity, not their quality.

These tools can be summoned on demand. The Jumper will have an innate sense of what's available for them to summon.

These tools are produced at a constant rate, with the rate each tool is produced depending on the complexity and power of the tool. For example, a weakly magical poison would be produced much more quickly than an enchanted needle that leaves no trace and places a curse on the target that kills within a few hours. In turn, that needle would be produced more quickly than something like hydra venom.

Origin Weapon

This may be purchased multiple times

Tier 1: -400

You'll be bestowed with knowledge of how to create an Origin Weapon based on your own Origin.

You may choose what sort of weapon it is. Sword, spear, bow, arrows, gun, bullets, etc. Consumable types, like Kiritsugu Emiya's origin bullets, are more powerful. But you'll need to keep in mind that you'll be making this weapon yourself. Meaning you'll be using yourself as the core ingredient.

Emiya had to grind up his own bones to make his bullets. You'll need to do something similar if you want the full power of your Origin Weapon. No getting away with dribbling a little bit of blood; it takes a real piece of you to make. At least, if you want a real Origin Weapon rather than some shabby shadow of one.

Some origin weapons, like origin bullets, are devastating against particular targets. In his case, mages. His origin bullets are more potent the more magical the target is. Though, unlike the Black Barrel, they do have hard limits. For example, his origin bullets would be worthless against a god.

But more than just being more effective against magical targets, they truly shine when attacking mages. They'll Sever the mage's magic circuits, then Bind them back together in a tangled knot, permanently ruining the mage's ability to use magecraft.

Like him, your Origin Weapon is designed to be more effective against a specific sort of target of your choice. The more specific the target you choose, the more potent it'll be against that target. This doesn't mean it'll be ineffective against other targets. But the closer they are in nature to what you've chosen, the more effective they'll be.

Tier 2: -700

Your Elemental Affinities can manifest in your Origin Weapon. Like lesser versions of your Origin itself, they act as modifiers to the nature and powers of your Origin Weapon(s).

For example, if Kiritsugu had the element of Nothingness, he could apply it to his bullets to make them act like “nothing” until they hit their target. Thus allowing them to easily pierce the great majority of magical and mundane defenses.

Tier 3: -1,000

Your Origin Weapons grow as they fulfill their purpose. For example, Kiritsugu’s origin bullets would, after each time they Severed and Bound, grow stronger. Though he’d need to salvage them and remake them into fresh bullets for that to actually matter.

More than that, you, as the origin of these Origin Weapons, grow stronger as well. It’s similar to Awakening to your Origin, but over a long period of time and without so many horrible downsides.

Any new Origin Weapons you create will carry the benefit of this. They won’t be as strong as the origin weapons that have been growing through use, but they’ll certainly be stronger than they would be if you’d made them when you first arrived in the world.

Black Barrel

Tier 1: -1,200

To put it simply, this is a gun designed to slaughter gods and immortal beings. It imposes the concept of "a natural lifespan" on the target. Thus, formerly immortal beings are suddenly mortal, even if only for the moment that a bullet tears through their skull.

The blasts of this weapon (which are technically Mystery, but take the form of a bullet) ignore all defenses based on Grain or Ether. In other words, only mundane defenses can defend against this gun. Against such mundane defenses, this is just a powerful gun with limitless ammo.

Upon hitting the target, the bullet will detonate any Grain or Ether in the target. A self-propagating reaction that consumes the target from the inside out.

This is why it's considered to be a god-killing weapon, as **Ultimate Ones** have the highest levels possible of Grain in their bodies while **Deities** have the highest possible levels of True Ether in their bodies. Being hit by a bullet from this gun would do enormous amounts of damage to them. Possibly enough to kill them in a single shot, though probably not.

Tier 2: -1,500

All「**defenses**」become vulnerable to the Black Barrel, mundane defenses included. If it's in the way or trying to protect your target, the bullet from the Black Barrel treats it like empty space.

Priest Items

Right Hand of Glory

Tier 1: -100

Holy Relic mystic codes made from the right arm of a sinner who was hanged. Although they're difficult to make, they've become rather common. They have the simple ability to make people fall asleep.

Holy Water

Tier 1: -100

Water that is capable of harming evil spirits or weak demons, purifying weak curses, curing minor illnesses, and healing minor injuries.

You receive five liters of holy water on the first day of every month either in containers you've prepared or in five glass one liter bottles that simply show up next to you.

Tier 2: -300

The holy water is powerful enough to harm stronger ghosts and demons. Enough of it can even wear down curses placed by Noble Phantasms.

Lock

Tier 1: -500

Conceptual weapons designed to kill evil spirits and demons. They're not as powerful as **Keys of Providence**, but they're easy to use.

They come in a variety of forms, ranging from small knives to gauntlets to crossbows. They're disguised using a tag that's placed on them. When the tag is removed, their true form is revealed.

You may select a **Lock** for yourself. You may choose the form it takes, so long as it isn't a modern weapon (like a gun or explosive).

Keys of Providence

Tier 1: -700

Conceptual weapons used for purification. They were designed to be used against vampires, but are also effective against evil spirits, demons, and, to a lesser extent, other humans. The oh-so-famous Black Keys are an example of these Keys of Providence.

On the first day of every month, you receive a full set of the Keys of Providence (that is, the set of Keys that an Executor would receive before heading off to slay a target).

Holy Scripture

Tier 1: -1,000

Only the Seventh Holy Scripture, wielded by Ciel, is well known. That Scripture puts a large strain on her body, but gives her the ability to kill immortals, as the Scripture is inherently an anti-immortal weapon.

You may design a Scripture for yourself. Using it will strain your body, so you must find a way to permanently or temporarily increase your physical body to the level of E rank in both Strength and Endurance in order to use it.

The Scripture will inherently have the ability to slay any and all things that would threaten humanity as a whole, no matter the inherent defenses of their race. They'll also have a certain measure of "anti-magic" properties, allowing the Scripture to be more effective than it would normally be against magical defenses.

For example, vampires wouldn't rapidly regenerate the injuries caused by this Scripture, despite having the innate ability of regeneration. They would have to heal normally, through mundane biological processes.

Mundane or magical defenses would be effective as defenses, though mundane defenses would work better than magical ones due to the anti-magic properties of the Scripture.

Holy Shroud

Tier 1: -300

Cloths once used to wrap the body of a Saint. Each of them is a form of mystic code and has their own unique properties for sealing, purifying, binding, or healing.

Your Holy Shroud may show a single one of these properties.

Tier 2: -600

Your Holy Shroud wasn't from an ordinary Saint. Oh no. It was from someone famous. Joan of Arc, Valentine, Patrick, or other such highly venerated individuals known for their unshakeable faith in God.

It may show two properties of a Holy Shroud. Moreover, those properties are each substantially stronger than the single property displayed by a lesser shroud.

Tier 3: -900

Of all the Saints, the Twelve Disciples are the most revered. They were the ones who learned at the feet of Jesus. Who spoke to him. Ate with him. Drank wine with him. If the Church had the shrouds of them and those like them such as Paul, Lazarus, or Mary, those shrouds would unquestionably be the greatest in the Church.

Your Holy Shroud is one of these. Not only will it display all characteristics of a Holy Shroud as needed, it'll also grant you greater power in accordance to how "evil" and "threatening to humanity" the thing you're facing is.

Tier 4: -1,200

The Twelve Disciples are certainly amazing. But in the end, there's none greater than Christ himself. That is who your Holy Shroud comes from. It is far, far more potent than any other Holy Shroud. Wearing it, the blessing of the Almighty God is upon you.

Magus Items

Mystic Code

This may be purchased multiple times

Tier 1: -100

Grants a mystic code of above average power. That is, something useful, but not all that notable.

You may design it, but bear in mind that this is an ordinary mystic code. Not some sort of conceptual weapon. Don't give it some power that's useless for such a comparatively weak mystic code.

The mystic code you design may only have a single function.

Tier 2: -250

The mystic code has considerable power. It's no Noble Phantasm, but it's useful and strong in its own way. It can be considered as straddling the line between normal mystic codes and mystic codes that can compete with Noble Phantasms.

This mystic code may have one primary function and up to two secondary functions. The primary function is where the real power of the mystic code lies. The secondary functions are slightly weaker than the **Tier 1** mystic code.

You may choose to sacrifice one or both secondary functions to enhance the power of the mystic code's primary function. Alternatively, you may combine both secondary functions to create a second primary function.

Tier 3: -500

A mystic code capable of competing with Noble Phantasms. It's not like Fragarach - a Noble Phantasm mystic code. It's just a very powerful mystic code. Similar to how most Noble Phantasms start off as.

In terms of Rank, it can be considered roughly Rank C. Like the previous **Tier**, it has one primary and two secondary functions. The difference is that they're all much stronger.

Tier 4: -800

At this point, you've gone beyond ordinary mystic codes. Now, you're getting a Sorcery Code. That is, a mystic code that uses one of the Five True Magics.

…Sort of.

What you're getting is a sorcery code on the same level as the knock-off Jeweled Sword of Zelretch that Rin made. Well, a bit more refined and useful, but roughly on that level. Which is nothing to sneeze at; anything that taps into one of the Five True Magics is something amazing.

Tier 5: -1,100

A sorcery code created for the express purpose of empowering someone with a True Magic when the person in question doesn't have any ability to use that True Magic. Or perhaps lacks any knowledge of magecraft at all.

The Kaleidosticks are an excellent example of this sort of sorcery code.

Tier 6: -1,500

This is the real deal. A bonafide sorcery code. Something on par with the true Jeweled Sword of Zelretch or the Holy Grail themselves. And it's all yours.

Of course, that doesn't mean you're suddenly all-powerful. Unless you know the corresponding True Magic, you'll never be able to use this sorcery code to its fullest potential. It'll have the same ease-of-use functions as the previous **Tier**. But if you want to push it beyond just being a stronger version of the previous **Tier**, it'll take actual knowledge.

Tier 7: 2,000

The ultimate form of a sorcery code. Using this sorcery code is little different from having mastery over the True Magic the sorcery code is built upon. The difference being that no knowledge of the True Magic is required - it's all built into the sorcery code and can be used by a layman with no knowledge of magic at all.

Magic Crest

Description:

Magic Crests can be thought of as a spiritual organ, like **Magic Circuits**.

It contains all the basic spells like Reinforcement and knowledge of formulacraft. But there's nothing actually noteworthy within it.

At some point in their life, usually towards the end, a magus will remove some of their own magic circuits and forge them into the **Magic Crest** of their family. This causes the circuits to degrade in quality, but allows them to be passed on to the next generation.

A magus in possession of a **Magic Crest** will engrave their spells and knowledge into the crest. This serves two purposes. The first and most important is that the bearer of the **Magic Crest** may instantly cast all spells engraved into the crest in such a manner. The second is that they can study the information in the crest, no longer being reliant on their family's library.

Normally, the process of giving somebody a **Magic Crest** is dangerous, as it's like adding a foreign, extremely complex, organ to the body. It's done over several years, with potions and medicines being used to assist in to prevent rejection. This will add it to you instantly, with no such issues.

Tier 1: -350

You will gain an additional 150 units of magical energy output, originating from the magic circuits of your magic crest. All your knowledge of magic will be stored in the crest.

You may choose 15 spells to engrave in the magic crest, allowing you to perform them as a single action (that action being funneling magical energy into your crest to activate that specific spell).

Tier 2: -500

Rather than 150 units, you will gain an additional 250 units of magical energy output. Rather than 15 spells, you may engrave 25 spells of your choosing into the magic crest.

Family Manor

Tier 1: -500

You will have a rather large manor at some location in the world. You may freely choose this location. The manor will have a library with books recording all your knowledge and your entire history. It will also have magical defenses on par with what a Caster with a B rank Territory Creation skill could create.

There will be a Workshop area with extra defenses and a ritual room in the manor where ambient mana is concentrated, allowing you to more easily perform magic. The room has bounded fields to prevent damage from backfiring magic from spreading to the rest of the manor.

Tier 2: -600

Your new home comes with homunculus servants to staff it, including a small chamber to grow new servants in. These homunculi are grown with knowledge of caretaking and basic combat, but have little natural magical ability and are only as strong as normal humans. Naturally, they still have the classic flaw of homunculi - a lifespan of merely 10-15 years.

Tier 3: -700

You may choose to bind a homunculus to your manor. If you do so, the homunculus (or homunculi, if you choose more than one) won't be restrained by a 10-15 year lifespan.

Instead, so long as the manor survives, they will as well. If they are slain, their spirits will return to the manor and slowly form a new body within the gestation chamber. If over 75% of the manor is destroyed, they will begin dying. If it isn't repaired quickly enough, then they will truly and permanently die.

Tier 4: -800

Your manor will now have a garden area that will naturally grow the plants you need. This is limited by your chosen starting Era - no growing plants from the Age of Gods if you chose to begin in the Age of Man. Though if you stay in this world until the Age of Man, you'll continue being able to grow plants from the Age of Gods.

Philosophy Key

Description:

In the West, magic during the **Age of Gods** was based upon using the gods as a link to the Root. Typically done through prayer, divine words, and some sort of innate connection to the gods. After the **Age of Gods** ended, the West switched to using magecraft based on the Thaumaturgical Foundations carved into the leylines of the World.

But in the East, magic works on a completely different paradigm. The eastern gods came together to create something known as the Philosophy Foundation. An immense, amazing mystic code designed to mimic the Swirl of the Root itself.

Of course, it falls far, far short of that herculean task. But it still holds all the knowledge and Mysteries of the gods that made it, along with plenty of other Mysteries that have been added since then. After all, while western mages seek to reach the Akashic Records, eastern mages seek to perfect the Philosophy Foundation.

Using things called Philosophy Keys, an eastern magus can access some of the knowledge in the Philosophical Foundation. If the Philosophical Foundation can be thought of as a library, then a Philosophy Key is like a library card. Not all Keys are equal; some grant more or less access.

With a Key that gives access to Mysteries at the level of xian arts (immortal arts), a good environment, and enough dedication, it's possible for an eastern magus to use the Mysteries of the Philosophical Foundation to slowly, progressively ascend to become a Xian. That is, a Taoist Immortal; a form of eastern deity.

If you don't have a Key, then you're mostly out of luck. All you can access are the basic Mysteries of the Philosophical Foundation. Becoming a Xian is just a laughable dream in that situation. It's not outright impossible, but it may as well be.

The difference between Rank C and Rank B can be likened to the difference between modern magecraft and magic from the Age of Gods. Even though modern magecraft can be incredibly strong, it's still inherently inferior to magic from the Age of Gods.

Having a Philosophy Key at Rank B and above means you have the bare minimum qualifications needed for others to recognize you as having a real possibility of becoming a Xian. Though it's a pretty small one.

It would require a lot of dedication, a good amount of luck, and a very clever use of your Mysteries. Still, it's better than the laughable shot you have with anything less than this.

At Rank A, that changes. The best of those border on becoming xian arts. They aren't truly at that level, but they're close enough that a talented magus has a real shot at becoming a Xian.

Of course, the best is Rank EX. Those are true xian arts. Using them would be like walking a pre-made road to becoming a god, as opposed to needing to make one yourself. A strong god at that.

It's certainly no guarantee of success - no matter what, transforming yourself into a divine being is incredibly difficult. But using xian arts gives you the best shot you're ever going to get.

Rank:	**E:** -150	**B:** -1,000	**[-]:** +25
	D: -300	**A:** -1,300	**[+]:** -25
	C: -500	**EX:** -2,000	

Psychic Mutations

Masochistic Spiritualist Constitution

Points: +100

If a daemon (or other spiritual entity) has possessed a target nearby, your body will take on the same spiritual hindrance as the possessed host. For example, say that cuts slowly carve themselves on the body of the possessed host. Your body would gain those same cuts.

People with this psychic mutation are normally used by the Church to detect and find daemons and other malignant entities.

Synchronization

Points: -100

The ability to transfer energy. It operates through the exchange of fluids, such as blood or saliva. But it works best through sexual intercourse.

In truth, anybody can transfer energy through this process if they have the proper training. The benefit of this mutation lies in the sheer efficiency of the transfer.

Retrocognition

Points: -200

The ability to perceive the past. Usually, it works through some sort of trigger. Like seeing the history of a room you're in or the history of an item you're touching. Doing it in a different method from one of those costs far more magical energy.

Spontaneous Combustion

Points: -300

The ability to cause a target to combust. It doesn't allow for the control of the flames or grants the ability to put them out. Only to cause a target to be lit on fire both internally and externally.

Plunder

Points: -400

Grants the ability to drain the vitality from those in your line of sight. It's also capable of granting the user's own lifeforce to others, whether to heal and strengthen them or to do something like raise corpses as zombies.

This is a potent ability, but a well-trained mage can resist it without too much effort, to say nothing of existences like heroic spirits or true ancestors.

This is functionally identical to the Origami (Caged Hair) curse that mixed-blood oni/human hybrids can have. The only difference is that Plunder is a psychic mutation, while Origami is an innate curse that can be controlled by the mixed-blood. Both of them operate through the creation of a form of bounded field.

Clairvoyance

Points: -400

The ability to flawlessly perceive and observe the world around them. This could be simply extending their senses, perceiving things that are normally imperceptible, or casting their senses to another part of the world.

Clairvoyance only allows you to see what is currently happening. Not to see the past or future.

Future Prediction

Points: -400

The ability to unconsciously gather information and automatically absorb data about one's surroundings. This data can be compared to past events and experiences in order to flawlessly predict future events and their outcomes.

Future Calculation

Points: -600

The ability to purge possibilities from occurring by choosing from a certain pathway of choices, a number which will ensure the highest likelihood of making them succeed in any kind of the possible futures, thereby bringing to fruition the events one desires. It can thus be described as forging the path to achieve the desired future, enabling its user to flawlessly calculate and define the future with perfect accuracy.

That is to say, the desired future is calculated mathematically with 100% accuracy. The user can then do whatever they need to in order to make that future happen, knowing exactly what steps they must take and what they should avoid.

This causes the future to be “tangible”, making it possible for something like the Mystic Eyes of Death Perception to kill it and make that future forever impossible.

This perk will grant the bearer’s right eye the ability to see the future the bearer desires, while the left eye will give the ability to see the path to achieving that future. However, this ability isn’t actually manifested in the eyes. So losing them wouldn’t affect this power in the slightest.

Divination

Points: -600

This could be considered the truest form of seeing the future. This isn't seeing a possible future or predicting something that will happen through some strange method. This is the absolute right to see the future that will happen. Although the very nature of divination makes it possible to change that future using your knowledge of it.

The caveat to this incredible ability is a near-total lack of control over it. You don't choose what you see. Usually, you don't even choose when you see it. It's possible to learn to trigger it on command, but it will always be able to trigger randomly. Although it is possible to learn to use catalysts to narrow the parameters for what is possible for you to see.

For example, holding somebody's hand and focusing your **Divination** so that it gives you something in the future related to them.

This puts a great deal of stress on the body, mind, and soul. Not in a way that harms the user. Rather, if they don't meet the minimum requirements in physical, mental, and spiritual strength, they'll be unable to divine the future.

Telekinesis

Points: -800

The ability to move and/or bend objects, living or inanimate, with one's mind. This could also be used to create barriers, such as a shield around yourself that defends you from physical and magical attacks, though defending against powerful attacks would be costly in terms of magical energy.

Mystic Eyes

You may choose to have purchased mystic eyes as your own eyes or receive them in a glass jar full of a fluid that will preserve them indefinitely until the jar is opened.

Mystic eyes taken out of that jar will need to be surgically implanted into a recipient, just like normal mystic eye transplants would occur.

Mystic Eye Fusion

Points: -100

Purchasing this allows you to fuse two sets of mystic eyes together.

No, that doesn't happen by default.

Yes, you need to purchase this every time.

It doesn't matter if you already purchased it to combine the Mystic Eyes of Seeing Emotions and the Mystic Eyes of Finding. If you want to add the Mystic Eyes of Charm to create a final set of eyeballs that's the combination of all three sets, you'll need to buy this again.

It goes like this:

[Seeing Emotions] + [Fusion] + [Finding] + [Fusion] + [Charm]

Mystic Eyes of Seeing Emotions

Points: -50

Allows for seeing human emotions.

Mystic Eyes of Finding

Points: -100

Allows for the ability to see the paths that lead to finding lost things.

Mystic Eyes of Charm

Points: -100

These eyes distort the target's perception so they see the owner of these eyes as someone of great sex appeal.

Mystic Eyes of Whisper

Points: -100

Allows the user to subtly manipulate others to a limited extent, hypnotizing them into not doubting the words that the user says unless there is direct evidence otherwise.

Mystic Eyes of Binding

Points: -100

These eyes are capable of preventing the target from being able to move their body. However, this binding force can be overcome without undue difficulty by any well-trained mage.

Mystic Eyes of Contract

Points: -200

These eyes create the ability to enforce all contracts, deals, and bargains made. No contract made in the sight of these eyes can be broken without facing serious repercussions.

Mystic Eyes of Flame

Points: -200

These eyes grant the ability to project a symbol of three overlapping triangles on a target before setting it aflame.

Mystic Eyes of Illusion

Points: -200

These eyes grant the ability to place a target in an illusion. Eye contact must be made in order to begin the illusion, but once the illusion is created, the target simply needs to remain in your line of sight.

Mystic Eyes of Compulsion

Points: -300

These eyes grant the ability to forcibly take control of a target's body against their will and compel them to follow the user's commands.

Despite the power of these eyes, the target is entirely aware during the process and can actively fight against your control. A well-trained mage could eventually break free, to say nothing of existences like heroic spirits.

Mystic Eyes of Glam Sight

Points: -300

These eyes grant the ability to easily perceive and adapt to any information that can't be normally processed by the brain, such as high-speed movements. But it could also be extended to logic, knowledge, or existences alien to humanity.

For example, if Shirou had these eyes, he would be able to comprehend things such as Divine Constructs and record them in Unlimited Blade Works due to these eyes making the alien logic of a Divine Construct something he could understand.

Mystic Eyes of Usurpation

Points: -300

These eyes can usurp the vision of any eyes, regardless of whether the target is a human or a Divine Spirit or something else entirely. Once linked, the bearer of these eyes can even make use of their victim's Mystic Eyes.

Mystic Eyes of Enchantment

Points: -400

These eyes are capable of applying a high level of hypnosis to the target. It can be overcome like any other high level of hypnosis, but the fact remains that the bearer of these eyes is able to hypnotize any number of people simply through making eye contact.

Mystic Eyes of Transience

Points: -500

These eyes show visions in the form of bubbles. They are also capable of bringing past effects (such as a "slash") into the present and have a physical effect on an intended target.

The further in the past the effect is, as well as the more damaging/powerful the effect was, the more difficult it is to bring it to the present.

Mystic Eyes of Prolongation

Points: -600

These eyes grant the ability to reverse strengths and weaknesses by observing a target's possibilities and then forcibly culling them - restricting the advancement of events to a single course.

Essentially, it allows you to see what things your target might do, then decide which of those courses of action you want your target to take. The target will be forced to take that course of action.

The main limitation of these eyes is that the target must have already considered the course of action. That is to say, you can’t force a person to do something they didn’t already have a possibility of doing.

Mystic Eyes of the Heavenly Eye

Points: -600

These eyes grant the ability to set the resolution of the desired result as 'inevitable', by way of committing the entirety of the user's existence to the act of achieving the outcome.

This doesn't actually make the outcome inevitable. Rather, it gives the outcome a sort of "momentum". Preventing the outcome requires a person to overcome that momentum. Which, in turn, requires a high Luck parameter.

Mystic Eyes of Penetration

Points: -600

Mystic Eyes capable of breaking down any Bounded Field. It's sometimes possible to use them to find a weakness in fortresses.

They could be considered the absolute bane of any static magic. That is, a magic that isn't currently under the control of the caster.

Mystic Eyes of Petrification

Points: -800

Cybele, the Mystic Eyes unique to Medusa.

The corneas do not take in light and the irises are solidified, preventing the eyes from being closed while the Mystic Eye effect is active. They have the effect of draining the lifeforce and mana of any organic target while slowly turning them to stone.

The target's mana parameter rank determines how long the petrification process will take, with individuals possessing C rank Mana or lower being instantly turned to stone. Targets with B rank Mana can throw off the petrification effect with effort, and those with A rank Mana will not be turned to stone at all, merely suffering a feeling of considerable pressure.

A Magic Resistance skill of similar rank is similarly capable of resisting the effects of these mystic eyes.

All targets within the user's field of vision are affected, even if they are not physically looking at the eyes themselves.

That being said, these eyes do have limitations. While they can be used to affect whole groups at once, the energy demand for keeping them active makes them unsuitable for dealing with hordes of enemies. Furthermore, the eyes only affect organic targets.

The user may cancel incomplete petrification effects at will, though they will take time to recede.

Mystic Eyes of Death Perception

Points: -800

The Divine Spirit-class Mystic Eyes possessed by Shiki Ryougi and Shiki Tohno. These unique eyes grant the user the power to perceive the conceptual existence of death within whatever they look upon.

This concept of death manifests in the form of Lines of Death and Points of Death. If the user cuts along a target's Lines of Death, the end result is the conceptual 'death' of the target along that line; severed limbs cannot be healed, broken objects cannot be repaired, and so on.

There are ways around this, such as reinventing a removed limb altogether or replacing it with a prosthetic, but the original limb could not be regrown or sewn back on, as it has been rendered conceptually dead.

Points of Death are even more significant, serving as the representation of the target's very existence; the thing that embodies an individual's status as a living person, or a hallway's status as a hallway.

Destroying the point results in the absolute cessation of the target's existence under those parameters. The living dies immediately. A hallway ceases to serve as a juncture between rooms. It cannot be reversed or bypassed, even by powers like reincarnation that return an individual to life after their death.

Despite these eyes' immense power, they do have limits. First, the user must be capable of cutting the target's Lines or Points of Death, which requires striking the target in melee. If the target is faster than the user, they have little to fear from their attacks.

This is made especially difficult due to the fact that the Lines of Death are in constant flux over the bodies of living beings, always shifting and moving, and partial cuts lack the absolutely lethal qualities of a complete severance. This could be considered the main weakness of these mystic eyes.

Furthermore, certain abilities or qualities can impede the user's ability to cut the target's Lines of Death, such as enlightened individuals that have achieved a state of detachment from life without actually dying. Likewise, things that exist as phenomena rather than true entities with a life and death cannot be truly killed with this power.

Individual instances of phenomena may be killed and dispersed, but the phenomena itself cannot be. For example, ‘killing’ a tornado would not eradicate wind, or tornados everywhere, merely the instance of a tornado in front of you.

Finally, certain targets simply lack a concept of death in the first place, rendering them impossible to kill with this power, as they do not have Lines or Points of Death to strike at all. This includes True Ancestors at the height of their power and Ultimate Ones like Type: Mercury and Archetype: Earth.

The power of these Mystic Eyes is not actually bound to the eyes themselves, as the user can still see and cut Lines of Death even if they are blinded or gouge their eyes from their skull.

Mystic Eyes of Distortion

Points: -1,000

Regardless of being organic or inorganic, if it's a substance that exists, it will be reflected as an image printed on a flat sheet. Then, this distorted target - regardless of its strength or scale - will be twisted and severed.

Put another way, what is seen through these eyes is treated like a flat, two-dimensional existence. This “flat” image can then be twisted on an axis, like the spinning of a whirlpool or tornado. Think of it like taking a picture, placing your finger firmly in the center, then spinning the picture while holding the center in place with your finger. The center won't move at all, but the rest of the picture will crinkle in a spiral around the center.

The one restriction is that the target must be within the user’s line of sight, as is common for mystic eyes.

Magic Resistance or a Mana parameter of B rank can slow down the process, but not stop it. Magic Resistance or a Mana parameter of A rank or higher can fully resist the process, but only for a short time. After that, the process of distortion will begin, albeit slowly.

Mystic Eyes of Balor's Eye

Points: -1,200

The original form of the **Mystic Eyes of Death Perception** heralding from ancient Irish myth, these eyes could be considered the original form of that rare and deadly power, possessed by the Demon God Balor.

Because this is a third eye that's as much a divine authority as a set of mystic eyes, it's possible to have both Balor's Eye and another pair of mystic eyes. However, you can't have both Balor's Eye and some other third eye.

These eyes can be activated and deactivated at will. They manifest as a third eye on your forehead. The skin on your forehead seems to be torn apart as Balor's Eye forces its way out, yet no blood comes gushing out as an observer would expect. When the eye is deactivated, the skin returns to its previous state, as if it had never been ripped away.

Where the **Mystic Eyes of Death Perception** only allows the user to view and manually sever Lines and Points of Death, Balor's Eye is capable of viewing and severing those Lines with merely a glance. As long as you can see a Line of Death, you can sever it without effort. This does not extend to Points of Death. Those must still be manually pierced by the bearer of these eyes.

If the target doesn't have a concept of death, you can impose one on them. This manifests as a single Point of Death. However, you must pierce that point of death manually, as you would with the **Mystic Eyes of Death Perception**. This Point of Death will only be maintained for as long as you can keep your gaze on your target.

Magic and Magecraft

An Explanation of Mystery

About

Mystery comes from the Root. The Akashic Records. As for what it is, well, Mysteries are things people don't understand! Or wrongly understand.

For example, in the Age of Gods, people thought they knew how the world worked - it was the gods! The gods did everything! There was a god for light, a god for mountains, a god for forests, rivers, the sun, the moon, the stars - everything!

And they were wrong. Thus, the Mysteries of all those things were maintained.

Breaking it Down

Exposure is the first step towards breaking down a Mystery. Simply by being witnessed, it becomes less powerful.

For example, a group of people watching a thunderbolt start a fire would weaken the Mysteries of Fire, if only a little. Equally, watching a mage use Mysteries of Fire to light a fire would weaken those Mysteries. The more people who know, the more the Mysteries would weaken.

The next step, and the one that really starts doing damage, is people figuring out how the process works. Back to the lightning and fire example, it would be people understanding that fire feeds on wood or other flammable materials. Or understanding that heat starts a fire.

The next and final step is to find a way to replicate the Mystery in a mundane way. Like rubbing sticks together or scraping flint against iron. At this point, the Mystery doesn't just weaken. It collapses from being "magic" into being "magecraft". It's inherently inferior in quality.

From there, it's a vicious cycle of people developing a greater understanding, finding new ways to reproduce it, developing an even greater understanding, etc. Eventually, once the process is perfectly understood and controlled, the Mystery will fade away entirely.

Another way to think of it is by likening it to a work of art. A painting. There's some painting some person did. It was the first painting ever down. Supposedly, it was amazing. But nobody knows how that painter painted the painting and nobody is able to replicate the process.

That first painting is incredibly prized. So are any other paintings this person makes.

Then somebody else comes along and figures it out. Only this time, they spread the knowledge of how to do it. Suddenly, everybody's able to paint! So suddenly, paintings become far less valuable.

An Explanation of Magic

Simply put, “magic” is any spellcraft using Mysteries that aren’t understood by humanity and can’t be reproduced through mundane means.

It’s essentially warping reality to manifest a process and result that doesn't need to have any relationship with how the world actually works. Or just manufacturing a result without bothering to have a reasonable process.

In the modern era, the word “magic” is associated with the Five True Magics of the Age of Man. However, that’s a bit misleading. The Five True Magics are just magics that are seemingly impossible to achieve in the current era of humanity. Because of that, they’ve stuck around while all the other magics slowly degenerated into magecraft as humanity’s knowledge of the world increased.

Well, they are still rather special rather than just being the magics that survived. Magicians get the Mysteries of their True Magic directly from the Root instead of relying on the Authority of gods.

See, during the Age of Gods, the standard method of performing magic was to go through the gods. Essentially, a mage from the Age of Gods would leverage their connection to a god to call upon that god’s Authority and use it as a bridge to the Mysteries they need to use.

This whole business of needing a “ connection” meant that magic was almost exclusive to the descendants of gods. That’s certainly not an absolute rule, but exceptions were unusual. And even those exceptions still relied on the Authority of the gods. They just got access to it in a different way.

Even those using the Philosophy Foundation weren’t truly different. Sure, they seem to rely on Keys instead of a connection to the gods. But the entire Philosophy Foundation itself was constructed from divine authority. So it’s the same thing in the end.

An Explanation of Magecraft

Magecraft, also known as thaumaturgy, is a method of manifesting Mysteries invented by Solomon. Rather than relying on the gods as a bridge to wield the Mysteries of the Root, it uses the principles of equivalent exchange to use magical energy to re-enact Mysteries recorded within Thaumaturgical Foundations.

Generally speaking, this means that magecraft is simply inferior to magic. After all, magecraft is a process where Mysteries are "re-enacted" while magic is a process where Mysteries are "enacted".

In other words, magic does stuff while magecraft copies stuff. A copy can, at best, be as good as the original. But it'll most likely be worse.

A good example is rune magic. Primordial Runes are a type of true magic from the Age of Gods. Something that Odin discovered/created. Runes using thaumaturgy are based on the mythos of runes. The tales and stories told about them.

Primordial Runes, as a form of true magic, always have a certain force to them. They are the pinnacle of runes. What all runes emulate. Thaumaturgy runes, at their very best, can do a perfect emulation of them and reach that same level of power. But the reality is that they'll just end up being a shadow of Primordial Runes. Far from that perfect ideal.

Just as importantly, thaumaturgy has no direct connection to the Root. All true magic, whether modern or Magic from the Age of Gods, gets Mystery directly from the Root. Thaumaturgy doesn't. It re-creates Mystery.

It doesn't help that, by the time magecraft rolled around, the Age of Gods was already in decline and Mystery in general was starting to degrade. It's even worse in the modern era; trying to re-enact Mysteries on the level of magic is just a pipe dream for nearly all mages.

The Mysteries being re-enacted by magecraft are found in leylines. See, when humans tell stories that they truly believe or when Mysteries occur, the Mysteries in those stories/events are "etched" into the nearby leylines.

If that "imprint" is "solid" enough, it can be used as a Thaumaturgical Foundation. That is, something mages can make use of to recreate Mysteries.

These belief systems are known as Magic Theories. They're overwhelmingly composed of religions. For example, from the perspective of magecraft, Christianity is a Magic Theory that's created the largest, most stable Thaumaturgical Foundation in the world.

It's also possible for Foundations to be created artificially. Actually, it's pretty common. Natural Foundations are great, but they aren't exactly optimized. So most magus families will create their own personalized Foundations that only they know how to use. It's a long and difficult process that generally spans generations.

Though saying they create a Foundation is a bit misleading. Not that they don't, but it isn't like they're doing it from scratch. They use existing Foundations to create a new Foundation that's more optimized and capable of more advanced applications than the original Foundation would allow for.

Creating an artificial Thaumaturgical Foundation from scratch is nigh-unheard of. It's not like it can't be done or hasn't been done before. It's just that it absolutely isn't something you'd ever expect to happen.

It should be noted that the further you get from the leyline your Foundation is carved into, the weaker your magecraft will get. Or rather, the more magical energy it takes to achieve the same results. Get too far away and you'll be unable to reach it.

Thaumaturgical Foundation

This may be purchased multiple times

Description

In a place where Mystery is prized above all else, you'd think that knowledge wouldn't be power. But it most certainly is. With knowledge of myths and legends - the stories and beliefs that are carved into leylines - a mage can work wonders and miracles.

A thaumaturgical foundation doesn't grant direct power. But gaining knowledge of one will give you the tools you need to build your repertoire of spells.

For the purpose of this document, a Thaumaturgical Foundation can be said to have five factors to it: Basis, Focus, Expression, Scope, and Grade. Only the final two cost points, but all five must be decided on by you.

Basis

The Basis of the Foundation is what Magic Theories it's rooted in. Like how the Sacraments of the Church are based on the Magic Theory of Christianity. As part of deciding this, you must also decide where your Foundation is located in the world.

Focus

The Focus is the thread that ties all your magecraft together. See, magecraft is complicated. Trying to do too many things in too many ways is difficult. So instead, mages will choose a focus and have all their spells work around that idea.

It's things like Tohsaka's transference and storage of energy or Matou's binding of things to oneself. In other words, a Focus can be described as the way you approach magecraft and work to solve problems with it.

Expression

The Expression of the Foundation is how the Focus is actually put to work. It's one thing to just say something like "Matous bind things to themselves". Okay, but what does that mean? Well, it means they take bugs and bind those bugs to themselves, making those bugs into an extension of themselves.

That's the Expression of their magecraft. It's how their Focus of "binding" is used.

Scope

The Scope of the Foundation is about, well, the *scope*. How many things you can do with it. More precisely, how many unique spells can be created with it. It's not a measure of the power of those spells, mind you. Only the number of them.

Grade

The Grade of your Foundation is the actual maximum power it can produce. In other words, what high thaumaturgy based in this Foundation can accomplish.

Scope Rank:	**F:** -50 **E:** -100 **D:** -200 **C:** -400	**B:** -700 **A:** -1,000 **EX:** -1,500	**[-]:** +25 **[+]:** -25
Grade Rank:	**F:** -50 **E:** -100 **D:** -200 **C:** -400	**B:** -700 **A:** -1,000 **EX:** -1,500	**[-]:** +25 **[+]:** -25

Perfectly Reliable: -400

No longer are you reliant on a Foundation carved into the leylines of the World! Now, your entire Thaumaturgical Foundation is copied onto your very soul.

Due to this, your spells will always be at their maximum power and efficiency. No matter where you go, no matter when you go or what world or timeline you travel to, your Foundation will always be with you. Ready and available for you to make use of it in creating new spells or using old ones.

Magecraft Spells

This may be purchased multiple times

Description

Directly purchase a magecraft spell. This is a normal spell, not some sort of high thaumaturgy like a reality marble that *technically* does a single thing, but can actually do all sorts of things. No, it's a single spell that does a single thing in a set way.

This spell will be fully carved into your magic circuits, allowing you to use it at full power no matter where or when you are without needing to rely on an external Foundation. You must decide what thaumaturgical foundation the spell is rooted in along with what the spell actually does and how it does it.

Rank:	**F:** -25	**B:** -125	**[-]:** +25
	E: -50	**A:** -150	**[+]:** -25
	D: -75	**EX:** -250	
	C: -100		

Magic Spells

This may be purchased multiple times

Description

Directly purchase a magic spell. This is true magic, with its Mystery coming from the Root itself. However, that's not to say it's True Magic on par with the Five True Magics. It's a single spell that does a single thing.

Things like primordial runes each count as one spell per one rune; you can't get the entire language at Rank EX with a single purchase.

Rank:	**F:** -50	**B:** -250	**[-]:** +25
	E: -100	**A:** -300	**[+]:** -25
	D: -150	**EX:** -500	
	C: -200		

Spiritron Hacking

Description

Spiritrons are the substance of the soul itself. Pseudo-spiritrons form when the consciousness is projected to a location other than the soul that consciousness originates from.

Spiritron hacking is the manipulation of those two particles - of spiritrons and pseudo-spiritrons. It was founded in a timeline where the mana of the planet dried up and mages began exploring the wonders of the Moon Cell.

Practically speaking, it's only usable in the cyberspace of spiritron technology such as the Moon Cell. That's why the general description of it would be something along the lines of "the practice of using one's magic circuits to manipulate the pseudo-spiritron cyberspace of the Moon Cell".

But in theory, it's possible to perform in the real world. It just suffers from severe limitations since it would require directly interfacing with the target's soul. This is because, in the real world (as opposed to cyberspace), spiritrons are only found in souls, as they are what souls are made of.

This allows you to purchase general knowledge of spiritron hacking without any specific knowledge of codecasts. Similar to purchasing a Foundation without buying any particular spells.

Rank:	**F:** -50	**B:** -250	**[-]:** +25
	E: -100	**A:** -300	**[+]:** -25
	D: -150	**EX:** -500	
	C: -200		

Companions

Companions purchased in this document will have a strong natural inclination towards liking you and getting along with each other. They will not, however, be forced to like you.

Import Companion

This may be purchased multiple times

Points: -100

This allows you to import Companions from previous Jumps or to create a custom Companion from scratch.

Each companion starts with 800 points to spend. They may not earn points from taking drawbacks and they may not share their points with you or each other. However, you may share your own points with them.

Familiar

This may be purchased multiple times

Points: -50

You gain a loyal familiar. They're just a normal animal whose corpse you raised through magic so they could act as your familiar. But they're still able to think on their own (when you aren't possessing them) and are utterly loyal to you. Though, they're only as smart as the original animal was.

You may choose what type of animal your familiar is, though it must be a mundane animal.

Be Nice To Your Companions

Jumpchain Only

Points: -300

You can teach your Companions from previous Jumps, this Jump, and all future Jumps any and all skills and magical abilities that you have. This doesn't mean it will be quick or easy, but it will be possible.

Homunculus

This may be purchased multiple times

Points: -100

A brand new homunculi, made to your specifications! You can buy this multiple times. Each purchase gains you a single homunculus on par with the mass produced homunculi of Yggdmillennia.

Alternatively, you may choose to go look at the race options. Do you see **Homunculus**? After purchasing this perk, you may spend the additional points to purchase the **Homunculus** race along with any of the additional options. It will be your companion.

Magus

This may be purchased multiple times

Tier 1: -50

A mail-order apprentice magus! Purchase this and a below-average mage just sorta… shows up. At your door. No, you didn't tell them where you lived.

This magus can have one of two backgrounds. Either they're actually a rather untalented mage from some magus family or they're a first generation magus with some skill but few connections.

Whichever you choose, know that they're not very good at magic. They can't teach you more than the true basics and aren't honestly good for all that much beyond being a friendly face. That's why they're so cheap.

Tier 2: -150

With a **Tier 2** price tag comes **Tier 2** benefits! Your mail-order magus is now *slightly* more competent! Congratulations!

In all seriousness, your new magus companion is now at the level you'd expect from an average mage. Meaning they're honestly still pretty unimpressive. Don't be fooled by what the main characters and the people they encounter are capable of; the average mage is quite mediocre.

Still, it's not all doom and gloom. This magus will actually have some things to teach you. They aren't prodigies by any means, but they've put in the effort and have something to show for it.

Alternatively, you may choose to have a talented, but largely untrained young magus apprentice. In this situation, you'd have to be the one teaching them. But hey, they have good potential. They're no powerhouse savant, but they're not bad either.

With the right training and a strict hand, they could even be great. Stranger things have happened. Much, much stranger.

Tier 3: -350

This is where things get interesting. Like with the previous two Tiers, you get two options here.

First, you can get a magus on par with the average Enforcer. Not to say they're combat focused - just that they have that same level of power and skill in their chosen field.

This option doesn't give you a powerhouse. Your new magus companion won't "wow" anyone with their power or genius. But they're a good, strong, reliable companion to have.

Your second option is to toss immediate strength aside in favor of potential. Classic potential, in the vein of someone like Rin Tohsaka. Strong circuits, high talent, a good work ethic. All the things you need to succeed except actual knowledge and training.

Named Character

This may be purchased multiple times

Tier 1: -100

Allows you to select a "normal" named character from whichever **Time/Timeline** you've selected as a Companion. "Normal" meaning that they're relatively normal human. No True Ancestors or Servants or Beasts.

Remember, they won't be *forced* to like you. Only strongly inclined towards it. Be enough of a prick and they'll despise you like one.

Tier 2: -200

With this, your options extend to Servant/Dead Apostle Ancestor level characters. Yes, that means people like Rider, Archer, and Roa are fair game. No, Arcueid and those near her level are not.

Tier 3: -400

At last, Beasts, gods, and demigods are all fair game. Any named character - *<u>any</u> named character* - from your chosen **Time/Timeline** can be made a Companion.

Tier 4: -800

Ah, finally. True freedom. Not only can you select any character in your chosen **Time/Timeline**, you can choose <u>any</u> named character from <u>any</u> **Time/Timeline**. Why not, right? Have a blast.

Master Companion

*Only for those with the **Servant** Race*

Points: -200

As a **Servant**, your Master will become a Companion for you. As a side effect, this guarantees that the two of you will have personalities that mesh together well.

Remember Shirou, Artoria, and their little whirlwind romance during the Holy Grail War? That's the sort of connection and synergy you and your Master will have.

Servant Companion

*Only for those with the **Master** Origin*

Points: -350

Whatever **Servants** you summoned or acquired will become your Companion(s).

Like with **Master Companion**, you're guaranteed a high level of compatibility between yourself and your Servant(s). While that doesn't mean you won't have squabbles here and there, you seem almost magnetically drawn towards each other.

You also gain the ability to summon your Servant without the need of a Holy Grail. Even if they die, you can simply resummon them with their memories intact. Probably, anyways. The completeness and clarity of their memories depends on how strong the bond is between the two of you.

If you summon a Servant without the Holy Grail, you'll have to bear the burden of their mana cost without the assistance provided by the Grail.

Jump's End

Jumpchain only

You must select one of the following three options when your time in this Jump comes to an end. All Companions who join you in this Jump will receive the same choice.

Return
Description
Selecting this will end your Jumpchain and return you to your original world. You won't retain any fantastical powers or items, but you'll still have your knowledge and experience. That's pretty valuable in and of itself.

Stay
Description
Selecting this will end your Jumpchain and have you stay in this world. You'll retain everything you've obtained from the Jumpchain thus far.

Continue
Description
Selecting this will have you continue on with your Jumpchain as normal. Naturally, all powers, items, and experiences will be retained.

Endjump

Outline

Description

You may choose to make this your Endjump. However, if you choose to do so, there will be some rather difficult rules and objectives. Phenomenal cosmic power doesn't come easily. Not even when it's your own birthright.

If you succeed in completing the Goals of this Endjump, a Spark will ignite within you. You will become a true Planeswalker. No longer beholden to Jumpchains to carry you across the multiverse.

However, not all Sparks are born equal. They're split into two sorts - OldSparks and NewSparks.

With a NewSpark, all you'll gain is the power to freely travel the multiverse without relying on the Jumpchain. Which is certainly nothing to scoff at.

However, gaining an OldSpark will immediately give you incredible power. The sort of power that allows you to not only traverse the planes and realms of reality, but to create and unmake them.

That's not to say having an OldSpark would make you invincible. But the only limits on you would be the ones you make for yourself. Immortality, the ability to natively blend the power systems of different realities, and far more would be yours with an OldSpark.

If you're daring enough, it's possible to obtain an OldSpark as your reward. But if you lack the courage, you may choose an easier route to obtain a NewSpark.

Rules

NewSpark

- You may not select the **Fanfiction Time/Timeline**.
- You must choose the **Age of Man** for your **Era**.
- You must complete the Mandatory Goal of reaching the Swirl of the Root.
- You only receive half the default number of points from taking Scenarios and Drawbacks.
- You must select at least one Scenario. You will receive half the points it would normally provide.
- All powers, perks, items, and skills from previous Jumps will be lost. It will be as though you're entering this as your very first Jump as a mundane human.
    - That being said, you will retain your memories and knowledge. Though any powers that would normally work purely off memory will be still unable to function, as that falls into the category of "powers from previous Jumps".
- Any and all imported Companions will suffer from the same restriction. Even if their original baseline was superhuman or non-human, they'll be converted into mundane humans.

OldSpark

- All rules for the NewSpark apply.
- You receive no starting points.
- You may only earn points from Scenarios and Drawbacks up to a total of 1,000 points. They still only give half the points they normally would.
- In addition to completing the Mandatory Goal, you must complete at least one Secondary Goal. You must complete that secondary goal *before* reaching the Swirl of the Root.

Mandatory Goal

Reach the Swirl of the Root

You may only complete this Goal using a method created through your own efforts. No getting a higher power to launch you to the Root or making use of a Holy Grail.

If the multiverse of the Nasuverse is likened to a computer, then accomplishing this would be like gaining root-level access. You could go anywhere, do anything, see anything. The computer would be your oyster.

Similarly, reaching the Swirl of the Root would allow something that level of access to the multiverse. In theory. In reality, nobody has ever returned after truly reaching the Root. So it's impossible to know what really happens. The closest are the True Magicians, who turned back right before truly touching it.

One theory is that the Root overwhelms them. Like a cup of water poured into the ocean, they're simply swallowed into the whole. Another is that having absolute power and knowledge makes the mundane world rather boring, so they never bother to return.

Whichever is true doesn't matter to you. For you, the moment you reach the Root is the moment your Spark is ignited within you. It's merely a trigger; you won't truly touch the Root.

Secondary Goals

New Era

Start a new Era. Just as the Age of Gods transitioned into the Age of Man and the Age of Man will transition into the Age of Will.

This new Era doesn't have to be the Age of Will. But it must be something sustainable and recognized by the World. In other words, a viable Era with plenty of possibles that won't simply get pruned.

Destroy the Velber

Destroy the Wandering Star of Predation. The alien observation device that sent the Anti-Cells to wipe out civilization on Earth.

It should be noted that this is even harder than it sounds at first glance. The Velber only sent three Anti-Cells to wipe out civilization on the planet. But that's not because it only had three to send. It has a full army.

Conquer the Solar System

Dominate the solar system, to where all planets and moons acknowledge your supremacy.

This is both better and worse than it seems. It will require you to come into contact with numerous Types and other extraterrestrial threats. However, it doesn't actually require you to eliminate those existences. Only to subjugate them under you and the Prime Species.

Primacy

This Goal may only be fulfilled if you didn't select **Human** as your **Race**. Or if, during your stay, you become something other than **Human**.

This Goal is to replace Humanity as the Prime Species of the World.

This doesn't mean you need to destroy humanity. You could just as easily accomplish this Goal by simply getting them to leave the World. For example, causing humanity to enter

the Age of Will would work just fine. Not that doing something like that is actually *easier* than destroying humanity…

To Overcome Yourself

This Goal is conditional on you having taken the **Your Own Worst Enemy Scenario**.

It's simply to survive.

Being hunted down by a version of yourself that's superior to you in every way is quite the challenge to overcome. Managing to reach the Root in spite of that is a feat no less spectacular than conquering the solar system or starting a new Era.

Scenarios

Secrets Exposed

Points: +200

Description

Mages operate in a secret society, hidden from the mundane world. They'll even go so far as to actively erase memories and prompt cover stories to hide the secret of magic. Their reasons for doing so are simple - magecraft becomes weaker when it's known by more people.

Well, somebody screwed up. It was inevitable, really. In a world with an increasing number of cameras and the ability to share things on the internet at a moment's notice, there was no way the secret could be kept forever.

At the moment your Jump begins, new channels across the world air their presentations of videos and testimonials proving the existence of mages. While the mundane world doesn't know the details, they know enough to start digging and hunting.

Restrictions

- Only available for those who selected **Age of Man**

A World Without Magic

Points: +200

Description

It's not as bad as it sounds! This refers to True Magic. Actual magic, not mere magecraft. Anything relying on the True Magics no longer exists.

As in poof. Gone. Just vanished from the World. Users of the True Magics are still around, but totally without any ability to use True Magic. Items, like the Holy Grail, no longer exist.

This applies to people using magic from the Age of Gods as well - meaning that in the Age of Gods, only gods will have the ability to perform magic since they rely on their Authority to do so.

This also applies to any perks or items you yourself selected. You'll only receive your items after this Jump. While you'll still technically have any perks related to True Magic, you won't be able to make use of them during this Jump.

Birth of Evil

Points: +500

Description

The cursed Grail has overflowed. Angra Mainyu is born.

A simple, yet devastating outcome. My my, whatever will happen to a world where the only living god is a wretched creature born of all the world's evils?

Restrictions

- Only available for those who selected **Age of Man** and a Time/Timeline where Angra Mainyu resides in the Holy Grail.

Gaia's Malice

Points: +500

Description

Welp, this isn't looking good for humanity. Gaia has decided that she doesn't want humans to outlive her. It's not just about not wanting humanity to live on her corpse anymore. It's about getting rid of them before they have the chance to leave her.

Gaia will do everything in her power to wipe out humanity. Everything, that is, except for calling the other Types. She'll only resort to that if she's on the verge of losing.

Lucky for you, she doesn't care about you in particular. Or even really know you exist.

Unstable World

Points: +800

Description

The Textures of the World are overwritten by various sections of the Textures from the Seven Lostbelts. This applies to the corresponding areas of the World, not the entire world. So the British Isles are overwritten by the Fairy Lostbelt, China by the Chinese Lostbelt, etc.

These Textures are fully connected to the rest of the World. They can be entered and left just like the lands they overwrote. However, the laws of reality and history of the World within the Textures are those of the Texture.

Wrath of the Gods

Points: +1,500

Description

The gods no longer smile upon humanity. Knowing that they face being discarded and pushed into the Reverse Side of the World, they seek to destroy humanity and remake it anew.

The moment you enter the World is the same moment the gods begin actively attempting to wipe out humanity. Luckily for humanity, not all gods are equally enthusiastic about it. But enough are. As it is, humanity doesn't stand a chance.

Restrictions

- Only available for those who selected **Age of Gods** or **Age of Heroes**

A Singular World

Points: +2,000

Description

Your world is a Singularity! Yep, that's right - you're just a false world. A wrinkle in the timeline. Guess what that means?

If you guessed that our good friend Chaldea is coming to wipe out your world and restore the proper flow of history, you'd be right! That, uh, that's kinda bad for you. You'll get reset with the universe if you don't find a way out.

Lucky for you, you're important! After all, you're the reason this Singularity exists. So Ritsuka and the Servantmons are going to be coming for you.

You may choose for this to be a known Singularity, such as the ones from Fate/Grand Order.

Circle of Time

Points: +2,500

Description

The world is stuck in a time loop lasting two weeks each loop. The individuals in that loop will either start off being able to kill you or be capable of developing a way to kill you.

The time loop won't end until you die (a true death that would have you stay dead and end your chain), find a way to escape, or the Jump ends.

The people in the time loop aren't automatically hostile towards you. But at least one individual will be capable of figuring out that the only way to escape the loop is to kill you. And they're naturally inclined to tell other people about it, then all work together to kill you so they can escape the loop.

Neither you nor anybody else will naturally retain memories of each loop. However, the people in this loop will begin retaining memories from the moment they're aware a time loop is occurring.

Not you though. No, you'll need to discover the existence of the time loop, then work to find a way to retain your memories of each loop. On the bright side, that'll be an easier task than escaping the loop entirely!

If this is the only Scenario you've taken, time spent in this loop will count as time for your Jump. That is, if you loop twice, for a total of four weeks, that entire four weeks will count towards your time here. However, if you've selected other Scenarios alongside this one, time spent in this loop will not count towards your time for the Jump.

Information Age

Points: +2,500

This may be purchased up to three times

Description

The Velber are coming! The Velber are coming!

It seems the Umbral Star has passed by early. The Anti-Cells are being deployed to wipe out all civilization on the planet. Scary, right?

Just a single Velber, The White Titan, was nearly able to wipe out all civilization by itself. Imagine what would happen if more than one landed. Good thing for humanity that nobody would be crazy enough to actively cause that, right?

Right?

The Ultimate Challenge

Points: +2,000

This may be purchased up to seven times

Description

Gaia's future call to the Ultimate Ones has been heard. Unfortunately, they arrived early. Most importantly, they aren't inclined to wait around and see if humanity decides to live on Gaia's corpse. They just want to get things over with and wipe out humanity so they can leave.

This Scenario can be purchased seven times. Each time is for a different Type, with each successive Type being stronger than the one before. Starting with Brunestud of the Crimson Moon and ending with O.R.T.

However many Types you choose for this Scenario, know that they'll arrive at roughly the same time. Within a single year, at most.

Your Own Worst Enemy

Points: +20,000

Description

Frankly, you shouldn't be able to survive this. This was provided as an option for the incurably greedy who are willing to risk anything and everything for more points.

Your future self is coming to kill you, Jumper. An endjump version of you that failed to gain their Spark and went through eons of pain and suffering because of it. Their one desire is to kill you so that they cease to exist and never experience that hell.

It's impossible for you to defeat them on your own, whether in combat or strategy. After all, anything you can do, they can do better.

Drawbacks

Delayed Gratification

This may be purchased up to five times

Points: ???

You may choose one of the perks you bought this Jump. You no longer receive the benefits of that perk until after the end of this Jump, but you get half the cost back.

For example, say you buy **Reality Marble** and then use this drawback on it. You won't actually gain your reality marble until your next Jump and will receive half the points you spent purchasing **Reality Marble** to spend buying more perks. So if you had a 50% discount to make it only cost -400 points, you would only get +200 points back.

Extended Stay

Jumpchain Only

This may be purchased up to twenty times

Points: +50

A simple, yet effective punishment. Your stay is extended for ten years every time you select this Drawback.

Grower, Not A Shower

Each Type may be purchased up to ten times independently of each other

Type 1: +200

Rather than starting with all your purchased powers and items, you'll develop and acquire them over the course of a year. The exact nature of this will vary - accelerated learning, freak accidents, powers naturally and mysteriously being born within you, stumbling across strange and incredible items, etc.

However it happens, the bottom line is that, by the end of the year, you'll have everything you purchased.

Type 2: +400

Jumpchain Only

You are not allowed to purchase this if this is your first Jump

This is similar to the **Type 1** version. But rather than being for what you've purchased for this Jump, it's for everything that's come before.

Rather than having all your awesome powers and equipment from the start, you'll have to regain them over the course of a year. Like with **Type 1**, the nature of how that happens varies. But ultimately, it'll definitely happen.

Umu!

Points: +50

You have a silly verbal tic, like ending all your sentences with "umu~" or "nya~". It won't ruin your ability to get your point across or endanger you or your allies, but other people might get sick of hearing you speak.

Scarred

Points: +50

You have a scar on your face. It isn't actually all that bad, but it definitely makes you less attractive. You might also get some weird looks.

Weakened

This may be purchased up to five times

Points: +100

One of your parameters is lowered by a full rank.

If applied to an EX, it lowers it to A. From there, it lowers A → B, B → C, C → D, and D → E. E can then be lowered to base human levels.

You may not purchase this for a Parameter that would go below Rank F of its current Tier.

Genuinely Ugly

Points: +200

Your visage is sickening. People will be unnerved by your appearance and will have trouble looking at your face. Mothers will take their children to the other side of the street so they don't have to look at you. Fathers will tell their children tales of you to scare them into obedience.

BONK!

Tier 1: +200

Go to horny jail! Did you come here just for the beautiful women and handsome men? You did? Well now, that's a real shame.

This drawback makes it so that nobody in this Jump will ever consider you in a romantic light. No matter what other perks you have, no matter what tricks you try to pull, they just won't see you that way.

If you've taken somebody from this Jump as a Companion, they'll be able to see you romantically in other Jumps. Just not this one.

Tier 2: +500

It’s not just people from this Jump. Even your Companions from previous Jumps will be totally unable to see you in a romantic way. It doesn’t matter if you were like rabbits before this. The second you arrive in the Nasuverse, it’s cold turkey for them.

Better get used to loneliness. And get used to your old friend The Hand.

A Really Punchable Face

Points: +300

There’s something about you… Maybe you’re bad at socializing. Maybe you’re a smug prick. Whatever the case, people just really want to punch you in the face.

Who Are You?

Tier 1: +300

Metaknowledge sure is useful, huh? Knowing who to talk to, where to go, what friends to make, what people to avoid… that's all really useful stuff.

What if you lost that edge?

This will cause you to forget all memories of your chosen **Time/Timeline**. You'll know you're in the Nasuverse and remember knowledge of other **Time/Timelines**, but absolutely nothing about the one you chose. You won't even remember what **Time/Timeline** you selected.

Tier 2: +800

Metaknowledge metashmoledge. Who needs it? Not you, that's for sure!

This will trade in all your knowledge of the Nasuverse. All of it. Every last detail. For the entire duration of your stay in the Nasuverse. No prior knowledge allowed. Ever. You'll only get it back after you leave.

Who Am I?

Tier 1: +300

Ah, amnesia. The classic go-to method of making characters weaker than they should be. Great for starting a series, doing a depowered character arc, or just messing with the fans!

You have it. Yep, that's right. You're an amnesiac. Congratulations!

This will cause you to forget all memories of your selected options for this Jump. You don't know where you are, how you got there, or anything about any fancy new powers, items, Companions, Scenarios, Drawbacks, etc.

You do still have all your previous memories though, so it won't be too hard to work out that you're in your next Jump. Provided you aren't stupid, that is.

Tier 2: +600

Jumpchain Only

Amnesia plus! The bigger and better version!

This will cause you to forget all memories of all Jumps. This doesn't take away your powers, but it does lock your Companions from previous Jumps. They're no longer able to join you for this Jump. All you'll remember is your life before the Jumps started.

Tier 3: +1,000/???

Jumpchain Only

A true Tabula Rasa. A blank slate. All memories from the moment you started your Jumpchain will vanish. Gone for good. Absolutely nothing will allow you to regain them.

Your Companions from previous Jumps will have the option to leave you and go back to their own worlds if you choose this. After all, you're basically committing personality death and will no longer be the person they became Companions to.

For every Companion that leaves, you will gain an extra +200 points.

Withering Away

This may be purchased up to five times

Points: +300

Drop yourself by a full Parameter Tier. If you had Tier 6, Rank A Parameters, you'll now have Tier 5, Rank A Parameters.

This may not be selected if your Parameter Tier is Tier 1.

Atrophied Circuits

Points: +300

Your magical energy output has grown weaker due to being underused.

Your maximum magical energy output is 10% of what it should be. You can restore it back to its proper state through careful training, but it will take a minimum of five years.

Sealing Designation

Points: +500

The Mage's Association has placed a Sealing Designation on you. A Sealing Designation can be thought of as an order for house arrest, if a house arrest involves studying you and forcing you to give away all your secrets.

It's claimed to be the greatest honor. The ultimate acknowledgement of either your ability or uniqueness. But if it's such an honor, why do people treat it like a death sentence?

If you've taken this in a time before the existence of the Mage's Association, it will cause the Mage's Association to form purely in order to hunt you down and enforce a Sealing Designation on you.

Hunted by the Church

Points: +600

The Church has decided that your existence is an affront to God and all His creation. Nothing would make them happier than to have your head on a platter.

If you've taken this in a time before the existence of the Church and Christianity, one or more other religions of the time will begin hunting you down. Whatever gods are involved with that religion may even take a direct interest, if you make enough of a commotion.

Stranded

Jumpchain Only

Points: +600

You are not allowed to purchase this if this is your first Jump

You no longer have access to perks or powers from other Jumps. Your Companions may no longer enter this Jump with you. You still retain all the mundane skills and knowledge you picked up and everything purchased in this Jump, but that's the limit of what you have.

Familiar

Tier 1: +400

You're the Familiar of another being! How'd that happen?

As a familiar, you can't act directly against your master. More than that, you must actively do as they wish you to, following both the letter and spirit of the orders they give.

So long as you're bound by the familiar contract, that is.

No, you can't kill them. Nor enchant them, nor threaten them, nor alter their mind or sound judgment in any way. Remember, no acting against them. You can, however, negotiate with them to free you.

If they do, you'll be immediately free to do whatever you want; this **Drawback** will no longer bind you.

Tier 2: +800

I sure hope you didn't do something like select **Extended Stay** a few dozen times. That sure would be awkward right about now.

You're bound to your master for the entire duration of your Jump. It doesn't matter if they cancel the official familiar contract. You're still bound to them as a familiar would be for as long as they live.

Tier 3: +1,500

Freedom? What's that?

For as long as your master lives, you will be utterly and totally bound to them. There is no escape. There is only service. One where you will and must do all in your power to assist your master in all they desire.

Agent of the Counter Force

Points: +700

You've become an agent of the Counter Force. A Counter Guardian. Bound to serve its will for the entirety of your stay here. Largely, this will involve you being deployed as a Servant to slay threats to humanity.

Unfortunately for you, the Counter Force believes in using as little energy as possible to get the job done. So every threat you face will be one that's only just within the scope of your ability to handle.

Exposed

Points: +800

The world knows you're a Jumper. Or at least, everyone who matters does.

Anyone and everyone of note in your chosen **Era** and **Time/Timeline** will gain a general, summarized history of your journey through the Jumpchain.

That's a bad thing. The Nasuverse has a very large number of very dangerous, very amoral individuals running around that would love to cut you open and see what makes you tick.

Stupid

Points: +1,000

You're just plain stupid. We're not talking "oh, I messed up tee-hee". We're talking genuinely, truly, inexcusably stupid. The sort of mind boggling idiocy that not even your biggest fan can play off as anything else.

You'll have all the information you need. You may even know what the best course of action would be. And then, as if to spite all good and common sense, you make a bad choice anyways.

You're like the people in those mobile game ads that deliberately play the game horribly in an attempt to make the viewers download the game just to prove they're better than that.

Target of the Counter Force

Each Type is purchased independently of each other

Type 1: +1,500

Gaia wants you dead on account of you being an affront to all that is good in her World. You in particular; not everyone in the world. She'll be sending her agents to gut you like a fish.

Prove yourself a shark and she may decide you aren't worth the effort of killing.

Type 2: +1,500

Alaya wants you dead. Apparently, you're a threat to humanity. Who knew, right? The Counter Guardians will be coming for you. Lucky for you, Alaya has more to worry about than just you, so they won't be as strong as they could be.

Instead, their strength will be scaled at what Alaya predicts is just strong enough to kill you. Wastefulness is a crime, after all.

If the challenge of killing you turns out to be too great, Alaya simply gives up.

Cursed

Points: +2,000

Your luck is just the worst. This is worse than stubbing your toe whenever you walk by a desk. You're just hated by fate. If it can go wrong, it absolutely will.

A bullet can miss the target? Oh yeah, you bet it will.

You can get lost on your way to that very important event? Yep, you definitely will.

There's a rock that you're able to trip on at the crucial moment in a fight for your life? Man, that rock is going to get you killed.

It's like the universe wants you to first suffer, then die. There's no rhyme or reason to it. No pattern. No true way of avoiding it. It's just a strange, inexorable, unstoppable force that wants to ruin your life.

Servant Builder

Rules

- These rules only apply to those who've chosen the **Servant Race**.
- You must choose one **Type**.
- You must choose one Class, either from **Standard Classes** or **Non-Standard Classes**.
- You may choose as many **Modifier** options as you can afford.
- You may choose as many **Class Skills**, **Personal Skills**, and **Noble Phantasms** as you can afford.
- If you want to choose an existing, established Servant, build them using the Servant Builder to see how much they cost. You may then choose to have them as your Servant if you're a Master or to become them if you're a Servant.
- Your default base **Race** is set to **Human**. However, you may choose to purchase a different base **Race** for that **Race**'s full cost. This will not require purchasing an instance of **Hybrid**.
- Each Class gains Parameters and Class Skills at certain ranks depending on the specialties and Class Skills of that particular Class.

Point Conversion

- Point conversion is only allowed for those who've chosen the **Servant Race**.
- It's simple. A 1:3 conversion rate.
    - So, feed 100 points from the main document into the **Servant Builder** and you'll get +300 points to spend in the **Servant Builder** while only losing -100 points from the main document.
    - Points gained inside the **Servant Builder** can't be converted. Something like taking **Shadow Type** and instantly gaining +2400 points to spend isn't allowed.

Type

Shadow

Points: +800

Base Parameters:	**Strength:** ???	**Mana:** ???
Tier 1	**Endurance:** ???	**Luck:** ???
	Agility: ???	

Description:

A degraded form of Servant that's merely a shadow of their true Servant self. If a Servant is a narrow and inferior representation of a Heroic Spirit, then a Shadow Servant is an inferior copy of a Servant.

Shadow Servants have their Parameters, Skills, and Noble Phantasms reduced by one full rank. So if, for example, you purchase a Skill at Rank A+, you'll only receive a Rank B+ version of it.

Downsides:

- Your mind will be damaged, leaving you as a shadow of your former self. Like a caricature rather than your true self.
- Reliance on a mana source and anchor to maintain your existence.
- All Parameters and Class Skills will be lowered by one full Rank.
- If your Parameter Tier is higher than 1, your Parameter Tier will be lowered by 1.

Blackened

Points: ???

Base Parameters:	**Strength:** ???	**Mana:** ???
Tier ???	**Endurance:** ???	**Luck:** ???
	Agility: ???	

Description:

A Servant that's been corrupted from their original self. They aren't necessarily weaker or stronger than their original self; it depends on the process. In this case, it's an effect similar to that of the Holy Grail Mud, causing your personality to be more evil and your "history" to be that of a more evil version of yourself.

Holy Grail Mud isn't actually involved in the Blackening of yourself; your Servant vessel is simply corrupted in a similar way. Mimicking the end result without any outside influences. In essence, your Servant self just came out corrupted into a dark version of you without any real reason for it.

Your total Parameter values, Skills, and Noble Phantasms will remain the same. However, your Skills and Noble Phantasms will be similarly twisted, darkened versions of themselves.

Racial Tiers

Minor Servant: +200

- Tier 1 baseline.

Common Servant: -100

- Gain 60 rank increments, Tier 1 baseline.

Major Servant: -400

- Tier 2 baseline.

Downsides:

- You'll become a version of yourself that made different choices and reacted differently to critical moments of your life - for the worse.
- Your alignment, and mentality, will shift towards evil.
- Reliance on a mana source and anchor to maintain your existence.

Standard

Points: ???

Base Parameters:	**Strength:** ???	**Mana:** ???
Tier ???	**Endurance:** ???	**Luck:** ???
	Agility: ???	

Description:

A perfectly normal Servant. A special sort of being officially known as Ghost Liners - a being born through calling forth a phenomenon that was once recorded. Which lands them somewhere between being familiars and being summoned beings.

Summoning a true Heroic Spirit is essentially impossible. Even for the World itself, it would be a difficult task. For anyone else, it's as good as impossible. So they summon Servants instead.

Shallow, narrow copies of true Heroic Spirits. A container that carries a portion of the Heroic Spirit's information. Something that's still a task of herculean difficulty, but is within the realm of possibility.

The true Heroic Spirit knows and understands the experiences of the Servant that was made by copying them. However, they don't share the actual experiences.

For them, gaining the knowledge of their Servant self is more akin to reading a book or watching a movie. As such, while the Servant may experience profound growth and change, their true Heroic Spirit self almost certainly won't.

Servants are spiritual bodies. They therefore need both an anchor and a source of magical energy or else they'll fade away.

Racial Tiers

Minor Servant: 0

- Tier 1 baseline.

Common Servant: -300

- Gain 60 rank increments, Tier 1 baseline.

Major Servant: -600

- Tier 2 baseline.

Downsides:

- Reliance on a mana source and anchor to maintain your existence.

Demi-Servant

Points: ???

Base Parameters:	**Strength:** E-	**Mana:** E-
Tier ???	**Endurance:** E-	**Luck:** E-
	Agility: E-	

Description:

A combination of human and Servant, created through an experimental and usually lethal process that forces a Servant and host to merge.

A Demi-Servant inherits the skills and noble phantasms of the servant, creating their own versions of the skills and noble phantasms. These Skills can best be described as the original Skills of the Servant, but interpreted through the lens of their host's own nature and experiences.

In other words, they "move in the same direction" and accomplish largely the same things, but aren't truly the same Skills. There may also be cases where one Skill the Servant had causes multiple Skills to form in the Demi-Servant. Or the opposite, where multiple Skills consolidate into a single one.

Racial Tiers

Minor Servant: 0

- Tier 1 baseline.

Common Servant: -300

- Gain 60 rank increments, Tier 1 baseline.

Major Servant: -600

- Tier 2 baseline.

Benefits:

- You may organically develop new Skills based on the original Skills of the Servant you've merged with.
- Gain the Skill **Succeed Phantasm: Possession Inheritance** at "Rank ?", allowing you to smoothly gain one Skill from the Servant you've merged with.
- Developed Skills can grow organically, albeit with great difficulty.

Downsides:

- You won't immediately have access to all Skills and Noble Phantasms you've designed your Servant with. Even when you get them, they may not be at their full power.
- Your chosen Skills will be altered due the process of your built Servant's Skills being reinterpreted by the host.

Additional Options:

- To have **Succeed Phantasm: Possession Inheritance** apply to one additional Skill, -100 points
    - This may be purchased multiple times.

Pseudo

Points: ???

Base Parameters: **Tier ???**	**Strength:** ??? **Endurance:** ??? **Agility:** ???	**Mana:** ??? **Luck:** ???

Description:

Pseudo servant, where a being that can't normally be summoned as a servant does so anyways by using a highly compatible human as a "vessel" of sorts, treating that human as both "host" and "catalyst" for themselves.

Unlike demi-servants, where the base human gains the power of a Servant, this results in a mixing of the two. The Servant that has been summoned using the human as a catalyst will form a spiritual body out of spiritrons like other Servants.

The difference is that a Pseudo-Servant will use the human soul they've been summoned into as a "shell" to hide their true nature from the World. This is how beings that normally couldn't be summoned as Servants, such as divine spirits or lesser spirits that aren't strong enough, can cheat the system to become Servants anyways.

As a Pseudo-Servant, you must choose whether you want your personality and that of your human "vessel" to blend or for you to maintain separate, distinct, fully aware personalities that share control over the Servant body.

Racial Tiers

Minor Servant: 0

- Tier 1 baseline.

Common Servant: -300

- Gain 60 rank increments, Tier 1 baseline.

Major Servant: -600

- Tier 2 baseline.

Benefits:	
● You may organically develop new Skills based on the original Skills of the Servant you've merged with.	● Developed Skills can grow organically, albeit with great difficulty.
Downsides:	
● Either your personality will be altered as your mind merges with your vessel's or you'll have a second, distinct mind within yourself.	● Reliance on a mana source and anchor to maintain your existence. ● Your Skills may be altered due to your host.

High

Points: -800

Base Parameters:	**Strength:** ???	**Mana:** ???
Tier 2	**Endurance:** ???	**Luck:** ???
	Agility: ???	

Description:

A form of Servant born either through the combination of three divine spirits or by a Servant imbuing enough Divinity into themselves. As one might expect, that makes them dramatically more powerful than the average Servant.

High-Servants are normally artificially created. However, it's not impossible for them to be summoned naturally. Just extremely rare.

In the Servant Universe, High-Servants are known as Superior Intelligence Bodies. They're existences like Starship Aphrodite and Starship Demeter.

Like a Pseudo-Servant, the egos of each individual may either remain separate or fuse into a single whole. If they remain separate, their Skills and Noble Phantasms will also remain mostly separate. You would only be one of these egos, albeit the prime one.

You must choose the two Divine Spirits and your host. You will fuse with them to become a High-Servant. Your Tier and Parameters will be set to the average of the two Divine Spirits and yourself.

Benefits:

- Like a normal Pseudo-Servant, you may gain new Skills from your host. Such skills are organic and capable of growth, unlike normal Skills.
- You gain Class and Personal Skills from the Divine Spirits.
- You gain the **High-Servant** Class Skill at Rank A.

Downsides:

- Either your personality will be altered as your mind merges with your vessel's and the other two Divine Spirits or you'll have multiple separate, distinct minds within yourself.
- Reliance on a mana source and anchor to maintain your existence.
- Your Skills may be altered due to your host.

Grand

Points: -800

Base Parameters: **Tier 3**	**Strength:** ??? **Endurance:** ??? **Agility:** ???	**Mana:** ??? **Luck:** ???

Description:

A Servant summoned by the World, with a Saint Graph qualitatively superior to that of any normal Servant. In theory, each Grand Servant is the pinnacle of their Class for a given Era. The greatest Caster, the strongest Saber, the most deadly Assassin, etc.

In reality, it's normal for there to be multiple candidates for each position. For example, Merlin and Solomon both qualify as Grand Casters. Grand Assassin is the only class where there's naturally only a single candidate: King Hassan.

Grant Servants can be considered the only "true Servants" in a way, as the **Ritual: Grand Servant Summoning** magic was originally a process created by the World to summon Grand Servants to defend itself. The Servant Summoning Ritual used by mages and other groups is a mimicry of that original ritual.

Benefits:

- You are empowered by the World in proportion to the threat you face.

Downsides:

- Reliance on a mana source and anchor to maintain your existence.
- The World will only provide you magical energy if you're acting against a threat to the World.
- You require much more magical energy to sustain yourself than a normal Servant.

Standard Classes

Saber		
Base Parameters:	**Strength:** A **Endurance:** B **Agility:** B	**Mana:** C **Luck:** D
Class Skills:	**Magic Resistance:** C **Riding:** D	

Lancer		
Base Parameters:	**Strength:** B **Endurance:** C **Agility:** A	**Mana:** D **Luck:** E
Class Skills:	**Magic Resistance:** B+	

Archer		
Base Parameters:	**Strength:** C **Endurance:** C **Agility:** C	**Mana:** E **Luck:** E
Class Skills:	**Independent Action:** C **Magic Resistance:** D	

Rider		
Base Parameters:	**Strength:** D **Endurance:** D **Agility:** B	**Mana:** C **Luck:** E
Class Skills:	**Riding:** C **Magic Resistance:** D	

Caster	
Base Parameters:	**Strength:** E **Endurance:** E **Agility:** C **Mana:** A **Luck:** B
Class Skills:	**Item Construction:** C **Territory Creation:** D

Assassin	
Base Parameters:	**Strength:** D **Endurance:** D **Agility:** B **Mana:** E **Luck:** B
Class Skills:	**Presence Concealment:** B+

Berserker	
Base Parameters:	**Strength:** C **Endurance:** D **Agility:** D **Mana:** E **Luck:** E
Class Skills:	**Mad Enhancement:** B+

Non-Standard Classes

Pretender		
Base Parameters:	**Strength:** ??? **Endurance:** ??? **Agility:** ???	**Mana:** ??? **Luck:** ???
Class Skills:	???	
Choose a Servant with one of the seven standard Classes. You will gain the Parameters and Class Skills (from this document) for that Class. You will gain the memories and ambitions of the Servant you're pretending to be. You will know who you truly are, but will play the role of that Servant.		

Alter Ego		
Base Parameters:	**Strength:** D **Endurance:** D **Agility:** D	**Mana:** B **Luck:** C
Class Skills:	**id_es:** B+	

Avenger		
Base Parameters:	**Strength:** D **Endurance:** D **Agility:** D	**Mana:** E **Luck:** E
Class Skills:	**Avenger:** D **Oblivion Correction:** D **Self-Replenishment:** D	

Beast		
Base Parameters:	**Strength:** C **Endurance:** C **Agility:** D	**Mana:** C **Luck:** E
Class Skills:	**Authority of the Beast:** C **Independent Manifestation:** D	

Faker	
Base Parameters:	**Strength:** C **Endurance:** C **Agility:** C **Mana:** C **Luck:** B
Class Skills:	**Independent Action:** C **Camouflage:** D

Foreigner	
Base Parameters:	**Strength:** D **Endurance:** D **Agility:** D **Mana:** C **Luck:** D
Class Skills:	**Existence Outside the Domain:** C **Divinity:** D

MoonCancer		
Base Parameters:	**Strength:** D **Endurance:** D **Agility:** D	**Mana:** D **Luck:** D
Class Skills:	**Magic Resistance:** D **Item Construction:** D **Territory Creation:** D	

Ruler		
Base Parameters:	**Strength:** D **Endurance:** E **Agility:** D	**Mana:** B **Luck:** B
Class Skills:	**Magic Resistance:** D **True Name Discernment:** D **God's Resolution:** D	

Saver	
Base Parameters:	**Strength:** D **Endurance:** D **Agility:** E **Mana:** C **Luck:** A
Class Skills:	**Charisma:** C **Counter Hero:** D

Shielder	
Base Parameters:	**Strength:** C **Endurance:** A **Agility:** E **Mana:** E **Luck:** C
Class Skills:	**Magic Resistance:** D **Riding:** D **Self-Field Defence:** D

Voyager		
Base Parameters:	**Strength:** E **Endurance:** E **Agility:** C	**Mana:** B **Luck:** A
Class Skills:	**Independent Navigation:** C **Contact with Civilization:** D	

Watcher		
Base Parameters:	**Strength:** E **Endurance:** E **Agility:** E	**Mana:** A **Luck:** A+++
Class Skills:	**Territory Infringement:** C **Magic Resistance:** D	

Type Modifiers

Malleable Saint Graph

Points: -300

All spiritual beings, such as Servants, have what's called a Saint Graph that essentially decides everything about them. Servants normally have a static, unchanging Saint Graph. Which makes sense. After all, they're just cheap copies of a greater existence.

This changes that. It makes your Saint Graph malleable.

Namely, you become able to grow your Parameters through effort and training. This only applies to your Parameters. Your Skills and Noble Phantasm are still static.

Incarnated

Points: -300

A Servant that has somehow gained a true body instead of being a spiritual body dependent on mana. Well, sort of.

To be more precise, it's that their Servant body has become more "physical" and "material" in a way that's *almost* the same thing. They can exist in the world indefinitely without needing a Master or source of magical energy. However, they can still have a Master and would benefit from the support of one.

Notably, this is their Servant self that has incarnated, gaining a flesh and blood body. Not the heroic spirit itself. They will have the strengths and weaknesses of their Servant self, not the ones they had in life.

Manifested

Points: -800

Servants from the Servant Universe are self-sustaining manifestations of the soul. Immortal, unkillable, and acting as a perpetual motion machine that generates infinite magical energy.

To choose this is to become like them. An immortal, unkillable species that's truthfully only called "Servants" because they're physical spiritual bodies composed of spiritrons.

It's all the benefits of being a Servant with none of the downsides. Having a Master is beneficial, but not required. Death is possible, but only in the sense that they can be "killed" but will eventually respawn or reincarnate.

Skill Costs

☆						
	E	**D**	**C**	**B**	**A**	**EX**
-	-25	-100	-175	-250	-325	
	-50	-125	-200	-275	-350	-550
+	-75	-150	-225	-300	-375	
++					-400	
+++					-425	

☆☆						
	E	**D**	**C**	**B**	**A**	**EX**
-	-50	-200	-350	-500	-650	
	-100	-250	-400	-550	-700	-1,100
+	-150	-300	-450	-600	-750	
++					-800	
+++					-850	

☆☆☆						
	E	**D**	**C**	**B**	**A**	**EX**
-	-100	-300	-500	-700	-900	
	-150	-350	-550	-750	-950	-1,500
+	-200	-400	-600	-800	-1,000	
++					-1,050	
+++					-1,100	

☆☆☆☆						
	E	**D**	**C**	**B**	**A**	**EX**
-	-100	-400	-700	-1,000	-1,300	
	-200	-500	-800	-1,100	-1,400	-2,250
+	-300	-600	-900	-1,200	-1,500	
++					-1,600	
+++					-1,700	

☆☆☆☆☆						
	E	**D**	**C**	**B**	**A**	**EX**
-	-200	-800	-1,400	-2,000	-2,600	
	-400	-1,000	-1,600	-2,200	-2,800	-4,000
+	-600	-1,200	-1,800	-2,400	-3,000	
++					-3,200	
+++					-3,400	

Organic Growth	-250	*Makes the Skill no longer a static, unchanging thing. As you use it and expand your skill with and understanding of it, the Rank of the Skill will increase as it would with any normal skill.*

Class Skills

Note

Description

There are various Class Skills possessed by varying Servants that aren't listed here as Class Skills. That is because this section is intentionally only listing the Skills that are the official Class Skills of the Servant classes listed above. Everything else is put in the **Personal Skills** section.

For Skills that you gain from your Class, you may subtract the cost for that Rank of the Skill from the cost of the Rank you're upgrading it to.

For example, gaining **Avenger** at Rank D from the **Avenger** class means you'd essentially get a 250 point discount on buying a higher Rank for it. So if you went and bought the Rank B version of it, it would cost you -300 points instead of -550 points.

Authority of the Beast

☆☆☆☆

Description

The nature of a Beast of Humanity. Their Authority that rebels against the Human Order, creating an Anti-Humanity Skill (Anti-Human Order).

Like with id_es, the Skill born from this Authority is unique to the Beast itself. A reflection of who they are and how they came to be a Beast. Beyond that, it also simply causes the Beast to intrinsically be an Anti-Humanity sort of existence.

Avenger

☆☆

Description

This Skill represents the state of an Avenger - an existence born of hatred, grudges, and resentment. They're a focus point of such negative emotions.

Beyond that, it also has the actual benefit of increasing their rate of magical energy generation when damaged. The more damaged they are and the higher Ranked this Skill, the more their magical energy rate will be multiplied.

It's a small increase. Things like 1%, 5%, 10%, etc. Not huge multipliers like two or three times the generation rate.

Battle Continuation

☆

Description

A Skill born from those who refuse to give up. Whether it's out of a fierce fighting spirit or a simple will to survive, those with this Skill have an endurance far beyond the norm.

At its core, this Skill allows a person to keep fighting without suffering from the normal weakness and exhaustion injuries would cause. More than that, it means it takes more for something to be considered a "mortal wound".

Someone with a Rank EX in this Skill would essentially be unaffected by injuries during a fight. As long as they aren't outright dead, they'll fight at their full strength.

Camouflage

☆

Description

A simple, yet effective Skill that allows a person to disguise their Class and parameters to mimic another individual.

This does *not* allow you to copy their Skills or Noble Phantasm. It's just that to Fake being someone requires being similar to them in some ways to begin with. So it often seems as though this Skill can do more than it actually can.

Charisma

☆

Description

A composite Skill made of a person's natural charm, bearing, ability to get others to follow them, and their ability to command others. At high Ranks, it can stop merely being a Skill and becomes a supernatural effect. A blessing (or curse) that applies itself to the bearer and/or those around them.

Beyond simply making a person charismatic (and reflecting the charisma they held in life), this Skill also empowers those who follow the bearer of this Skill. Naturally, that increase varies according to the Rank of this Skill.

It's never a truly enormous boost, yet it can also be something that turns the tide of a war. Perhaps not due to the increase in physical and magical prowess, but the boost to moral and fighting spirit it provides can be astonishing.

Contact with Civilization

☆☆☆

Description

A Skill that can be considered a friendly version of the **Civilization Erosion** Skill. Rather than brutally and forcefully turning whatever you touch into something suitable for you, this spreads Civilization in a more gentle way.

After all, this is the Class Skill of a Class meant to come into contact with beings from outside the World as it spreads the bounds of the World. Aggressively transforming them would send a bad message.

Still, it holds the same general principle - transforming things into a version of themselves that's beneficial to the bearer of this Skill.

Counter Hero

☆☆

Description

A Skill that, as the name says, is meant for countering heroes.

When the bearer of this Skill fights against a "hero", that "hero" will find all their Parameters weakened. The higher the Rank of this Skill, the greater that weakening effect.

At Rank B, it can lower a hero's Parameters by two full Ranks. Though it's less effective against anti-heroes, only lowering them by a single Rank.

Divinity

☆☆

Description

An ambiguous Skill that's always beneficial, but not always in the same ways. But in all cases, it's a mark of someone who's close to gods and has a nature reminiscent of divine spirits, yet not a god or divine spirit themselves.

The way this Skill generally manifests is in providing certain defenses to divine powers and an ability to punch through divine power, along with other powers on the same level as divinity. However, it can also offer basic increases to Parameters.

Existence Outside the Domain

☆☆

Description

Really, this Skill just denotes a person as being "alien". Someone from outside the World. But functionally, it's more a mark of alien gods (not to be confused with the Alien God of Chaldea) being able to channel their power through you.

In other words, it's like being the avatar of an alien god. Or some other sort of alien power; it doesn't have to be some malevolent god.

God's Resolution

☆☆

Description

The possession of and right to use Command Spells against Servants. Two Command Spells are granted for each Servant in the Holy Grail War. The strength of the spells is partially determined by the Rank of this Skill.

High-Servant

☆☆☆

Description

The Skill one has for being a High-Servant. An artificial servant composed from multiple beings. The higher the Rank of this Skill, the more power one can display from those that compose them.

Though its upper limit is also affected by what beings were used to build the High-Servant in the first place. Using weak pieces would mean this could never reach a high Rank.

id_es

☆☆☆☆☆

Description

Inborn Skills that can be called “cheats” born from heavy modification of Saint Graphs. Rather than being a Skill born of skill or the Servant’s legend, these are more like projections of the Servant’s psyche.

This Skill immediately transforms into a new Skill when the Servant’s Saint Graph stabilizes, becoming something unique to the individual.

Independent Action

☆☆

Description

The ability to operate as a Servant in the absence of a Master. At high Ranks, it's possible to remain in the world for extended periods even without a Master. Though even Rank EX isn’t enough for a Servant to remain indefinitely.

As one might expect, this also allows the Servant to be more efficient with magical energy and require less magical energy from their Master. Though, by that same token, being less reliant on their Master makes them harder to control.

Independent Manifestation

☆☆☆☆

Description

Essentially a higher version of Independent Action. A Skill that allows for manifestation into reality in a point in time and space of your choosing without the need for a summoning or Master.

Instant death attacks are negated. Attacks that manipulate time to attack you have no effect.

Independent Navigation

☆☆☆

Description

A Skill that exists between Independent Action and Independent Manifestation. Like Independent Manifestation, it allows for existing without a Master. But it lacks all the other nifty things Independent Manifestation provides.

Item Construction

☆☆☆

Description

The Skill to manufacture items, be they magical or non-magical, for combat or day-to-day use.

Materials and time are still required; this doesn't just let you wave your hand and bring items into existence.

Mad Enhancement

☆☆

Description

Raises Parameters, particularly the physical ones of Strength, Agility, and Endurance. However, it also places a person in a state of insanity.

This insanity isn't necessarily the raving, violent, break-everything madness Berserkers are famed for. It could also be someone who's seemingly very rational and in full possession of themselves, but utterly incorrect in how they interpret the world around them.

It can also have the effect of sealing or weakening Skills and/or Noble Phantasms.

Magic Resistance

☆☆☆☆

Description

Grants protection against magical effects in the form of directly negating magic of the same Rank or lower than this Skill.

Sort of.

It protects from magic directly affecting the bearer of the Skill. Magic that affects them indirectly is much less likely to be negated.

But don't let that detract from the fact that, yes, any and all magic that directly affects the bearer of this Skill will be completely negated so long as it's of the same Rank or lower.

Oblivion Correction

☆☆

Description

"An Avenger never forgets."

This Skill can be considered the embodiment of that idea. An Avenger will never forget their hatred. Not what caused it, not how they felt, not what they desire to do because of it.

When an action is fueled by this memory and the emotions born from it, it's enhanced according to the Rank of this Skill.

Pioneer of the Stars

☆☆☆☆☆

Description

That which is "impossible" becomes "an event that can be realized".

To put it another way, for a Pioneer of the Stars, there's no such thing as something impossible that can't be done. Only challenges to be overcome.

Presence Concealment

☆☆☆

Description

A simple, yet powerful Skill. To hide one's presence. From people, magic, technology, or even the World itself.

Riding

☆

Description

A Skill denoting one's ability to ride a mount. It grants a certain level of skill for any sort of "riding". Whether in the form of driving a car, riding a horse, or something else.

For more "exotic" forms of transportation, like dragons, a more specialized Skill would be required. While Riding would have some effect, it would be minimal.

Self-Replenishment (Mana)

☆☆☆

Description

The natural, spontaneous ability to produce magical energy at a constant rate. Just a small amount though.

Self-Field Defense

☆☆☆

Description

A shield manifested to defend an area and the allies within it. At higher Ranks, this shield covers a wider area. But the strength of the shield itself remains the same at each Rank.

Succeed Phantasm

☆

Description

A **Class Skill** unique to the **Demi-Servant** Servant **Type** rather than a particular **Class**. It has no Rank, simply existing at “Rank ?”.

The effect of this Skill is to allow the **Demi-Servant** to smoothly and quickly inherit a chosen Skill from the Servant they’ve merged with. It’s like they’re taught the Skill by the Servant that’s possessed them in a way that causes them to gain the Skill in a form that suits them best.

This instinct form of “self-taught” learning continues until the Skill is at the same Rank as the original Skill.

Territory Creation

☆☆☆

Description

The Skill needed to construct a terrain that provides various advantages to the mages.

The exact way this manifests can vary wildly. Some create a simple Workshop, meant to be a place where they have some extra defenses and some safety to plan out their next move. Others create mighty fortresses or flying palaces that fire lasers at invaders.

Territory Infringement

☆☆☆

Description

This is somewhat similar to Territory Creation. But rather than creating your own Territory through your own efforts, you take over the Territory of another. The benefits meant for the original creator will become yours.

True Name Discernment

☆

Description

The ability to know the True Name, Skills, and Parameters of other Servants. When the Servant being examined has a concealment Skill, a Luck check is required to gain information.

Personal Skills

Note

Description

This is not even close to being an exhaustive list of all Skills used by all Servants. You may choose to purchase official Skills not listed here or to create custom ones. All custom-made Skills must be scaled appropriately in power and cost, using the Skills listed here as a guideline for what they should be capable of.

In the end, Personal Skills aren't like Class Skills. Class Skills are a product of the Servant Class itself. Personal Skills are a reflection of what the heroic spirit was capable of in life. While Personal Skills are affected by the class, they're not born from it. They're born from the heroic spirit.

As such, Personal Skills are *dramatically* more varied, nuanced, and specific than Class Skills. So trying to make an exhaustive list doesn't work well. It's better to give some general examples that you can pick from and give you the option to create your own.

Affection/Blessing

☆

Description

There's many Skills devoted to being beloved by a higher power. [Affection of the Goddess], [Affection of the Gods], [Affection of the Holy Grail], [Blessing of the Goddess], [Blessing of the Sea God], etc.

All of them provide a blessing or curse based on the nature of the one who has poured their affection out onto you. Of course, they always intend it as a blessing - this is "affection" after all. It's just that, sometimes, having an individual's attention is as much a curse as a blessing.

For example, EMIYA Assassin has **Affection of the Holy Grail** at Rank A+, giving him a boost to Luck that can assist him at critical moments. This is great, but a side effect of this blessing from the Holy Grail is that, as his good fortune increases, the happiness of those around him decreases.

Authority

☆☆☆

Description

This represents the Authority of a god.

When it comes to Authority, the Rank of the Skill doesn't exactly do it justice. The Rank is a measure of how it scales relatively to other Authorities. What the Authority is actually capable of when not going up against other Authorities or similar powers is determined more by how much magical energy you can pour into it than by the Rank.

Not to say the Rank doesn't matter - the same amount of magical energy will be capable of much more when used with a Rank A than with a Rank E. Just that, ultimately, you can do the same thing with both if you have enough magical energy. Provided no Authority or magic is used to stop you, that is.

You would pick one "thing" to have Authority over. Lighting, The Harvest, Smithing, War, etc.

General Authorities give you power over more things, but it's less concentrated. For example, Authority of the Sky would allow you to control storms, but Authority of Storms would, at the same Rank, have greater control over storms.

Beast Enhancement

☆

Description

In many ways, this is similar to the Mad Enhancement of Berserkers. But there's a key difference - those with Beast Enhancement don't lose their reason in return for strength. Instead, they lose their humanity.

The more an individual uses this Skill, the more the logic of a "beast" builds up in them. The feral, primal nature of whatever animal they're related to. The inhuman mindset.

Slayer

☆☆

Description

A Skill devoted to killing a certain form of creature. Dragons, humans, all manner of beasts, gods, or other such things.

Like with Authority, this can be as broad or as narrow as desired. The more focused the scope of this Skill, the greater the benefits it provides against the given target. Something as broad as, say, Undead-Slayer would be much more potent at the same Rank than something like Zombie-Slayer when it comes to killing zombies.

This provides both strong instincts towards targeting the weaknesses of the target and enhances the actual power of the attacks used against them.

Berserk

☆☆☆

Description

An excellent enhancement Skill with no permanent downsides. The enhancement provided is as great as **Mad Enhancement** while also providing a resistance to mental interference.

The only downside is a temporary one - that, while the Skill is active, the user becomes a berserker. A beast that fights and acts according to their instincts.

Blank Subscription List

☆

Description

This Skill mimics the power of a Command Seal to seal one's own Servant's Noble Phantasm. Only, you can use it on an opponent Servant. Essentially mimicking the effect of their master sealing their Noble Phantasm with a Command Seal.

This is a form of mental interference that can be fought against.

Blessing of Martial Arts

☆☆

Description

A general excellence and heightened talent for all forms of martial arts. At higher Ranks, it also enables a person to store and summon their weapons.

Bloodsoaked Recklessness

☆

Description

As you attack your enemy, your offensive power will gradually ramp up. However, your defensive capacity will decrease at the same rate.

This effectively means that you'll turn into a glass cannon if the fight lasts long enough. Doing immense damage, but unable to suffer a single hit.

Bloodsucking

☆☆

Description

The power of a vampire to drink another's blood to restore their own health and/or heighten their offensive, defensive, and/or magical prowess.

Naturally, the efficiency of the Skill increases with the Rank. However, there's a limit to that - the Skill *converts* the power in the blood into these benefits. If you're drinking a normal human's blood with Rank EX Bloodsucking, it's still just a normal human's blood. Even if you're perfectly efficient with it, there's only so much it can offer.

The Skill doesn't have to take the form of actually sucking blood. But both "blood" and "draining" need to be involved. For example, Carmilla's version of the Skill works by bathing in blood and thus rejuvenating her physical strength. Meanwhile, Euryale and Stheno suck blood to recover their magical energy.

Bloody Devil

☆

Description

A Skill that provides a significant bonus to close-range combat power. Simple, yet highly effective.

Bow and Arrow Creation

☆

Description

The power and skill to instantly make bow and arrows. While the bow needs proper materials, the arrows can be made of magical energy. Though, if desired, they can be made of actual materials as well.

Breath of the Dragon

☆

Description

You can unleash a Dragon's Breath. You choose the element it manifests as - fire, poison, sonic, lightning, etc.

Although a dragon's breath is powerful, it's also quite expensive in terms of magical energy required.

Breath of the Planet

☆☆

Description

The ability to take in massive amounts of ambient magical energy and rapidly convert it into your own magical energy. As the name of the Skill suggests, this is done simply by breathing.

Calm and Collected

☆

Description

A natural skill for suppressing and controlling your own emotions, taken to a certain extreme that allows you to calmly analyze a situation and make more optimal strategies. At the same time, it provides resistance to abnormal mental states, whether those would be caused by the situation or magical mental interference.

Cancellation of Magecraft

☆

Description

Negates magical effects on yourself or another you target. It can automatically cancel magecraft of one Rank lower than this Skill. If it's of the same Rank, Luck comes into play. If it's of a higher Rank, it fails.

Ceremonial Reformation

☆

Description

A Skill that naturally improves the functionality of the people who live under the authority of the one with this Skill and the lands that same individual rules over.

Child of Apollo

☆☆

Description

Denoting that this person is the child of the Greek god Apollo. They more or less inherit skills and powers from their divine father.

Just as Apollo is the god of archery, performing arts, prophecy, the sun, healing, and plagues, so will his child have some power over those things and insight into them. Some more than others, to be sure.

Chiyogami Manipulation Techniques

☆

Description

The ability to freely manipulate origami foldings. But it should be noted that, while this allows for attacking, defending, or folding/refolding them into other origami patterns, it doesn’t do anything to enhance the material the origami foldings are made of.

Civilization Creation

☆

Description

As one would expect, this is the Skill to create, enhance, and guide civilizations. Though as grand as that sounds, it really just manifests as the ability to give great advice to people on what livelihoods they should take.

Civilization Erosion

☆☆☆

Description

Anything you grasp is transformed into the version of itself most suited to you, according to your own perception and perspective. For Altera, the only person with this Skill, that generally means transforming anything she holds into the Photon Ray Sword.

Perhaps a better way to say it is that, rather than turning into what's most suited for you, it turns into whatever you want the most at the time. Just in a form that's useful and suitable for you.

This can and will apply to living beings as well.

Clairvoyance

☆☆

Description

The ability to see places that are beyond the scope of your normal senses.

For lower Ranks, that can be as simple as just being able to see something miles away as clearly as if it was just a few feet away or having very, very good dynamic vision. Or it could be things like x-ray vision, the ability to see things that normally can't be seen - like spirits, or other such things.

For higher Ranks, it can be seeing the past, future, or all things happening in the present. Or all of those at once.

Clown's Laughter

☆

Description

Causes those who hear it to have their Luck checked against the user's. If their Luck check fails, they become increasingly unlucky while also experiencing an intangible pressure.

Coercion

☆

Description

A Skill that naturally causes a person to spill their secrets to you. Whether it takes the form of you being very good at getting them to talk, making them think you're a higher authority who should know these things, or some other manifestation, people will just be willing to talk to you about things they definitely shouldn't tell you about.

Collector

☆

Description

The nature of a collector of treasures. High quality goods are just drawn to you. Rare and unusual items, normally.

Concept Improvement

☆☆

Description

The simple, yet highly effective power of directly improving what you lay your hands on. Tools, that is. Things used and wielded by people.

This doesn't add any new effects. It's not a form of alteration. Rather, whatever the tool in question was meant to do, it becomes better at doing. A sword cuts better, an ax cleaves better, a bow fires farther and more accurately, etc.

Contagion

☆☆☆

Description

A Skill that allows a person to infect others. At higher Ranks, it can allow for taking control of a person's mind or body, draining them of magical energy, or other such things.

Although it's a simple Skill in concept, it's frightening in both power and flexibility.

Crest of the Star

☆☆☆

Description

A strange design that runs along the body. The default, passive ability of it mimics the effects of the **Instinct** Skill.

On top of that, it has an active ability. Channeling magical energy into it allows for the enhancement of the body. Either the entire thing or just parts of it. It's not as explosive as something like **Mana Burst**, but is much more efficient.

Naturally, both these effects scale according to the Rank of the Skill.

Crest of the Wandering Star

☆☆☆☆☆

Description

The power of a being that can destroy entire civilizations. With this, one can destroy and devour lives, structures, concepts, and other such things that comprise “civilization” and convert them into information (spiritrons).

In the process of taking in those spiritrons, the individual will grow stronger and stronger without any absolute limits. Every time the individual doubles in size, the “values” of their Parameters will increase by an order of magnitude. So if Rank A Mana is given a value of 100, then consuming enough information to double in size once would increase it to a value of 1,000.

Each doubling in size is considered to be a “stage” of the Skill.

While there’s no actual limit to the Skill’s potential growth, there’s a functional limit of becoming comparable to the energy output of a star. At that point, the amount of information required to keep growing is just too big to feasibly manage.

Keep in mind, a star will, in moments, output more energy than the entirety of human history has produced. That’s the so-called “functional limit” of this Skill.

It can be said that the only downside of this Skill is that it can’t be turned off or removed. It’s a passive Skill that will just keep eating the information of whatever is destroyed by the bearer.

Crossing Arcadia

☆

Description

A Skill for rapidly moving across a battle in spite of any and all obstacles that may get in your way.

Curse Arts

☆☆

Description

A form of magecraft based on curses. It tends to revolve around malevolence, grudges, hatred, and other such negative emotions. Things like murder, rape, and other such unsavory acts also tend to play a part.

There's many different types of Curse Arts, with the field being almost as broad as magecraft itself. Some, despite being "Curse" Arts, are almost neutral in their alignment on the good vs evil scale. To bestow favor on those who favor you and curses on those who curse you.

Others are everything you'd expect from something called "Curse" Arts. Spreading pain and misery everywhere you go.

Dance of Silence

☆

Description

A form of dance that draws the eye, fascinating onlookers while poisoning the target.

Dark Night Arms Mastery

☆

Description

Assassination techniques refined by generations of Hassans. This form focuses on close quarters combat in low-light conditions. At higher Ranks, it's possible to fight in complete darkness without impediment.

Demon of the Battlefield

☆☆

Description

A Skill that strengthens yourself along with your allies according to the personal prowess and valor you show on the battlefield.

Demonic Defender of the State

☆☆

Description

This gives the same boost to Parameters as **Mad Enhancement**, but without that nasty little issue of causing insanity. That being said, it does have a different drawback - preparation. As in, you need to establish control over the local leylines,

It's only within that Territory that this Skill will function.

Demonic Mutation

☆☆

Description

Grants an excellent boost to Parameters - even more if you focus them in just one or two rather than spreading it out. However, it has a nasty drawback.

This Skill denotes how an individual transformed into a demon. So, as might be expected, the boost it provides comes as you transform into a demon once again. In other words, you'll only gain that excellent boost by becoming a twisted, demonic version of yourself.

Diamond Body

☆☆

Description

An invincible body that can't be harmed by normal means. As in, with Rank A in this Skill, anything less than divine might is unlikely to do anything more than annoy someone like this. Though lower Ranks can't boast quite so highly.

That being said, unless you have Rank EX in this Skill, there will always be some form of weak point. Like Achilles' heel or the soles of Roland's feet.

Disengage

☆

Description

Allows you to, well, *disengage* from a fight. In doing so, you'll be able to restore your personal physical and mental condition more easily while also weakening or outright shedding various ailments and afflictions that have affected you.

Divine Core

☆☆☆☆

Description

Divine Cores can be considered a proof of godhood. Ordinary, they're both the Authority of the god and their Divinity, along with being an incredibly potent source of magical energy. All the sorts of things you'd expect from a Divine Core.

But first and foremost, the Divine Core can be considered the "core" of a god. So all power and divinity that comes from it is born as an expression of that deity. As such, there's many different types of Divine Core. Divine Core of the Chief Core, Divine Core of the Love God, Divine Core of the Demon King, etc etc.

Divine Manifestation

☆☆☆☆

Description

Like many divine-type Skills, this Skill is a composition of other Skills. In this case, it combines the effects of **Divinity**, **Shapeshift**, and **Monstrous Strength**.

Divine Power

☆

Description

Although the name sounds very impressive, it's functionally just telekinesis. That is, the ability to pick up and move nearby objects.

At a stretch, it can be considered the basic power of a god to dominate and control their surroundings. But that's a much more grandiose explanation than it deserves, given that it really is just glorified telekinesis.

Double Summon

☆☆

Description

A Skill that will allow an individual to possess Class Skills from another Class in addition to the Class Skills of their actual Class. At higher Ranks, it simply provides those Skills by default. At lower Ranks, it only provides them when given conditions are met.

Dragon Heart

☆☆

Description

The heart of a dragon is an extraordinary source of power. Both physically and magically.

Dragon Witch

☆☆☆

Description

A strange Skill that allows a person to command and empower dragons. The higher the rank, the more powerful the effect.

At Rank EX, low-class dragons can be directly enslaved, making them unable to disobey the orders given. Nor would they want to, as this is a form of Charisma that makes them want to do as ordered. Even high-class dragons would be strongly affected. It's just that they can choose not to obey if they really want to.

This also functions as a non-standard **Riding** Skill for dragons. But that's not as important.

Elemental

☆☆

Description

A Skill that represents a person's ability to create, bind, and control artificial spirits of the five elements. Artificial Elementals (Elemental Masses) have an alchemical elemental crystal that serves as their core.

While they're difficult and labor-intensive to create, a high Rank in this Skill combined with the right materials can create elementals capable of battling Servants.

Enchant

☆☆☆

Description

A powerful, flexible Skill of adding concepts and functions to items. Sometimes temporary, sometimes permanent.

End of a Dream

☆☆☆

Description

Grant an ally an enormous, unparalleled boost in strength, but at the cost of them falling asleep for eternity after that strength wanes.

Enlightenment of the Sacred Fig

☆☆☆☆☆

Description

Reduce all incoming attacks, no matter what form they take. If your “peak health” could be quantified as a number and the incoming attack could be quantified in how much damage it would do, then the effect of this defense would be to reduce the incoming attack by the number of your health.

In other words, if you have 100 health and an attack would do 120 damage, this Skill at EX would cause the attack to only do 20 damage.

The only exception is for mental interference. At Rank EX, all mental interference is completely invalided and negated rather than merely being reduced.

Epiphany in the Jaws of Death

☆☆

Description

A flash of inspiration is born when at the brink of destruction. It could be considered a rather unfortunate Skill, since it only triggers when the bearer's life is on the line. But it could also be considered wonderful, since it provides a path to escape that impending death.

This epiphany typically comes in the form of a plan. A way to make use of what you have to perform a miraculous escape or even emerge victorious.

Eternal Arms Mastery

☆

Description

Although the name for this Skill is very grand, it's actually rather bland. It prevents the individual's combat skills from degrading. Ever. Even if they're under a mental interference or curse that should prevent them from being able to fight.

It's useful. Likely even life-saving. But really, it doesn't deserve such an impressive name.

Evening Bell

☆☆☆☆

Description

A Skill that can also be considered a form of fate. When the bell tolls, death comes and the funeral rites begin. Death is inescapable.

Evil Eye of the Abyss

☆☆☆

Description

When you look into the Abyss, the Abyss looks back. These eyes are a Skill that reflect that gaze of the Abyss. A force that imposes the fear of the unknown on others. A creeping dread. A gnawing at one's sanity.

It's like a direct mental attack. Only, it isn't actually a form of mental interference, so the usual protections for such things don't work.

Fairy Eyes

☆

Description

Eyes that can see through lies and illusions. More than that, they can see the true intentions of people.

To fairies themselves, this is a largely meaningless power. They're simple and uncaring of such things as good and ill will. For a human, it would be much more confusing. Humans are complicated, after all.

Fairy Knight

☆☆

Description

A Skill that provides a boost in personal strength while also granting an Anti-Unit and Anti-Civilization effect to the bearer of the Skill. However, they're unable to fight against other Fairy Knights. If they somehow managed to kill another Fairy Knight, they themselves would die as well.

Familiar Creation

☆

Description

A Skill for creating and controlling familiars. They aren't normally known for their combat prowess, but that doesn't mean they can't be enormously useful in other ways when used correctly.

Fate is in Heaven

☆☆☆

Description

It's possible to receive beneficial "rulings" while taking action on the battlefield. If like was a game, this would be like the DM deciding to give you a helping hand without actually breaking any rules.

Fathomless Rift

☆☆☆

Description

A Skill possessed by the shadow of death. It allows a person to become a shadow and to warp between any and all shadows. However, only at Rank EX of this Skill can a person overcome the drawback of it - a severe weakness to light.

Though it can't really be called a weakness. Rather, to the bearer of this Skill, light is something that acts as a wall. They just can't enter it unless they have Rank EX in the Skill.

Fingertips of Impurity

☆☆

Description

That which you touch is defiled and considered impure by both gods and humanity. This can be considered a tainting and corruption. When used against things that are already impure, it can have interesting effects.

Four Gods Divination

☆☆

Description

A Skill that allows for increasing the Parameters of allies by treating the area around yourself as your own Territory. North is Endurance. South is Strength. East is Agility. West is Mana.

Although, that's just the focus. It provides a general, all-round boost no matter what direction you're in.

Freely Drawn Sword

☆

Description

A Skill that allows you to freely switch what hand you're using for fighting.

It's basically being ambidextrous, but on steroids. More than just being able to use either hand like it's your dominant one, you're able to freely and smoothly switch between which one is acting as your dominant hand and incorporate that motion into your fighting style.

Furthest Earth

☆☆☆☆

Description

The ultimate way of walking, allowing a person to freely travel through all forms of space.

Future Prediction

☆☆☆

Description

A calculation-based form of precognition. Highly accurate, but requires high processing power to use to the fullest.

Galvanism

☆☆

Description

Allows a person to freely convert magical energy and all forms of electricity into each other. Which is extraordinary. However, it doesn't allow for the manipulation of electricity or anything like that. It's just a Skill for converting magical energy and electricity.

So really, it's only truly useful if you have other Skills that allow for making use of that electricity. Without them, it's a rather niche and limited Skill.

Giant's Outer Shell

☆☆☆

Description

An extremely tough outer hide that's not only durable, but able to soak in the absorbed energy from attacks and convert it into magical energy for the bearer of this Skill. It's only when this natural absorption is overcome that the bearer of this Skill can actually take damage.

Goddess Metamorphosis

☆☆☆

Description

A Skill that allows one to transform into a goddess. Though that transformation can only happen perfectly with no negative side effects at Rank EX. At any lower Rank, there will be some sort of drawback. Something like it being temporary or having some nasty side effect like memory loss, personality warping, or insanity.

Godspeed

☆☆

Description

As you fight, your Agility Parameter will slowly increase. This is a temporary boost that only lasts as long as you're fighting a given battle. As you exit combat and rest, your Agility will rapidly return to normal.

Golden Rule

☆

Description

The ability of a person to acquire wealth. Both in terms of actual skill in accruing a fortune and findings and in terms of simple luck in your attempts to do so.

Gravity Manipulation

☆☆☆☆☆

Description

The power to manipulate space-time. The fabric of the universe. A simple, yet enormously flexible and powerful ability.

With a high enough Rank and enough raw power, black holes are entirely possible. Things like warping space to place an unreasonable distance between yourself and an incoming attack, shrinking space, slowing the passage of time to where it seems to have stopped, speeding it up, etc.

Guardian Colossus

☆☆

Description

Parameters increase when guarding a designated place.

Guardian Knight

☆☆

Description

Parameters increase when defending others.

Harp of Healing

☆☆

Description

When playing a harp, evil spirits will be driven away. Negative thoughts will be purged and the mind will relax as the body and soul are soothed and healed.

Heavenly Eye

☆☆☆☆

Description

The power to define that “this location should be cut”, constraining all possible futures into the single future of that place being cut by you.

In other words, there’s a multitude of possible events that could normally happen. All sorts of branching paths. This removes all paths except the one where you raise your blade and cut your target.

Hero Creation

☆☆☆

Description

The Skill to raise and nurture a hero (king). Though being able to raise someone who embodies the idea of a perfect king doesn’t mean they’re perfectly suited for the people they’re ruling - Merlin learned that the hard way.

High-Speed Incantations

☆☆☆

Description

Allows for collapsing “multi-action” spells into “single action” spells. That is to say, if a spell normally required three “lines” of chanting to cast, this would allow for casting it with a single word.

Huge Scale

☆☆☆☆

Description

A Skill that allows a person to just keep growing. And growing. And growing. With no limits. Or rather, when a limit is reached, a new limit is established that allows more room for growth. Which is functionally the same thing.

Parameters increase as one grows. This Skill therefore allows for genuinely infinite growth. Growing to the size of a star would mean having the power of a star.

The only downside, and it's a rather large one, is that the larger you get, the less you're able to support complex thoughts. Without being a highly unique being, sapience would have long since been lost by the point of becoming as powerful as a star.

So although one could grow enough to rival the universe itself, it wouldn't really matter to the bearer of this Skill. They'd have long since ceased to be themselves.

Human Anatomy Research

☆

Description

The understanding one possesses of the human body when it comes to harming without killing.

Human Anatomy Understanding

☆☆

Description

The understanding one possesses of the intricacies of the human body. Useful for both healing and harming. Passively enhances all healing and harming actions taken against humans.

Illusion Arts

☆☆

Description

Magecraft based around projecting sounds and images and of tricking and beguiling the mind and senses of others.

Imperial Privilege

☆☆☆☆

Description

A Skill that allows for temporarily obtaining other Skills at the same Rank or below as itself. Even things such as Divinity aren't off limits, provided the Rank of this Skill is high enough.

Of course, only one Skill at a time. More importantly, while truly powerful Skills can be obtained, they'll put a burden on the bearer.

Incarnated Spirit

☆☆☆

Description

It's possible to draw an unlimited amount of magical energy from the world due to being an incarnated spirit. But by the same token, being incarnated means having a limited output.

Indomitable

☆☆☆☆

Description

The more pressure you're put under, the more you rise to the challenge.

Infantile Regression

☆

Description

Returns the user to a juvenile state. This may have interesting interactions with other Skills.

Infinite Magical Energy

☆☆☆☆

Description

As it says, infinite magical energy. Though not infinite output. And while the supply is infinite, the rate at which you gain it is dependent on the Rank of this Skill.

Information Erasure

☆☆

Description

Hides your True Name, abilities, appearance, and presence from records and memories following the conclusion of an engagement. However, secondary evidence, such as broken doors or marks made on materials, will remain.

Inherent Insight

☆☆

Description

A level of observation and deductive skills that can mimic the powers of Clairvoyance. In some ways, it's inferior to Clairvoyance at the same Rank. In others, it's superior. Such as how methods of protecting against magic will fail against this as it's just incredible deductive reasoning.

Inherent Wisdom

☆☆

Description

Representing a high level of inherent natural understanding. This is *not* the same thing as intelligence or being good at making decisions. It's about having an instinct grasp for how the natural world works.

Innocent Kaiju

☆☆☆☆

Description

A higher level of Innocent Monster.

One form it might take would be as a single, giant monster with unreasonable strength and the strange, pseudo-scientific powers one would expect from a kaiju. Another might be as an army of mechas with various "tiers" amongst themselves.

In either case, their power could potentially make them a Threat to Humanity.

Innocent Monster

☆☆

Description

One was not a monster, yet became one due to their legend being distorted and people coming to believe that they were indeed a monster.

The effects of this Skill vary. In some cases, it distorts your other Skills to make them align with your monstrous reputation. In others, it grants new powers based on your monstrous reputation.

Instinct

☆☆☆

Description

A natural intuition for making the best choices for yourself during combat. It works for both ranged and close quarters combat.

At high Ranks, it's essentially a form of predicting the future through pure instinct. Naturally, it also provides a certain ability to disregard the negative effects of visual and auditory interference.

Jacob's Limbs

☆☆☆

Description

A fighting style that, when mastered, could allow one to fight against an Archangel or similar angels such as the Angel of Destruction.

Kalaripayattu

☆☆☆☆

Description

A defense-oriented martial art that's considered the ancestor of all martial arts founded on the basis of rational thought.

King's Invisible Hand

☆☆☆

Description

A Skill for controlling the flow of battle, making it so you can also use your strength to the greatest extent while your opponents are unable to bring their full power and skill to bear.

Knight of the Lake

☆☆☆

Description

Temporarily increase any Parameter other than Luck. At Rank A, this would double that Parameter.

Knight of the White Feather

☆☆☆

Description

Increase the intrinsic robustness of the body and ability to continue fighting even when injured. In essence, it combines part of Battle Continuation and Robust Health.

Knight's Strategy

☆☆

Description

A battle method that allows one to grasp their opponent's fighting style and manipulate them into making a mistake.

Laws of the Shinsengumi

☆☆☆

Description

Place restraints upon oneself, such as *one must not infringe the samurai code*. If these rules are broken, damage will be taken. But in exchange, all Parameters will increase.

Breaking all self-imposed laws will render you immobile.

Librarian of Knowledge

☆

Description

Allows for perfect recall of knowledge from memory with a successful Luck check, even if that information wasn't consciously processed or acknowledged at the time.

Lionheart

☆

Description

In a word, bravery. Courage within yourself that's palpable and overwhelming it invokes fear and wariness in your enemies and courage and trust in your allies.

Long-Distance Dash (Horse)

☆☆☆

Description

Provides endless stamina while performing a long term, long distance movement. For the duration of it, you gain an increase to the Agility, Endurance, and Strength Parameters when running at full force.

Loss of Sanity

☆

Description

A form of mental influence that works on those around it to break down their common sense and morality. A Skill that causes mass hysteria.

Madness of the Spirits

☆☆

Description

Awaken the spirits within the earth, causing them to perform a type of mental interference on your targets that weakens their Strength and Agility Parameters.

Magecraft

☆☆☆

Description

The knowledge and ability one has on modern magecraft and how to use it.

Magical Energy Absorption

☆☆☆☆☆

Description

A Titan (Anti-Cell) can and will absorb all “information” and convert it into health and armor. “Information” being any form of interference designed by an intelligent force. Be it magical or scientific, they’re all based on information.

Magical energy will also be absorbed. However, raw magical energy that isn’t being used by some sort of spell or other “designed” magic will still have some effect. After all, it’s *raw* magical energy. It hasn’t been shaped into anything by an intelligent force.

Bludgeoning with your bare fists is the best way of getting past this defense. Unless, that is, you have a weapon designed to break through it. Like the Holy Sword.

Mahatma

☆☆☆☆

Description

A Skill that the one bearer of it believes is calling the pioneers who reached the Root and never returned, becoming higher order beings. In reality, it's a Skill that allows for freely utilizing the multitude of Thaumaturgical Foundations engraved into the World.

That being said, it's unclear as to whether this power originates from the individual or truly is gifted by higher order beings.

Mana Burst

☆☆☆

Description

A simple, yet powerful and flexible Skill that allows for temporarily causing massive boosts to your physical ability or your weapons themselves by pouring magical energy into them and instantly expelling it in a jet of magical energy.

As a secondary benefit of this, that jet can be employed as an actual jet to increase the speed and force of movements.

Mana Defense

☆☆☆

Description

A Skill similar to Mana Burst, but that's used to create a defensive barrier and increase endurance and "armor values" rather than to increase strength and do more damage.

Manifestation of Beauty

☆☆☆☆

Description

A Skill that doesn't sound frightening at first. Yet it's quite scary. A higher form of Charisma, causing others to, from the very bottom of their heart, love the one who bears this Skill.

This Skill isn't limited to individuals. Magic, objects, even the laws of physics - all of them can be affected to greater or lesser degrees.

Martial Retribution

☆

Description

A Skill that lowers the attack power of the opponent while increasing your own. At Rank B or higher, it becomes possible to steal ordinary weapons from your opponent.

Mechanized Armor

☆☆

Description

A steampunk-style mechanized suit of armor. Improves Strength and Endurance Parameters. At the cost of Agility, Strength and Endurance can be further boosted for a short duration.

Memory Partition (King)

☆

Description

The natural ability to split your mind into separate, yet still connected trains of thought. That is, true multitasking.

This is an innate ability that doesn't necessarily rely on Mystery. As such, it would be better compared to psychic powers than to magecraft in spite of being essentially similar to the memory partition magecraft of Atlas mages.

Mind's Eye (Fake)

☆☆

Description

The natural ability to sense and avoid danger through an innate sixth sense. While this can be augmented through experience, the root of it is that natural ability to detect danger.

Mind's Eye (True)

☆☆

Description

As opposed to being a natural intuition, this is a sense for danger born out of immense experience. An ability to consciously and subconsciously understand the danger being faced.

Monstrous Strength

☆

Description

A Skill born from being some sort of monster or demon. Increases the Strength Parameter by one full Rank for a duration determined by the Rank of this Skill.

Mystic Eyes

☆☆☆

Description

Denotes that one has a form of Mystic Eyes. The Rank of this Skill corresponds to the power of the Mystic Eyes.

Natural Body

☆☆

Description

Denotes that one’s body is extraordinary. Grants bonuses to physical Parameters (Strength, Agility, Endurance) based on the Rank of this Skill.

Natural Demon

☆☆

Description

Denotes that one was born as a monster. Increases Strength and Endurance Parameters based on the Rank of this Skill.

Nature of a Rebellious Spirit

☆☆

Description

A defiance that rebels against bowing or submitting to others. Negates the effect of Charisma at the same Rank or lower.

Nega

☆☆☆☆

Description

A Skill that only Beasts possess, born from their Authority of the Beast. A power that embodies the Sin of Humanity they were born from.

Examples:

Nega-Desire: Those with desire will be corrupted to the limits of their love.

Nega-Genesis: Provides resistance against the Noble Phantasms any Servants born from Proper Human History.

Nega-Messiah: Negates all blessings from faith. Weakens Servants of the Savior Class while increasing the damage dealt to them.

Nega-Summon: Resists (or outright negates, if at high enough Rank) all Noble Phantasms.

Nega-Weapons: Allows one to wield the weapons of humanity better than anyone else.

Ninjutsu

☆☆☆

Description

The various methods and secret arts used by ninjas. Intelligence gathering, stealth, combat, arson, theft, assassination, torture, etc.

Numeral of the Saint

☆☆☆

Description

During the three hours from 9am to 12pm and the three hours from 3pm to 6pm, one's power will dramatically increase in every way. At Rank EX, it will be a three-fold increase.

One Cloaked in Death

☆☆

Description

Scatters disasters to the area around you. At a high enough Rank, it's both armor and an automatic weapon.

Opening the Door of Fantasy

☆☆

Description

While using this Skill, one acts out the role of a brave and foolhardy knight. Not as an actor, but by truly believing they are that individual.

This is a variant of Mad Enhancement, giving the same bonuses, but with this delusion replacing the madness of that Skill.

Over the Royal Road

☆☆

Description

A Skill that empowers one's Parameters when acting as a king and weakens when doing otherwise. In other words, do something cool and kingly and you'll get stronger. Do something lame and not kingly, and you'll get weaker.

Perfect Form

☆☆☆

Description

Restores the body to its original perfect state by drawing power from the land. So long as power can be drawn from the land, the body can't be totally destroyed. This doesn't apply to the soul.

Philosopher's Stone

☆☆☆

Description

The ability to purify and condense magical energy into a Philosopher's Stone (Photonic Crystal).

Poison Resistance

☆

Description

The ability to resist the effects of poison.

Potnia Theron

☆☆☆☆☆

Description

The embodiment of the power of the Earth Mother Goddess. The cycle of life and death, creation and annihilation. The first evils and the bounty of the world.

A supreme Skill that grants total Authority over all who come from Earth, making it impossible to be harmed by anyone or anything coming from it. Not even Gilgamesh, with all his treasures and knowledge, can circumvent this.

Presence Detection

☆☆

Description

The ability to detect magical energy and anyone or anything that has it. All living beings have some form of magical energy, so they can all be detected.

Negates Presence Concealment at the same Rank or lower.

Primordial Rune

☆☆☆

Description

Knowledge of the Primordial Runes of Odin. A powerful and flexible form of Magic from the Age of Gods that, naturally, originates from Odin.

As the Rank of this Skill goes up, a few things happen. First, you'll gain knowledge of more runes, with Rank A being the full set. Second, the power of the runes goes up for the same amount of magical energy used. Third, your actual skill in using and creating them increases.

Protection From Arrows

☆☆

Description

A form of negation of projectiles. But unlike Magic Resistance, which outright nullifies spells of the same Rank or lower, Protection From Arrows operates by allowing one to detect and avoid the projectile.

Sound, hearing, feel, or even such vague things as killing intent. Somehow, in some way, they'll become aware of it. Well, assuming the Skill's Rank is high enough.

Protection of the Ends of the World

☆☆

Description

A Divine Protection from the Farthest Ends of the World. Causes Luck and magical power to increase during combat.

Protection of the Faith (Unique)

☆☆

Description

A Divine Protection that, rather than one's self, protects the physical and mental states of those around you.

Protection of the Jaguar

☆☆☆

Description

A Divine Protection giving the benefits of both Valor and Instinct.

Reduced Earth

☆

Description

A form of phenomena that allows one to rapidly close the distance between yourself and a target. This is typically a form of martial art, based on a combination of many things such as walking, breathing, body movement, etc.

Restraint

☆

Description

A Skill for concealing killing intent until the moment of the attack.

Revelation

☆☆☆

Description

To hear the voice of heaven. Some would say it's the voice of God. Others say it's just a form of instinct or clairvoyance.

In any case, it's a Skill that allows for a sixth sense similar to Instinct, but related to anything and everything, not just combat. Such as going on a journey or making a choice on how to handle an interaction with another person. Moreover, it can and does take long term outcomes into effect.

Robust Health

☆☆

Description

A naturally strong and healthy body that can endure poison, disease, malnourishment, and just plain poor conditions.

Has the effects of the Poison Resistance Skill along with increasing the Endurance Parameter. At Rank EX, it would provide one full Rank increase to Endurance.

Sadistic Constitution

☆☆

Description

A two-edged sword of a Skill. As one fights, one becomes increasingly sadistic and abusive. Eventually, to the point of fully losing one's composure and becoming prone to making foolish mistakes.

As this progresses, all attacks made will grow stronger. But on the flip side, one's defenses will grow weaker.

Saint

☆☆☆

Description

The acknowledgement of being canonized as a Christian saint. Raises the effects of sacraments, gives a certain level of natural regeneration, increases Charisma by up to one full Rank, and allows for the production of Holy Shrouds.

Sea of Life

☆☆☆☆☆

Description

The Primordial Sea. The ocean from which all life is born.

This is a sea of black mud, similar to the Holy Grail Mud born from the Fifth Holy Grail War's corrupt Grail. It remakes one into the "child" of the one who bears this Skill, polluting their Saint Graph just as the Fifth War's mud does. This makes them obedient while also turning them into Enemies of Man.

In addition to this, as the mud of the Sea of Life spreads, it forms a domain. Within this domain, the magical energy available to the creator of that mud is unlimited.

Self-Evolution

☆☆☆

Description

A Skill that's both superior and inferior to Self-Modification. Like the latter, it allows one to modify themselves. But Self-Evolution isn't something the bearer can control.

Rather, it's an automatic evolution towards one's goals. The more desired those goals are and the more pressing the situation is, the more powerfully this Skill will work. In extreme cases, it can perform a series of evolutions in mere seconds.

Self-Modification

☆☆☆

Description

The aptitude to remold one's own body or integrate the parts of others. It can be said that the higher the Rank of this Skill, the further one is from being a true hero.

Shadow Lantern

☆☆☆

Description

The ability to become one with the shadows. In doing so, the darkness will feed you with enough magical energy to almost be self-reliant and not need a Master. In the absence of a Command Seal being used, one's status can be hidden from the Master.

Shapeshift

☆☆☆

Description

The ability to transform into another appearance. At Rank EX, one can actually undergo a genuine change into what one transforms into, becoming genetically and spiritually the same. No, that doesn't mean you'll gain their memories or skills.

Solomon's Rings

☆☆☆☆☆

Description

In life, King Solomon, King of Magecraft, had ten rings given to him by God. When all ten are gathered, it grants their bearer absolute control over all magecraft performed by mankind, whether it be the nullification or use of it.

It's a function so powerful that it was likened to "true omnipotence". Fortunately, Solomon had enough self-control to only use them once in his life and to return all but one of the ten rings back to God. Even that last ring was only sent to the future by Solomon because God ordered him to do so.

Soul of a Martyr

☆

Description

A martyr has impeccable faith and strong mental fortitude, as one would expect from someone who died for their beliefs. This Skill represents that, being a Skill that protects against all mental interference.

Subversive Activities

☆☆

Description

Sabotage and trap-making. Bear traps, landmines, poisoning the water supplies. It's the art of winning a battle without your enemy ever seeing your face.

The higher the Rank of this Skill, the more one's spiritual status as a hero declines.

Succubus' Vicinity

☆☆☆

Description

Despite the name, this is the power of both incubi and succubi. To trap others in illusions and dreams and absorb their magical energy.

Suit Up

☆☆

Description

The protection of the Holy Spear Armor AVALON. A powerful armor that can be materialized and dematerialized as spirit particles. Though there's no real need to materialize it anyways, since it works even when it's dematerialized.

As one would expect, it acts as strong armor. It also increases Strength, Endurance, and Agility.

Swingby

☆☆☆

Description

To take away or apply kinetic energy to a target. It's a simple, but powerful Skill.

The Globe

☆☆☆

Description

Forms a group of individuals known as Shadow Actors. They have no combat abilities, but can otherwise perfectly imitate the individual they're pretending to be. Though, naturally, they'll say and do what the bearer of The Globe orders them to.

Even if a person understands they're imposters, it's still extremely difficult to act upon it due to a mental interference component of this Skill.

Thousand Faces

☆☆

Description

To transform into any human, animal, or object that's been presented as "Jack the Ripper" and to make use of any Skills they possess at Rank E.

Time-Flow Manipulation

☆☆☆☆

Description

The ability to freely speed up or slow down anything and everything within the area of effect as long as there's sufficient magical energy to do so. But this stops at "reasonable" levels (insofar as time manipulation can be called reasonable).

Basically, this can't fully stop time, reach light speed, or reverse time.

Ultimate One

☆☆☆☆☆

Description

By receiving the World's assistance, all Parameters increase as needed. At Rank EX, it'll be increased to one full Rank above the opponent. Not just in Parameters, but in magical energy output and life scale.

In other words, like how True Ancestors are Planet-Class Spirits of a higher rank than Divine Spirits, this Skill at Rank EX makes the bearer always at least one Rank higher in terms of the "level" of their existence.

Valor

☆☆

Description

Increases courage. Through that increased courage and mental fortitude, allows one to resist negative forms of mental interference. It also increases melee damage.

Voyager of the Stars

☆☆

Description

A limited version of Pioneer of the Stars, allowing for interplanetary voyaging.

We Are the Winged Serpent

☆☆☆☆

Description

The identity of the Winged (Feathered) Serpent - not just from Aztec mythology, but from all mythologies. All abilities from all Feathered Serpents of all mythologies can be used, albeit temporarily and on a cooldown.

Wild Beast's Logic

☆

Description

The mind sharpens and focuses on killing the enemy, speeding up thoughts related to killing the enemy.

This doesn't help with actually finding weaknesses or strategizing on how to do that though. Not directly anyways. The focus and increased thinking speed does help with finding weaknesses, but the Skill itself provides no direct benefits for finding weaknesses.

Wisdom of Divine Gift

☆☆☆☆

Description

The Skill of a master and teacher of legend. This Skill has two functions.

The first is that all “generic” Skills can be used at one Rank lower than the Rank of this Skill. In other words, Skills like We Are the Winged Serpent or Wild Beast’s Logic can’t be reproduced, while Skills like Presence Concealment or Item Creation can.

The second is that these Skills can be taught to others. Even other Servants, who shouldn’t be able to learn new Skills. These Skills may even take on their own “flavor” unique to the Servant in question, becoming variants of the original Skill being taught.

Noble Phantasms

Creation Process

Rank

The Rank of your Noble Phantasm is the sheer raw power it possesses. Generally speaking, higher ranking Noble Phantasm are simply superior to lower ranking Noble Phantasms.

However, that comes with two caveats: Pluses/minuses and match-ups.

A "+" attached to the Rank for your Noble Phantasm denotes either that, under the right circumstances, it can demonstrate more power than normal or that it is simply stronger than would be expected for its Rank without being strong enough to be the next Rank up.

A "-" denotes the same thing, but in reverse. That it's either weaker than would be expected for the Rank or has a particular weakness, vulnerability, or some sort of nasty side effect.

For match-ups, well, that's simple. You wouldn't expect an anti-army Noble Phantasm to be as good in a one-on-one fight as an anti-unit Noble Phantasm of the same Rank. They're just built for different things. Similarly, a Noble Phantasm that creates an army is especially vulnerable to anti-army Noble Phantasms.

Type

This is what your Noble Phantasm actually is. An item, something that you summon, or some sort of spell that you either cast or that is always active.

Scope

The Scope of your Noble Phantasm is what it's designed to target. Yourself, an enemy, an army, a fortress, or a world. This can also be thought of as how focused the power of your Noble Phantasm is.

In large part, this is also dictated by the rank of your Noble Phantasm. An E rank Noble Phantasm would be rather pathetic as an Anti-World Noble Phantasm. It would be much more useful as an Anti-Unit Noble Phantasm.

Having a larger Scope at the same Rank generally means it has more raw power than Noble Phantasms with a smaller Scope at that Rank. But that doesn't mean it's simply superior.

For example, Ea, an anti-world Noble Phantasm, can't penetrate the defenses of Avalon, an anti-unit Noble Phantasm, even though they're both Rank EX.

Cost:	Determined by the Star Rating of the Noble Phantasm.If you want to create a custom Noble Phantasm or purchase one that isn't in the list, use the ones that **are** in the list as a guide for how expensive the Noble Phantasm you're envisioning should be.	
Type:	**Item** **Summon** **Spell**	
Scope	**Anti-Unit (Personal)** **Anti-Army** **Anti-World** **Anti-Unit (Selected Target)** **Anti-Fortress**	
Organic Growth:	-250	*Allows the Noble Phantasm to grow along with the legends related to it.*

☆						
	E	**D**	**C**	**B**	**A**	**EX**
-	-50	-200	-350	-500	-650	
	-100	-250	-400	-550	-700	-1,100
+	-150	-300	-450	-600	-750	
++					-800	
+++					-850	

☆☆						
	E	**D**	**C**	**B**	**A**	**EX**
-	-100	-300	-500	-700	-900	
	-150	-350	-550	-750	-950	-1,500
+	-200	-400	-600	-800	-1,000	
++					-1,050	
+++					-1,100	

☆☆☆						
	E	**D**	**C**	**B**	**A**	**EX**
-	-100	-400	-700	-1,000	-1,300	
	-200	-500	-800	-1,100	-1,400	-2,250
+	-300	-600	-900	-1,200	-1,500	
++					-1,600	
+++					-1,700	

☆☆☆☆						
	E	**D**	**C**	**B**	**A**	**EX**
-	-200	-800	-1,400	-2,000	-2,600	
	-400	-1,000	-1,600	-2,200	-2,800	-4,000
+	-600	-1,200	-1,800	-2,400	-3,000	
++					-3,200	
+++					-3,400	

☆☆☆☆☆						
	E	**D**	**C**	**B**	**A**	**EX**
-	-300	-1,500	-2,400	-3,300	-4,200	
	-900	-1,800	-2,700	-3,600	-4,500	-6,500
+	-1,200	-2,100	-3,000	-3,900	-4,800	
++					-5,100	
+++					-5,400	

Organic Growth	-400	*Makes the Noble Phantasm no longer a static, unchanging thing. As your legend grows and expands and as you take action and live your life in a way that aligns with the story of your Noble Phantasm, that Noble Phantasm will grow.*

Noble Phantasms

Aestus Domus Aurea: Invitation to the Golden Debauchery Theater

☆☆☆

Anti-Team

Description

A battlefield that's absolutely advantageous to the owner. Although it naturally has the form of the Domus Aurea theater, the building can and will change its form and function as needed. Enemies will be weakened as luck and fate become biased towards the owner of the Noble Phantasm.

This is not a reality marble. Despite seeming in nearly every way to be a reality marble, it isn't. Rather than overwriting the world, it builds something new on top of it. It's a subtle, but important difference.

Age of Babylon: The Wisdom of the People

☆☆☆☆☆

Anti-Army

Description

Allows for the creation of all manner of weapons - swords, spears, chains, etc - from the ground using clay. Each weapon is the pinnacle of craftsmanship, though not inherently magical. Still, the sheer output and quality of the weapons matches the scale of the Gate of Babylon itself.

Notably, what it can create are "weapons of humanity". So what can be created depends on the era. If used in a time before humans invented spears, it wouldn't be able to create spears. If it exists in a time when humans have heavy artillery and laser pistols, it would be able to create heavy artillery and laser pistols.

Agni Gandiva: The Flame God's Roar

☆☆☆☆

Anti-Unit

Description

A bow of flames that can only be handled by a god or demigod. It's a simple thing - it simply fires a flaming arrow when its True Name is invoked. It's not even a homing arrow.

But it's a really, really powerful arrow.

Agrius Metamorphosis: Boar of Divine Punishment

☆☆☆

Anti-Unit (Self)

Description

In the times of ancient Greece, there was a king of Calydon who forgot to honor Artemis as he should. In response, she sent down what would become known as the Calydonian Boar.

To make a long story short, it was big, strong, and mean. It killed a number of Greek heroes, but was finally killed by Maleager and Atalanta.

The pelt is what this Noble Phantasm is born from. It's a cursed thing. When donning the pelt, it transforms the wearer into a Monstrous Human, turning them into a Berserker Alter of themselves, affecting both Skills and Noble Phantasms while granting Rank A Mad Enhancement and Rank EX Self-Evolution.

Alf Layla wa-Layla: One Thousand and One Nights

☆☆☆☆

Anti-King

Description

A reality marble born out of the stories of Scheherazade. Primarily One Thousand and One Nights, as the name would imply. It bases itself off the World's belief in those stories, summoning/creating characters, tools, spirits, spells, and other such things that exist in those stories.

Even stories that are really just branches of One Thousand and One Nights, like Aladdin or Ali Baba, are valid targets.

This Noble Phantasm is truly meant to be used against "kings". Though they don't have to truly be a king. As long as they're a functional equivalent to the point that the bearer of this Noble Phantasm can see them as a king, the Anti-King nature of this Noble Phantasm will come into effect.

Amenomurakumo-no-Tsurugi

☆☆☆☆☆

Anti-World

Description

The divine blade of Susanoo the storm god, forged from the tail of the great dragon of destruction, Yamato-no-Orochi. To use this Noble Phantasm is to, for a short time, become one with the World.

This sword can bring either destruction or salvation. A tide of destruction, in classic sword beam style, or a wind that can heal the land. The choice is up to the wielder.

An Gal Ta Ki Gal Šè

☆☆☆☆☆

Anti-Mountain

Description

Have you ever wanted to just throw a planet at someone? Well, that's what this does.

In Sumerian mythology, Ishtar once forced her way into Mount Ebih and destroyed it. This is the manifestation of that legend. In the form of her conceptually shooting the Age of Gods Venus (yes, the planet) like a bullet from Maana, her boat.

It's rather devastating. However, it should be noted that this doesn't target the texture of the World. Hence, it isn't considered an anti-world attack despite how it's about throwing a conceptual planet at a target.

Andreias Amarantos

☆☆☆

Anti-Unit (Self)

Description

The invulnerability of Achilles! His mother Thetis wanted to make him a god, so she dunked him in a river that would burn away his mortality. But her husband warned her that if she did that, it would destroy him as a human.

As a compromise, she left only his heel as "human" and untouched by the waters of that river. This heel became the one weak point of his otherwise immortal and invulnerable body.

This Noble Phantasm is bolstered by the presence of a Divinity Skill, becoming able to operate at a higher level than the Rank of this Noble Phantasm would suggest. Moreover, opponents with Divinity are able, to an extent, to punch through this defense.

Antares Snipe

☆☆

Anti-Unit

Description

As the constellation Sagittarius, Chiron seems to always have his bow aimed at the Scorpion constellation. This Noble Phantasm was born from that. It's the constellation Sagittarius shooting a star at the target.

It's a bit less of actually shooting an arrow and more of blasting someone from orbit. Actually, that's exactly what it is.

Don't be too impressed though. It's not very powerful, forcing the user to carefully aim for weak points if they want to do real damage.

At night, this can be activated a single time without a need to use magical energy or invoke its True Name. It can also be set up to fire after the actual holder of this Noble Phantasm dies.

Apfel Schiessen

☆☆

Anti-Unit

Description

A simple Noble Phantasm with a simple effect - to hit the target. An arrow that interferes with cause and effect, making it so that it absolutely must hit the target.

Pity it isn't otherwise very impressive. Oh, sure, it's still a Noble Phantasm. Which means it's strong. But as Noble Phantasms go, it's rather weak.

Ariadne Apórrito Ádis

☆☆

Anti-Unit

Description

Theseus. The man who conquered the Labyrinth with nothing but a spool of thread.

This thread is born from that story. But rather than merely being something unspooled to keep your wits about you in a Labyrinth, it's a thread that decides your future. After a fashion.

The thread will show you a path to victory. It will always work - provided you can actually follow that path. If you step off the path it shows, it'll instead lead you to a terrible fate.

Armor of Fafnir

☆☆☆

Anti-Unit (Self)

Description

A dragon's invulnerable body, gained from bathing in the blood of a dragon.

Like Achilles' invulnerability, this isn't true invulnerability. There's ways to treat it like just a high degree of durability. In this case, when anti-dragon attacks are used.

But still, it's quite excellent. It'll negate any damage of the same Rank or lower than it. Even when something's a higher Rank than it, it'll "subtract" an amount of damage equivalent to that attack of the same Rank as this Noble Phantasm.

In other words, if you had this at Rank B and got hit with the Rank A++ Excalibur blast, the equivalent of a Rank B Excalibur blast would get subtracted from that Rank A++ attack.

Unfortunately, this invulnerability doesn't cover the entire body. There's a leaf-shaped spot on the back where you're as vulnerable as an ordinary person.

Arondight

☆☆☆☆

Anti-Unit

Description

The dragon-slaying sword of Lancelot. A divine construct carved with fairy letters, seemingly capable of withstanding any attack without taking damage.

It increases all Parameters and has a dragon slaying attribute due to Lancelot using it to slay a dragon.

If the wielder is in their proper state of mind, it's possible to abuse the unbreakable nature of the sword to overload it with magical energy, then release that energy as a cutting force while swinging the sword. The downside of this is that it puts a great deal of strain on the user, so it's not something to do lightly.

Arrow Protection Amulet

☆

Anti-Unit

Description

A simple Noble Phantasm with a simple purpose - to automatically nullify projectiles of Rank D and below. It also increases one's ability to manually evade those projectiles. The amulet will degrade with each projectile it blocks.

It also has a secondary function where it can be detonated to attack an opponent, with the force of the blast being based on how much of the amulet is left.

Ars Almadel Salomonis

☆☆☆☆☆

Anti-Unit, Anti-Human Order

Description

An unreasonable power - to gather all the magical energy of the era and release it upon the target in the form of hundreds of millions of beams of light.

It's not unblockable. But the sheer, absurd power and amount of heat it generates means that very few forms of protection can fully defend against it. Either they can block the power, but not the heat, or they can block the heat, but not the power.

Ars Paulina

☆☆☆☆

Anti-World

Description

Solomon's Temple. His reality marble workshop, located in the space of imaginary numbers and fueled by his magic circuits. The rules of this space mean that death doesn't "count". That is, with enough magical energy, people can be resurrected.

Artemis Agnós

☆☆☆

Anti-Army (Self)

Description

It's simple, yet effective. As are so many of the greatest Noble Phantasms. This is a Noble Phantasm that dramatically increases one's strength, agility, endurance, and magical power. In essence, it makes one person comparable to an army.

It does have the unfortunate downside of needing an extremely strong body. Otherwise, it's liable to make a person explode.

Attendre, Espérer

☆☆☆

Anti-Unit

Description

A super powered recovery. Almost any injury that isn't death itself can be healed. More than that, they receive a temporary Rank Up to all Parameters.

Avalon

☆☆☆☆☆

Anti-Unit

Description

The shining. everdistant utopia. The sheath of Excalibur. A divine construct forged by the fae.

To put it simply, it provides immortality and invulnerability. More lengthily, it stops a person's aging and provides a strong regeneration that returns them to a healthy state of being. Anything that isn't immediately fatal is pretty unlikely to kill the holder of Avalon.

On top of that, Avalon provides a form of absolute defense. Avalon itself is "the land of Avalon". A fairy domain that represents the unreachable utopia dreamt of by King Arthur. At a thought, Avalon can dissolve into spirit particles and form a bounded domain that is "the unreachable utopia".

Nothing will be able to enter. Nothing. Absolutely nothing. Not gods. Not demons. Not fairies. Not magicians. Not even the World itself. It's a tranquil land that's absolutely separated from the wider world.

Azrael

☆☆☆

Anti-Unit

Description

The sword of the Old Man of the Mountain. The First Hassan's blade.

In truth, the sword is barely special. It does have a chance to instantly kill the target at the slightest cut, but it's a slim chance. It only became a Noble Phantasm representing death because it was the sword of the man who represented death.

Balmung

☆☆☆☆

Anti-Army

Description

The sword of Siegfried. A weapon that switches between holy and demonic depending on who wields it. On activation of this Noble Phantasm, it'll gather magical energy into true ether, then release a wave of twilight light in a semicircle wave.

The power is immense, on par with Clarent Blood Arthur. But being less focused makes it not as good against single targets. It has a very fast changing time.

Bayard

☆

Anti-Unit

Description

It's a fancy horse! The noble steed of Georgios. It's magical, able to completely nullify one lethal attack.

Bellerophon

☆☆☆

Anti-Army

Description

This is an interesting one. At first glance, this seems to summon Pegasus to attack with. But the actual Noble Phantasm itself is a golden bridle and whip that allows for both fully controlling and enhancing phantasmal beasts - including divine beasts. Pegasus is simply the beast of choice used by Medusa.

All Parameters and abilities are increased by one full rank. The “armor value” is increased several fold. The speed is increased beyond what even a Rank increase for Agility would account for. All the beast’s energy may be expended in a single mighty charge that destroys the target.

Black Arts Decapitation Method - Moonflower

☆

Anti-Unit

Description

Hold a fruit or flower in your hand. Slice it in two pieces. Off in the distance, an enemy’s head will fall off.

Blasted Tree

☆☆

Anti-Unit

Description

The main power of Bridal Chest, the mace-like weapon of Frankenstein. She releases her reactor's limiters and pours magical energy out to generate an enormous amount of electricity that descends from the sky in what seems almost like a waterfall of lightning.

Although it's powerful, it's also a suicide move. The amount of power generated is too much for Frankenstein's body to handle, causing her body to shut down from the overload.

Blood Fort Andromeda

☆☆☆

Anti-Unit

Description

This was originally a bounded field constructed by Medusa's Mystic Eyes of Petrification. But as a Noble Phantasm, it exists independently of them.

Using the creator's blood, it's possible to create magic circles that will slowly charge up. This process is both lengthy and will damage the leyline being drawn from, meaning it can't be set up again once broken. The Fort can be made any size and is more potent when made larger. But of course, the number of circles and time required also increases.

However, once activated, it shows power on power with needing such a lengthy set-up. It establishes a separate plane that's almost entirely cut off from the rest of the Word and begins to devour those inside it. Ordinary humans will dissolve while Servants will be drained of energy and life force.

The magical energy generated will be poured into the one who set up the bounded field. Even if someone destroys the magic circles generating it, new circles will be spontaneously generated. In other words, it'll slow it down, but the only way to truly stop it is to take down the one who set it up.

Breaker Gorgon

☆☆☆

Anti-Unit

Description

The blindfold Medusa uses to seal her mystic eyes. Although that seems like it would be nothing all that special, it's a form of bounded field that can seal a "World".

That is to say, there was a bounded field called the Temple of Blood, the highest form of Blood Fort Andromeda, that was born from Medusa's mystic eyes forming a bounded field on the scale of being "another World" that covered the Shapeless Isles.

This blindfold was created to seal that bounded field. So, being able to seal something that can be called "another World", it's naturally qualified to called something that can seal a "World".

Because the basic nature of it is to seal all magical properties, it can also be used on all forms of magecraft, Skills, and Noble Phantasms. The process of doing so is to disrupt the magic, then trap the target in a "dark fantasy" in their own mind.

Bridal Chest

☆☆

Anti-Unit

Description

Frankenstein's battle mace. A reactor core (of sorts) on a rod that, in combat, can take in magical energy and discharge electricity in a way that resembles tree branches.

But the primary function of it isn't as a weapon. It's meant to take in ambient electricity, magical energy and magical energy she herself wastes, process it, and pour it back into her heart and magic circuits.

If there's enough electricity or magical energy around, it's functionally like having an unlimited amount of both.

Caladbolg

☆☆☆

Anti-Army

Description

The Spiral Rainbow Sword. A sword that, mythologically, acts as the “prototype” for many other famous swords, including Excalibur Galatine and Excalibur itself. It’s a drill-like “sword” that frankly looks more like a lance. It’s no wonder EMIYA likes to use it as an arrow.

Although it seems a bit silly to call it a sword, Caladbolg’s power is the real deal. It can’t naturally cut things itself, but it releases a rainbow “sword-shimmer” that can cut things even more easily than normal swords can. When fueled with enough magical energy, that rainbow light can cleave though mountains and armies alike.

Caliburn

☆☆☆

Anti-Unit

Description

The Golden Sword of the Victorious. The Sword That Chooses the King.

Although Caliburn is a powerful holy sword with a big and strong sword beam, that's not what makes it famous. It isn't like Excalibur, famous for indestructibility and an impossibly sharp edge.

No, it's known for being the Sword in the Stone. *"Whosoe'er pulleth out this sword of this stone is the rightwise king of all England"* and all that jazz.

As far as superweapon swords go, Caliburn is the equivalent of an ornamental ceremonial sword. Of course, being fairy made, it's still a strong sword in spite of that.

But if someone with as much magical energy as Artoria was to pour all her magical energy into it when releasing its blast of heat and light, it would almost certainly shatter. Though that sacrificial blast would be able to match Excalibur itself.

Moreover, the power of Caliburn is based on how suitable the owner is as a king. It's the Sword of Selection after all. It's only when the owner is a true and perfect king that this snobby sword can display all its power.

Casseur de Logistille

☆☆

Anti-Unit (Self)

Description

The effects of a magic book given to Astolfo after he seduced a poor, lonely old evil witch. It's an anti-magecraft protection that functionally raises his Magic Resistance to Rank A.

It does have the flaw of how its True Name can't be remembered when the full moon is visible. Since it needs to be open and read, including the True Name, for it take effect, this is a rather important weakness.

Chaos Labyrinthos

☆☆☆

Labyrinth

Description

The Labyrinth. A maze that can't be escaped. It's functionally like a reality marble, but actually pulls the Labyrinth itself from the depths of the World. That is, it takes the part of the Age of Gods Texture of the World where the Labyrinth exists and overlays it on the World.

The difficulty of the Labyrinth depends on how difficult "people" think it *should* be. With the key exception that, if the particular configuration of the Labyrinth being summoned has been solved before, it'll be easy to solve again.

Chariot My Love

☆☆

Anti-Army

Description

It's a chariot. It runs over people. Being Medb's Noble Phantasm, it shouldn't be a surprise that it's extra effective against males. Both in that it's stronger and in that it's harder to dodge.

Perhaps worse, men get captured by it instead of killed, trapped in a reality marble that exists within the chariot. A little "love nest" where Medb can do as she pleases to them. No, this is not a good thing. Don't look forward to it.

Child of the Sun

☆

Divine

Description

A Noble Phantasm that causes the bearer's Parameters to swell from their lowest levels of Ranks E and D to Ranks A and EX over the course of a week. However, they'll weaken back down to their base level over the course of the next week.

This is not a cycle. It happens once.

Chronos Rose

☆☆

Anti-Unit

Description

A time acceleration and deceleration effect that only applies to your own body. It can be used to move at multiple times your normal speed without any ill effects. Or to do the opposite, slowing your body down. Which could be useful if you're hiding.

It's not that you're moving faster. It's that the flow of time experienced is faster. So it's not like this allows you to do anything you physically couldn't before.

Clarent Blood Arthur

☆☆☆

Anti-Army

Description

Clarent was originally a ceremonial sword meant to be bestowed to the new king upon succession. In terms of bestowing a "king's authority" it may even be better than Caliburn. If this happened as it should have, it would have increased all physical Parameters and the Charisma Skill by one Rank. It would also amplify magical energy.

That's not what happened. Mordred stole the sword and used it to rebel against the rightful king. Because she was never made king, it doesn't bestow those bonuses to her Parameters and Charisma. Because she stole it and rebelled with a heart filled with hatred, it became cursed.

Now, she can combine Mana Burst and her hate to launch a blast of red lightning at her enemy.

Coat of Oaths

☆

Anti-Unit

Description

A uniform worn by members of Shinsengumi - a special police force that existed in Kyoto during the Bakumatsu period. It improves Parameters and weapons to some degree.

Conchobar My Love

☆

Anti-Unit

Description

Temporarily borrow King Conchobar of Ulster's ability to see the future.

Crocea Mors

☆☆

Anti-Unit

Description

The golden sword of Gaius Julius Caesar. When activated, it guarantees a single clean hit. After that, "Luck checks" will occur with each swing. If the "Luck check" is passed, another clean hit will occur. With each consecutive hit, the power will increase.

If you have enough Luck, it's a remarkably strong weapon that has the potential to make you invincible in close quarters combat. If you don't, well… it's still a decent sword?

Crown Undertaker

☆

Anti-Unit

Description

A simple, rather unimpressive Noble Phantasm that launches thorny vines that seek to trap a target in a ball of vines.

Crying Warmonger

☆☆☆

Anti-Unit (Self)

Description

The more damage you receive, the more powerful you become. That is, part of the damage you receive is converted into magical energy that's stored within the body. This can be used to improve physical abilities, self healing, or as fuel for other actions.

This sounds unimpressive. But if you can survive, say, lethal amounts of damage, the magical energy generated will be enough to cleave mountains. Or flying fortresses.

Dangerous Game

☆☆

Anti-Unit

Description

An elixir capable of creating a second personality out of your wicked and violent impulses and transforming into a strong and monstrous form suitable for such an individual. It can also be used to revert back to your normal self.

Demon King of the Sixth Heaven

☆☆☆

Anti-Divine

Description

A reality marble consisting of a scorching hell that contains all the brutal and destructive acts committed by Oda Nobunaga.

At least, it's a scorching hell for those with Divinity and Mystery. The higher their Divinity and/or Mystery, the worse it is. For those who lack such things, it's more like an uncomfortably hot day.

Diatrekhōn Astēr Lonkhē

☆☆

Anti-Unit

Description

A sturdy, high quality spear originally meant more as a throwing javelin than a real spear. Still, it's perfectly capable of being used like a normal spear. Wounds left by it will never heal so long as the spear exists.

Divine Water

☆

Anti-Unit

Description

A sheath of water-like magical energy that covers a sword and gives it flexible, serpent-like properties.

Durandal

☆☆☆

Anti-Unit

Description

The unbreakable, ever-sharp sword of Roland. It holds three miracles within itself that can, at a cost, enact any number of phenomena.

Basically, the sword can make the impossible possible, if you have enough magical energy. But only three times.

Elementary, My Dear

☆☆

Anti-Unit/Anti-World

Description

A calculation-type Noble Phantasm that works to solve an “enigma”. Even ones that can’t be solved.

For instance, if a key is needed to enter a place, but that key was destroyed, this Noble Phantasm will either find a way around that restriction or directly cause the key to end up *not being destroyed* and point you towards where it can be found.

Enkidu

☆☆

Anti-Divine

Description

A chain meant to bind the gods. The more divinity one has, the more effective these chains are. Against a real god, they're functionally unbreakable. Against a person with no divinity, they're just normal, albeit high quality, chains.

Enuma Elish

☆☆☆☆☆

Anti-World

Description

A sword born from the legend of separating the heavens and the earth. A sword of separation, despite its cylindrical nature.

It's an attack of cutting "void" that can split space-time and the World itself to reveal the "Truth" beneath, hence being considered "Anti-World". Naturally, reality marbles are included in this.

Excalibur

☆☆☆☆

Anti-Fortress

Description

This famous sword has a storied history, even beyond what most legends hold.

Excalibur is, naturally, a divine construct. More than that, it's the pinnacle of holy swords. It was originally forged by the Six Bells in Avalon, forged from the crystallized wishes of humanity and tempered by the World.

It was originally created as a superweapon to be used against the White Titan. A being that had already killed quite a number of gods. An effort that succeeded. Which says quite a bit about the maximum power of this sword.

After that, it was returned to Avalon, where it was passed onto King Arthur until his death.

Excalibur amplifies all magical energy passed into it while converting that same energy into a wave of destructive force. It also receives power from the World itself when facing an enemy that's a threat to the World.

That being said, because it was so overwhelmingly strong, Merlin and certain Knights of the Round Table placed thirteen seals on it that limited its true power. The Thirteen Strictures; the Restraints of the Round Table.

Excalibur Galatine

☆☆☆☆

Anti-Army

Description

A sister-sword to the more famous Excalibur. While Excalibur collects the light of the planet and is the glory of humanity, Excalibur Galatine collects the heat of the sun, containing it in a pseudo-sun that exists within the hilt.

Naturally, being tied to the sun, its power waxes and wanes with the sun. Although it's never weak, it's strongest at high noon.

The heat can be released in many forms. A wave, a slash, a stab, whatever. The only limiting factor is that it can only extend as far as the "blade" can be visualized.

Failnaught

☆☆☆

Anti-Army

Description

A Noble Phantasm depending not on an item, but on the monstrous skill of the individual. In this case, Tristan has a favorite harp. By flicking the string of that harp, he can create and fire a "vacuum arrow" of different shapes and sizes.

Because of the unusual nature of the "arrow" and Tristan's own unreasonable skill, this is incredibly difficult to dodge.

Fierce Tiger Forcibly Climbs a Mountain

☆☆

Anti-Gate

Description

A pinnacle form of the Bajiquan martial arts of Li Shuwen. It's the application of those martial arts for the purpose of overwhelming a target through consecutive attacks that visually mimic the image of a tiger climbing a mountain.

The technique is about allowing the "energy of the earth" to flow through you and empower your strikes to smash through walls, doors, and gates. But although it's really meant to smash through walls and doors, it's still powerful against individuals.

Five Elements Mountain - Buddha Palm

☆☆

Anti-Army/Anti-Fortress

Description

A palm strike that borrows a portion of Buddha's power. Naturally, the strength of it depends on how much power is borrowed from Buddha. With enough, perhaps even a god could fall before this attack.

But there's a corresponding strain imposed on the user according to how much power is borrowed from Buddha. Take on too much power compared to your actual strength, and you'll find the burden will crush you. Perhaps lethally.

Flying Bright Spirit - Fire-Tipped Spear

☆☆☆

Anti-Army

Description

A Taoist art used by Nezha. It's simple in practice. Rise up into the air, then descend like a flaming missile as you become one with your spear to strike with all your might.

But it's also quite strong for such a simple thing.

For Someone's Glory

☆☆

Anti-Unit

Description

A passive Noble Phantasm in the form of a black fog that conceals the user's identity from all attempts to uncover it, even making it seem like the user is an illusion that doesn't exist.

With sufficient mastery, it can allow one to take the form of others. It won't copy their abilities in any way though.

Fragarach

☆☆

Anti-Unit

Description

A “counter attack” Noble Phantasm. Also known as the Sword of Retrograde, it’s a weapon carrying a divine curse that will warp time and destiny to strike the opponent’s heart right before they unleash their ultimate attack.

Unfortunately, it can *only* trigger when the opponent is using their ultimate attack. Meaning that using it requires gambling with your own life to bait out your opponent’s strongest attack.

Fragarach can’t be stopped or blocked. Only endured. Well, unless one has an obscene Luck Parameter or a *very* potent defensive power.

Gáe Bolg

☆☆☆

Anti-Unit

Description

A crimson spear based on Odin’s own spear, Gungnir. In a conceptual sense, it’s the descendant of that divine weapon.

Gáe Bolg is a weapon with two functions.

The first is that it applies a curse to the wounds it inflicts, making it difficult for them to heal. Not impossible, even through modern magecraft, but difficult.

The second is that, when thrown, it will warp causality to where it has “already pierced the heart”. Causality then works backwards. With the presumption that it already pierced the heart, Gáe Bolg will follow a path that allows it to pierce the heart.

This second function can only be avoided through Luck Parameter higher than Gáe Bolg’s own Rank. Or some powerful defense. Like Avalon or Achilles’ invulnerable body.

Gáe Buidhe

☆☆☆

Anti-Unit

Description

A golden spear that, for all its beauty, is a cursed thing. It carries a powerful curse that spreads to those it wounds. It's a curse of mortality. Something that lowers a person's "health limit" to where their "maximum health" and regenerative capabilities are decreased.

Beyond that, it also hinders healing. Of course, it's also very, very difficult to remove. Normally, it would require either the destruction of the spear or death of its owner.

The only person the spear's curse won't affect is the owner of the spear. Even if they plunged it into their own body, all they'd receive would be a normal stab wound.

Gate of Babylon

☆☆☆☆☆

Anti-Unit

Description

The great treasury of the King of Heroes. The first and arguably greatest of them all. A portal opened by the King's Key to a conceptual treasury where all things "created by man" exist, along with all things Gilgamesh himself (or you) stashed inside it.

It's possible to open just one or a multitude of portals. While opening each portal does require a cost in magical energy, it's quite low. Likewise, the process of ejecting items from the portals, whether slowly or at speed, is extremely low.

As such, the Gate of Babylon can be considered the ultimate expression of overwhelming force. Excluding unique items placed in there by Gilgamesh (or you), the treasures are endless. Including the Noble Phantasms.

Notably, there is, or rather was, an actual physical Gate of Babylon with an actual, physical treasury built by Gilgamesh. As Gilgamesh filled it with the endless treasures of all the world and built ever-greater defenses for it, it became something more.

People can enter and leave the Gate. Gilgamesh himself doesn't tend to use it for that though. After all, who's worthy of entering his vault and gazing upon his treasures?

There's two keys to the King's Treasury.

The first is the Key of the King's Law, Bab-ilu. A golden key-sword created by Gilgamesh. It's something like the manifestation of a contract Gilgamesh forged, something like a key that can open any lock. It's an ever-changing tool that only he understands and can use.

The second is the spare key, originally designed as a way for others to access the treasury. It's less capable than the true key and can't access the extraordinary treasures like Ea or Enkidu. Really, it's only barely able to open or close the Gate of Babylon.

Gate of Skye

☆☆☆☆

Anti-Army

Description

A gate to the Land of Shadows. A place of endless darkness between the world of the living and the world of the dead. The souls of the dead travel through it to reach the underworld.

When summoned, it'll suck in all "life forms" around it. Not just those that are truly alive, but things like undead as well. Those who fail to resist this pull will be sucked into the gate and instantly killed. Those who manage to resist will still face a constant drain on their magical energy.

That being said, natives of the Land of Shadows are unaffected by the draining effect, nor will they be instantly killed by being sucked in.

God Hand

☆☆☆☆☆

Anti-Unit

Description

In life, Heracles completed Twelve Labors that cemented him in history as the greatest of the Greek heroes. Possibly the greatest of all heroes.

In return, he gained God Hand as his Noble Phantasm. An utterly unreasonably Noble Phantasm that can be considered the crystallization of his perseverance.

Twelve lives that restore him after being slain and restock over time after being used up if he has enough magical energy. Immunity against attacks that have been previously experienced. Immunity against attacks at the same Rank or lower as God Hand.

Now, there are some caveats to all three of those things.

Those twelve lives aren't set in stone. A single attack, if devastating enough, can consume multiple lives. For example, Caliburn took out six in one shot. Basically, each "life" can restore a set amount of damage, where that damage is both the quantity and quality of what killed him.

The "immunity" against previous attacks is more of a resistance. Like "+100 fire resistance". If the attack is weak enough, it's functionally the same thing as immunity. But if it's something like Excalibur, it would be able to kill him multiple times in a row due to how powerful Excalibur is. Still, the resistance would build up each time until full immunity was reached.

That immunity against attacks of the same Rank or lower is absolutely as broken as it sounds. There's no caveat to it. If an attack had the "quantity" to destroy the world, but not the "quality" of being at a higher Rank than God Hand, it would do no damage.

Notably, because this doesn't negate the attack like Magic Resistance and only prevents it from damaging the bearer, the World would still be destroyed by that attack. Another note is that if this was at EX Rank, other EX Rank attacks could still potentially cause damage.

Golem Keter Malkuth

☆☆☆☆

Anti-Army

Description

The primordial human, Adam. A perfect existence, if actually completed. Immensely powerful and capable of generating a reality marble that overwrites the Texture of the World with “The Garden of Eden”.

Even creating an incomplete, imperfect version requires an enormous effort and an obscene wealth of resources. For example, a first class magus to serve as the core of it.

Once completed, it’ll continue to grow in size and strength as it spreads “Eden” with a cap that depends on how well it was made. So long as it’s touching the earth, it’ll be nigh-indestructible and have an endless supply of mana.

At one thousand meters tall, it would require an entire team of first class Servants to destroy. Even at a mere fifteen meters, it was still a dangerous threat due to how rapidly it grew and how hard it was to destroy. Although a mediocre Servant could still destroy it at that point, it would take a mere handful of hours to reach a point where no Servant could destroy it on their own.

Gram

☆☆☆☆

Anti-Unit

Description

The sword of Sigmund. And, later, Sigurd. A sword that chooses the king, acting as the mythological prototype of Caliburn itself. But unlike Caliburn, one of the greatest holy swords, this is a demonic weapon that brings both glory and ruin.

It's an immensely powerful sword. You wouldn't know it by what it can do though. It doesn't release some mighty sword beam like so many other famous swords. No, this is a real sword. It just cuts really, really well. That's all.

Though, like Ardonight, it can be overloaded to where it causes an explosion to follow where it cuts.

That and the more mystical effect of bringing the bearer first to glory, then to ruin through jealousy and envy. Which is why it's both desired and feared. Everyone wants the glory, but nobody wants the inevitable ruin.

Gugalanna Strike

☆☆☆☆

Anti-Army

Description

Summon the Bull of Heaven, the greatest and strongest of the divine beasts, to destroy your target. Normally in the form of the Bull of Heaven stomping down with a single hoof accompanied by a storm of descending meteors. In addition, the pressure of the Bull of Heaven applies a Rank-down effect to all Parameters of those within range.

Only the user of this Noble Phantasm is unaffected by both the damage and the suppression.

Hades' Cap of Invisibility

☆☆

Anti-Unit

Description

The cap of invisibility once owned by Hades, Greek god of the underworld. It's the prototype of all Noble Phantasms that "hide the figure". It doesn't need to be in the form of a hat. A sash also works.

It's meant to hide from magecraft, using optical magecraft to block all forms of visual and magical detection along with all magical emanations from the user. But that's all it hides; sight, touch, etc will all detect the wearer as easily as if they weren't wearing the cap at all.

Hamesh Avanim

☆☆

Anti-Unit

Description

The sling David used to slay Goliath. It appears to have five stones, but they'll automatically replenish after being used.

Four of these stones must be used as warning shots. If the target doesn't comply with the warnings, the final fifth stone will become a fast moving, nonlethal attack that'll almost certainly hit a vital spot and defeat the opponent in one hit.

In theory, at least.

Hanging Gardens of Babylon

☆☆☆☆

Anti-World

Description

A giant flying fortress. Really more of a small island than merely a fortress. But rather than either of those, it's more of an enormous mobile Bounded Field that overwrites the World within itself.

It's capable of holding thousands of soldiers. But it's not just a mere fortress; it's the Hanging Gardens. As one would expect from the moniker, it's quite beautiful with lush plant life and greenery.

Unlike normal Noble Phantasms, this can't be directly manifested out of magical energy. It must be built over the course of three days using materials from the Middle East. The more "wealth" is spent in the construction, the greater the Mystery of the final product and the greater the Hanging Garden's strength.

The size of the Garden itself is variable depending on the materials used. Bigger isn't necessarily better, nor will the time needed for the ritual change based on the final size.

Harpe

☆☆☆

Anti-Unit

Description

The sword used to kill Medusa. A divine weapon designed to kill immortal beings, even gods, capable of nullifying their "undying" nature by inflicting injuries that can only be healed through "natural processes".

It otherwise isn't an especially outstanding weapon.

Hippogriff

☆☆☆

Anti-Army

Description

The mount of Astolfo. Fast, powerful, and able to launch a charge with power one full Rank above the actual Rank of the Noble Phantasm.

More than its power, what makes it extraordinary is the ability to shift itself and its rider through dimensions, temporarily entering the Reverse Side of the World that can normally only be accessed by purely spiritual beings. There, they can see the real world, but those in the real world can't touch or detect them.

This drains magical energy rapidly, so it can't be maintained for long.

Hrunting

☆☆☆

Anti-Unit

Description

One of Beowulf's magic swords. It's able to "sniff out" the scent of blood and follow the optimal trajectory towards the intended target. An interesting, but unimportant side effect is that it turns more and more red as it draws blood.

Ig-Alima

☆☆☆☆

Anti-World

Description

The mountain-felling blade. Sword meant for giants and gods rather than men, being the side of a mountain itself.

It possesses the principles of “skyline” and “through which heaven and earth are separated”. By its nature, it splits heaven and earth itself with every swing. So, as one would expect, it can cut through just about anything that isn’t a powerful divine construct.

That, combined with the sheer mass of it and its divine nature, make it nigh unstoppable. Something that can only be escaped, not overcome or endured.

Invisible Air

☆☆

Anti-Unit

Description

The manifestation of one of the seals on Excalibur. A bounded field that constitutes a barrier of super high pressure air around Excalibur. It’s able to hide the appearance of Excalibur by refracting light to turn it invisible.

More than that, it can be used as a “hammer” of wind to attack or as a “barrier” of wind to defend. It’ll also increase the cutting power of attacks, but that doesn’t matter much given that it covers Excalibur.

Ionioi Hetairoi

☆☆☆☆

Anti-Army

Description

Iskander's ultimate Noble Phantasm. A reality marble born from the legends of his unstoppable conquests. A desert world containing every soldier who ever fought under him.

Simple, but very powerful. Unless you're Gilgamesh with an anti-world divine weapon. Then it's not as impressive.

Kanshou and Bakuya

☆☆☆

Anti-Unit

Description

The twin swords made famous by EMIYA. Which is rather amusing, given that they aren't actually his and he's never seen using the original swords. They're just his favorite swords to project, being effective for the magical energy cost.

In any case, they're nothing all that special. Strong, reliable, and sharp with strong anti-monster properties. They can't launch any sword beams, but they naturally attract each other. Which a clever and skilled user can take advantage of to launch sneak attacks.

The story behind their forging is rather tragic. A king wanted a powerful imperial sword. So he ordered a smith to make one. That smith couldn't do it on his own and was at his wits end. His wife, seeing that, chose to sacrifice herself to the furnace to assist in the forging.

It worked. The yin and yang swords of Kanshou and Bakuya were forged. Then the king killed the smith because he only handed over one sword and kept the other as a memory of his wife.

Kavacha and Kundala

☆☆☆☆

Anti-Unit (Self)

Description

Karna's set of divine armor and earring, gifted to him by his mother Kunti, queen of Kuru and consort of the god Surya.

This golden armor of the sun's radiant light integrates with the user's body. Because it's made of light, even gods find it difficult to destroy. It's both a practical and conceptual defense against all that would do the wearer harm.

Though it's not a perfect defense. Rather than seek to negate all damage to an absolute degree, it instead forces it to be one tenth of what it would normally be. An attack that might normally carve the wearer in half would, for example, be reduce to a cut across the stomach.

By invoking the True Name of this armor, the wearer can take it a step further and actually gain the power of the sun's radiance. The overwhelming power will annihilate the wearer's body, of course. But until it does, they'll have more power than they can use.

Kazikli Bey

☆☆

Anti-Army

Description

When Vlad III was alive, the Turks invaded his nation of Wallachia. Their army was destroyed. Nothing special; that happened a lot in those days.

What made this event notable was that Vlad didn't stop at killing them. After his soldiers won the battle, he had the bodies of the Turkish soldiers impaled on stakes in a brutal and fearsome display.

From that, he gained this Noble Phantasm that allows him to cause stone spikes to burst out of the ground of his Territory to impale his enemies. This Territory can be what he's conquered or the actual territory of the nation of Wallachia.

The spikes themselves are nothing special. Not even Rank E Noble Phantasms. Not even really magical. Their only impressive factor is the sheer quantity he can summon. Even a heroic spirit will be worn down by him summoning tens of thousands of stakes to attack them.

Knight of Owner

☆☆☆☆

Anti-Unit

Description

The prime Noble Phantasm of Lancelot in his Berserker form, embodying both his incredible skill and his ability to defeat a knight with just a wooden stick.

When grabbing something that can be conceptualized as a weapon in *any* way, it'll be transformed into *your Noble Phantasm*. Even abstract things like manifestations of magecraft can be transformed, so long as they can be "grasped" and "inflected" with your magical energy.

If it's not already a Noble Phantasm, it'll turn it into one that matches the nature of the weapon it was imagined to be - like a wooden stick gaining the properties of a sword. At Rank A, it would turn non-magical items into Rank D Noble Phantasms.

If it's already a Noble Phantasm, it'll give ownership of it without degrading the quality. For example, something like Caliburn that has requirements to be wielded would have those requirements bypassed and the Rank of it maintained.

This comes with that caveat that if the Noble Phantasm is capable of resisting your magical energy and preventing it from entering, then this Noble Phantasm will fail to take over it.

These changes aren't permanent. They'll last for as long as they're held with no upkeep needed. The change can be canceled at any time, even when they're still being held in your hand.

Once released, they'll last for as long as it takes the magical energy you put in them to run out. The length of time for that will depend on the object itself and environmental factors like someone actively trying to purge your influence.

As a side bonus, this allows for all weapons used to be used as if they were an extension of yourself. A favorite weapon you'd used for years and whose quirks and usage you had become exactingly familiar with.

La Black Luna

☆☆☆

Anti-Army

Description

Astalfo's hunting horn, given to him by yet another good witch. He used it to drive away a flock of harpies.

As a Noble Phantasm, it's a bit more extreme. Rather than just a bugle used to scare harpies, it's a giant trumpet that emits a sound somewhere between a dragon's roar, a bird's shriek, and a horse's neighing. Though that's only when in use. When not being used, it takes the form of an ordinary hunting horn.

The sound it makes when blown is a directed sonic attack that's essentially a "get rid of everything in that general direction" sort of attack. Though it can also be used to do fancier things if you have the skill, like killing a person's ability to hear without otherwise harming them.

La Grondement Du Haine

☆☆☆☆

Anti-Army

Description

The flag of the Dragon Witch. The embodiment of her being burned at the stake and the resentment she felt over it.

It stops incoming attacks by absorbing them, then reflects them back with increased power. If an ally is harmed or killed, the power will be increased even further.

It can also convert the bearer's own grudges, hatred, and magical energy into flames akin to those of a dragon's breath. The greater the grudge, the greater the flames. Though sufficient magical energy can make up for weak feelings.

La Pucelle

☆☆☆

Anti-Unit/Anti-Unit (Self)

Description

The suicidal sword of Jeanne d'Arc. The embodiment of her being burned at the stake and the faith and righteousness she felt.

She had this sword, originally the sword of St. Catherine, in life. But she never actually used it. Even if she had, it would have been a functionally normal sword.

It was only through embodying her death that it gained power. By default, it's a mediocre Noble Phantasm. Just a reliable sword. It's not unbreakable, but not likely to break either. Not especially sharp, but good enough.

But when she chooses to kill herself with it, it allows her to exchange her own life to destroy anything. That is, it releases an unfathomable destructive force in the form of flames upon the chosen target.

The only caveat is that those flames may only exist to save something by destroying their target. In other words, this Noble Phantasm can't be used out of anger or hatred to destroy a loathed enemy. Only out of benevolence and kindness to protect others.

Laevatein

☆☆☆☆

Anti-Fortress

Description

The sword of Surtr. The weapon that's meant to end the Age of Gods for the Norse Age of Gods by ripping the Norse Texture off the World itself. A rival in power to Rhongomyniad.

It has nine seals placed upon it. Only when all seals are released can it truly reach that level of power. The requirements to those seals are unknown, but it can be certain that "wielded by Surtr" is one of them.

But even without its full power, it's a divine construct meant for gods and giants, designed to kill gods, giants, and all living beings by washing the world with a cleansing, destructive fire.

Left Hand - Xanadu Matrix

☆☆

Anti-Unit (Self)

Description

The Left Hand strengthens and reinforces the body, keeping it strong, healthy, and unaging.

Together with the Right Hand, it's the manifestation of miracles. The ability to connect to all magecraft foundations, allowing for the use of any magecraft.

…In theory. In reality, it turns one into a jack of all trades, master of none. Simply relying on this will never grant the sort of skill with a magecraft that would be obtained through diligent study and practice. It doesn't turn one into a cheap master of magecraft.

It's more akin to simply giving someone an enormous set of tools without telling them how to use them. A clever person can still figure some of it out. But they'll never be as good as a master unless they go to the trouble of learning the right way.

Legend of Dracula

☆☆☆

Anti-Unit (Self)

Description

The legend of the vampire, Dracula. Once activated, it drastically increases all Parameters at the cost of transforming yourself into a somewhat feral vampire.

That is, it's like a Mad Enhancement that gives an inordinately enormous boost in strength. Enough to turn a strong Servant into one that can fight an entire team of Servants single-handedly.

Other benefits include being able to produce stakes from yourself, to be able to turn others (even fellow Servants) into vampires through sucking their blood, the ability to turn into mist or various animals, and the Curse of Restoration and Mystic Eyes of Enchantment common to all Dead Apostles.

Like all vampires, he has a weakness to daylight and holy symbols.

Lord Camelot

☆☆☆

Anti-Evil

Description

A shield that represents the unbreakable walls of Camelot, within which noble and righteous knights dwell. So long as the holder's will is unbreakable, so too will the walls stand strong.

It's also possible to reflect incoming attacks back at the attacker. But that would require an extremely high level of skill with the Noble Phantasm.

Luminosité Eternelle

☆☆☆☆

Barrier

Description

The flag of Saint Jeanne d'Arc. It carries the legend of her wading into battle with it and emerging almost unscathed. By waving it and planting it in the ground, it converts the Magic Resistance Skill into a protection against all that would do you harm.

This takes the form of a light emitting from the flag that isolates all within the light from the world around it.

The only flaw in this otherwise invincible defense is that the damage negated causes corresponding damage to the flag. Enough that this is a Noble Phantasm that needs to be used sparingly and judiciously.

Manual of Accusation

☆☆☆

Anti-Unit

Description

A manual written by Wu Zetian for her inquisitors. A guidebook on torture and interrigation meant not to find out the truth, but to increase the number of people considered "guilty".

As a Noble Phantasm, it turns the target into "the accused criminal" and the user into "the interrogator who tortures". With all sorts of methods available for that torture - any that are desired.

Märchen Meines Lebens

☆☆☆☆

Anti-Unit

Description

The autobiography of Hans Christian Anderson. “The Fairy Tale of My Life”, as he named it.

It’s a raw, simple thing that embodies the magic and power of all those who love the author known as Hans Christian Anderson. Not who he was as a person, but who they imagined him to be.

It enables the transformation of a single, ordinary individual into a “leading character” by documenting the thoughts, experiences, desires, and ideals in the book. A story written in the pages of the book that will affect the real world, gently shifting and nudging events to match the story that was written.

That sounds all-powerful, but it has harsh limitations on the skill of the author. The story must balance reality with the small nudges made, keeping the story just realistic enough that it’s able to take hold while also leading towards the desired effect.

Maria the Ripper

☆☆

Anti-Unit

Description

Four knives that are normally mediocre Noble Phantasms. But under specific conditions, they can become rather strong ones embodying the hatred of the children abandoned in London by the prostitutes.

Their damage increases if it's night, the target is female, and/or when it's misty. The knives themselves manifest within the target, cutting apart their internal organs in an attack that's more like a curse than a conventional use of knives. Though they can be used normally as well.

Merodach

☆☆☆☆

Anti-Fortress

Description

The original Sword of Selection. The prototype for all Swords of Selection, including Caliburn and Gram.

It's nearly identical to Caliburn in every way but one - it's much, much stronger. Not as powerful as Excalibur, but strong enough to shatter Caliburn with ease. Like Caliburn, it releases a holy, cleansing light that burns away the target.

Mesektet

☆☆☆☆

Anti-Army

Description

The ship of the sun god, Ra, which carried the god (and later Ozymandias) across the sky as the sun rose and fell. It embodies the might of the sun, able to release one or multiple blasts of light and fire.

Although it can't destroy cities in a single blast, it would only take a few hours at most to lay waste to one.

Monte Cristo Mythologie

☆☆☆☆

Anti-Unit

Description

Edmond Dantès was reborn in that prison as a being who existed entirely for the sake of revenge. To a very real extent, Edmond Dantès died and the man that called itself The Count of Monte Cristo was born.

His desire for revenge is so intense and overwhelming that it manifests as a Noble Phantasm of poisonous fire. The black flames of hell, able to burn even the soul itself.

It feeds off grudges even while making them grow stronger and provoking further resentment. It also makes the bearer immune to poison and mental interference and allows for concealing and falsifying both Parameters and Class.

Moralltach

☆☆☆☆

Anti-Unit

Description

The greatest of the weapons wielded by the Irish demigod Diarmuid Ua Duibhne. A sword that's not only strong and sharp, but that influences destiny itself to bring victory to the holder and defeat to their enemies.

It also has a cool jump attack instead of a sword beam like all the other famous swords seem to have. You invoke the True Name and it makes you jump really high, then fall really fast and hard.

Multitude of Colors - Providential Oni Poison

☆☆☆

Anti-Army

Description

The poisonous sake of Shuton-douji. It's simple, but potent. A poisonous alcohol that disperses its poison into its surroundings. At high enough concentrations, it'll dissolve the target's body entirely.

The bearer of this Noble Phantasm can, to an extent, control where the poison disperses to and at what concentrations.

Nine Lives

☆☆☆

Anti-Unit

Description

A combat method created by Hercules during the process of slaying the hundred-headed hydra. Originally, it was purely a bow and arrow technique by which nine arrows would be used to shoot down all one hundred heads of the hydra.

Afterwards, Hercules further developed it into Nine Lives: Shooting the Hundred Heads. A style of fighting that could be used with any weapon to overcome any of the numerous challenges he faced.

Ochd Deug Odin

☆☆☆☆

Anti-Fortress

Description

A Matrix Wodan of all eighteen original primordial runes known by Cú Chulainn when summoned as a Caster.

It can deal large scale damage, remove “buff” effects, reduce the Parameters of targets by up to one full Rank, and suppress their ability to use their Noble Phantasms.

Only For Killing

☆☆☆

Anti-Unit

Description

A poisoned blade used by Jing Ke to assassinate the first emperor of China.

The poison is incredibly potent. Without a direct resistance to poison, just a scratch is normally enough to kill. But the true danger of the Noble Phantasm is that it has a “sure hit” function. While not at the level of rewriting cause and effect, it’s still extremely difficult to dodge an assassination strike launched with this dagger.

Orion Hórkos

☆☆☆☆☆

Anti-Army

Description

A terrifying arrow that negates all defenses. Skills, Noble Phantasms, magecraft, true magic, divinity - if it’s a defense that attempts to protect against this arrow, it’s negated.

Furthermore, if the target is a demon or has animal traits, it’ll deal additional damage. If the target is an animal, it becomes “within range” no matter where they are. If the target is the sort of creature that can endlessly proliferate and spawn new clones of itself, all such clones will be killed automatically.

It’s a monstrous thing worthy of a Grand Archer, capable of directly overpowering a god’s own Noble Phantasm in a direct confrontation. Even as a Grand Archer, Super Orion’s Saint Graph is only capable of allowing him to fire two shots - a third would cause his Saint Graph to directly collapse from the strain.

Pain Breaker

☆☆☆

Anti-Thaumaturgy

Description

A rare Noble Phantasms meant for healing rather than fighting. A manifestation of love that returns all curses and damage caused by magic or magecraft to return to “zero”. In other words, to be like it never happened.

This isn’t done by time manipulation or regeneration. Instead, it calculates what the proper and healthy state of the target is supposed to be, then “heals” the target into that state.

The only limit this Noble Phantasm has is that it can’t undo death. Well, and however much magical energy you have to fuel it.

Pāpīyas Metamorphosis

☆☆☆☆☆

Anti-Divine

Description

Pāpīyas Metamorphosis - Demon King of a Billionfold Heavens. The ultimate Noble Phantasm of the true Demon King that deceives all gods and buddhas and burns away all Mysteries.

In other words, it transforms the user into an anti-heroic Demon King deity that naturally negates Mysteries.

Pashupata

☆☆☆☆

Anti-Unit

Description

Pashupata: Raised Hand of the Destruction God. A Divine Construct of Shiva, Hindu god of creation and destruction. As the name would imply, this represents the “destruction” aspect of Shiva.

Although this Noble Phantasm is considered “anti-unit”, that’s because it individually targets and judges each individual in the area of effect. To those who fail that judgement, instant death is delivered. The higher the target’s divinity, the greater the odds of them failing.

Although this Noble Phantasm can be astonishingly powerful, it’s held back by a long preparation period. Without allies to defend the user, it wouldn’t be too difficult for this Noble Phantasm to be interrupted before it could be released. Or for the user, who’d be largely unable to defend themselves, to even be killed.

Per Aspera Ad Astra

☆☆☆☆☆

Anti-Planet

Description

There's precious few civilizations that can claim the impact on the world Rome has had. In a very real way, Rome laid the foundations of the modern world, acting as the transition from barbarism to mighty civilizations.

For centuries after the empire's fall, the nations that came after looked to Rome as a beacon of what civilizations should be. Their legal system, their government, their building practices, their culture and philosophy.

Thus, it only makes sense that a Noble Phantasm held by the founder of Rome would embody the concept of civilization itself. The development and expansion of it.

When used to attack, it takes the form of a great array of spears of light that represent a civilization that grows and reaches for the stars, dreaming of the better future they and their children will build. It can also be used to build and defend rather than destroy, but the form is different.

Phantasm Punishment

☆

Anti-Unit

Description

A knife embodying Kiritsugu Emiya's dual origin of Server and Bind. Like his origin bullets, it deals devastating damage to enemies with magic circuits or crests by cutting and rebinding them in broken configurations.

Phoebus Catastrophe

☆☆☆

Anti-Army

Description

A pair of arrows are shot towards the sky carrying messages to the twin archer gods of the Sun and Moon, Apollo and Artemis, asking for divine protection.

In response, the twin gods send down a torrent of arrows of light that blot out the sky. A protection in the form of a calamity. This torrent can be directed over a wide area or onto a single target.

Each arrow is decently strong by itself, but no real threat to a Servant. But the entire downpour is incredibly threatening to any Servant who can be damaged at all by the arrows. After all, under thousands of arrows, even minor wounds would accumulate into something fatal.

Prelati's Spellbook

☆☆☆☆

Anti-Army

Description

A very dangerous Noble Phantasm. Not just to the enemy, but to the user as well. It can be called a book. It can also be called a gate. Again, it can also be called a living thing. A monster born of spells, curses, and the illogical power of an Outer God.

The book itself doesn't require the user to know anything about magic or magecraft or to even have any talent for either. It generates its own magical energy and has its own spells and curses that need only be read aloud by the user.

For someone who only has marginal control over it, it can be used as a book of minor spells. Such as summoning a single common water demon. For someone with full command over it, it's possible to summon sea demons on par with Servants.

Ramesseum Tentyris

☆☆☆☆☆

Anti-Fortress/Anti-Unit

Description

A Noble Phantasm that's basically similar to a Reality Marble, but isn't actually one.

This Noble Phantasm, The Great Temple Complex, can be considered the embodiment of Egypt itself. At least, Egypt under the rule of the Pharaohs and Egyptian gods.

It's the manifestation of the temples of the gods and tombs of the Pharaohs. All their Mysteries and defenses and treasures. Their blessings and protections fall upon the summoner. Their curses and wrath fall upon trespassers.

Not all possible tombs and temples need to be summoned at once. Only the Ramesseum is required, since it acts as the center and throne room of the Great Temple Complex. But for others, it may be a waste of magical energy to bring them forth and thus not done.

Right Hand - Evil Eater

☆☆

Anti-Unit

Description

The Right Hand assists in battles and strengthens abilities like “future vision”.

Together with the Left Hand, it’s the manifestation of miracles. The ability to connect to all magecraft foundations, allowing for the use of any magecraft.

…In theory. In reality, it turns one into a jack of all trades, master of none. Simply relying on this will never grant the sort of skill with a magecraft that would be obtained through diligent study and practice. It doesn’t turn one into a cheap master of magecraft.

It’s more akin to simply giving someone an enormous set of tools without telling them how to use them. A clever person can still figure some of it out. But they’ll never be as good as a master unless they go to the trouble of learning the right way.

Rho Aias

☆☆☆

Anti-Unit

Description

A seven layered shield in the form of seven brilliantly red flower petals. It’s strong enough to stop the spear of the Greek hero Hector of Troy. Something that, up till that point, had never been done before.

Each petal has the defense of a fortress wall and all seven *must* be pierced for the attack to hit the one defended by Rho Aias. The only downside of the shield is that maintaining its defense takes a constant and rather large supply of magical energy.

Rhongomyniad

☆☆☆☆☆

Anti-Fortress (Anti-World)

Description

The Lance That Shines to the End of the World. A shadow of the tower that anchors and seals the outer Texture of the World to the planet. A pillar of light nailing it down, keeping the World as we know it stable. Without it, there would only be the Reverse Side of the World and none of the Textures layered over it.

It's a divine construct, of course. It would be absurd if it wasn't, given what it's a shadow of. In terms of power, it's a rival to the greatest holy sword, Excalibur. But likewise, it has Thirteen Restraints to make sure its full power can't be used casually.

It can take a number of different forms. Even that of a spaceship complete with cannons and orbital laser weapons or a tree or fortress. But the most common one is, of course, that of a lance-like spear.

The most natural, however, is the Tower of the Ends of the World. The true form of Rhongomyniad. The problem is that manifesting it turns the area around it into "the Ends of the World". Meaning that it gets destroyed as the Texture around it peels away to reveal the Reverse Side of the World and the area of the Tower itself moves to exist outside of space and time.

The true form of Rhongomyniad's full power attack is that of a solid spear of light descending to obliterate the target. It's a Holy Judgement that's more or less unstoppable. If a normal "strong" Noble Phantasm has a power rating between 1,000 and 3,000, then a true Holy Judgement has a value of over 3,000,000.

Of course, that's a full power attack with all Thirteen Restraints removed. But only half need to be met to unleash a Holy Judgement.

There's also the more default attack. Which is just a penetrating blast of spiralling light that's rather like a lance. It's quite powerful and on par with a normal "strong" Noble Phantasm's release. But it's still just a shadow of the Holy Judgement.

Rule Breaker

☆☆☆

Anti-Thaumaturgy

Description

A weapon born of the Divinity of the Witch of Betrayal. A combination of her nature as the betrayed and the betrayer, as well as her incredible and prodigious skill with magic. A conceptual anti-thaumaturgy Noble Phantasm.

The nature of Rule Breaker is to negate and nullify all magic and magecraft. Any phenomena born of Mystery. Enchantments, bonds, contracts, bounded fields, spells, puppets - anything and everything. It returns them all to “the state they were in without Mystery”.

Of course, this has limits. Rule Breaker is useless against other Noble Phantasms except under very specific circumstances. Sufficiently powerful thaumaturgy can also resist it.

Although Rule Breaker was never meant to be used as an actual weapon, hence its form as an impractical ritual dagger, it can be used as one in a pinch. But it’s fragile against anything more durable than a normal human.

Secret of Pedigree

☆☆

Anti-Unit (Self)

Description

The helmet of Mordred. As it hid her face and gender in life so that none would know she was the child of King Arthur, so it hides the wearer as a Noble Phantasm.

This helmet can hide your True Name, Skills, and Noble Phantasms from observers, including your own Master.

Sha Naqba Imuru

☆☆☆☆☆

Anti-Unit (Self)

Description

One of the few forms of Clairvoyance that can be called an “ultimate clairvoyance”. A continuously active Noble Phantasm born from the mentality of Gilgamesh, the King of Heroes.

It can see through all concealed truths, see the future and the past of the current and alternative world lines, and act as “instructions” towards taking the most optimal path towards success.

Naturally, Gilgamesh suppresses it. Otherwise, it would be nearly impossible for him to lose. Which would be too boring.

Sikera Ušum

☆☆☆

Anti-Army

Description

The manifestation of Semiramis murdering her husband with poisoned wine. The first recorded murder using poison.

This Noble Phantasm forms a “poison” attribute that fills the area. Mana, air, water, clothes, weapons - all are poisoned and become poisonous.

Teardrop Photon Ray

☆☆☆☆

Anti-Army

Description

The sword of the Roman god Mars. A divine construct that has a futuristic appearance, with a blade formed of three bands of seemingly solid light.

Although it's called a sword and can be used as one, it's really meant as a divine laser pointer for the real Photon Ray. When activated, a spot is designated with the sword's beam and a connection is made with Mars.

In response, Mars unleashes the Photon Ray upon the designated target in an attack that's like blasting the target from an orbital laser.

(Well, really, Mars drops the blast right on the head of the sword's user. But it's possible to redirect where it's meant to land to a desired target instead of on yourself.)

The Mist

☆☆

Barrier

Description

A bounded field-type Noble Phantasm generated from an antique lantern. From it is generated a Mist of Death formed of sulfuric acid and magical energy.

This Mist is the same mist that hid the murders of Jack the Ripper. It can also be called the manifestation of the "presence" of Jack the Ripper, one of the most famous serial killers in history.

The mist is primarily a way of weakening and confusing targets. Enemies can't easily get in or out. Those trapped inside will be slowed (up to a full Rank down in Agility) and suffer the magically empowered acidic mist constantly wearing away at them.

The mist can be shaped and controlled by the user, mainly to keep it within an area.

The Seven Arrows of the Big Dipper

☆☆

Anti-Army

Description

A storm of meteor arrows that rain down from the seven stars of the Ursa Major constellation. It produces seven consecutive attacks all aimed at the target designated by the first arrow.

Trap of Argalia

☆

Anti-Unit

Description

A shining cavalry lance. A mostly mundane weapon that has a single function - to return a Servant to their spiritual form below the knee.

Unlimited Blade Works

☆☆☆☆

Anti-Unit

Description

The infinite creation of swords. A universe of endless blades. A reality marble that became a Noble Phantasm. The manifestation of a person who was saved by a sword, merged as a sword, lived with a sword, and acted as a sword for all his life.

The reality marble is enacted using a ten-count incantation in the form of a poem summarizing the path that led to the manifestation of Unlimited Blade Works as a reality marble and Emiya's own views on who and what he is.

Unlimited Blade Works can make a perfect copy of any weapon (cold weapons and shields) that's "experienced" by the senses of the holder. Which usually means that the bearer of Unlimited Blade Works sees the weapon and it gets recorded. These weapons all exist within the world of the reality marble.

These "copies" can then be used as perfect blueprints for projection. However, due to the inherent limitations of projection, they'll be one Rank lower than the original. But they're also mass producible and disposable, allowing for some wild interactions if you have enough magical energy to burn.

Because the experience of the former users is part of what's recorded by Unlimited Blade Works, the skills and techniques used by the former wielders can also be used when projecting a weapon. But just because you know how to do what they did doesn't mean you can actually do the same things as them.

For example, trying to match Atoria's fighting style with Caliburn or Excalibur is a loser's game if you don't know how to use Mana Burst or lack the magical energy to make constant use of it.

Via Expugnatio

☆☆☆

Anti-Army

Description

An attack using the Gordius Wheel, the chariot of Iskandar. It drives the Gordius Wheel forwards at incredible speeds to trample over the target. Simple, but effective.

Vimana

☆☆

Anti-Army

Description

The flying saucer of Gilgamesh. A flying device from India that's fueled by solar crystals, rutilated quartz crystals, and mercury.

It's said to be able to travel at "the speed of thought". But a better way of putting it is that there's no cap on the speed as long as there's enough fuel to burn and that it moves according to your thoughts.

It has a suite of functions including but not limited to optical camouflage and other stealth, communication interception, laser weapons, and biological weapons.

Notably, this isn't a unique device. While they're rare, there were schematics for producing a fleet of them. So as one would expect, it's only mediocre as a Noble Phantasm despite the numerous capabilities and general usefulness of it.

Vyākaraṇa - Buddha of Glorious Sandalwood

☆☆☆☆☆

Anti-Unit (Self)

Description

A suicide Noble Phantasm that transforms one's self into Buddha. Although this doesn't do much to increase offensive ability, it raises the various resilience-related aspects of your person (such as mental or curse resistances) to the limit. It also generates a powerful healing effect for those around you.

But for all that power, the cost is equally high. Death. It burns your Saint Graph to release this power, meaning that you'll vanish when it's over.

Wicker Man

☆☆☆

Anti-Army

Description

A cage of woven sticks and branches in the form of a giant, made to hold a sacrifice to the Celtic gods. It would be lit on fire with the sacrifice inside as an offering to them.

As a Noble phantasm, it's manifested as an already-burning giant. It'll go into a rage seeking to stuff a sacrifice into its chest for the gods. Naturally, the summoner can direct it towards a specific target.

Zabaniya: Delusional Heartbeat

☆☆☆

Anti-Unit

Description

The cursed arm of Hassan of the Cursed Arm (yeah, a real imaginative name).

More precisely, it's the right arm of the evil spirit Iblis. The leader of devils in Islam. Once unleashed, it shows its nature as a pure, simple, and powerful curse. It resonates with the heart of the target, creating a mirror image of that heart in the form of an ether clump held in the hand.

Crushing that heart also crushes the heart of the victim. Or it can be swapped with the real heart so that the ether clump is in their chest and the real heart is in the hand. The heart can then be eaten to gain the intelligence of the target.

As a last resort, this arm can be torn off and sacrificed to summon the true demon god Iblis. A soul devouring, uncontrollable, basically unstoppable evil entity.

Zabaniya: Delusional Illusion

☆☆☆

Anti-Unit

Description

The phantasm of Hassan of the Hundred Faces. An entity that has a compartmentalized soul with multiple personalities. While restricted by their physical body in life, being a Servant and the nature of this Noble Phantasm allows them to exploit this strange spiritual nature to the fullest.

They can split into several different Servants with no upper limit beyond what the available magical energy can support. Each their own entity, each with their own unique appearance, personality, and desires. Each equally Hassan of the Hundred Faces.

Although each tends to be rather weak and not all are suitable for combat, the sheer number of them can be quite powerful.

Version Notes

Version 1.0.0

Official Release

- I'm a bit dissatisfied with my items and will probably need to adjust the prices of stuff, but I'm pretty happy with the Jump as a whole. Though the general Jumping public is probably going to tear it apart and make me feel like an absolute buffoon.

Version 1.0.1

Minor Updates

- Added **Atrophied Magic Circuits** drawback.
- Fixed the bug where you could get EX++ in a Noble Phantasm.

Version 1.0.2

Minor Updates

- Fixed a few point value errors, where I had assigned the wrong number of points to a thing.
- Made some aesthetical changes in the descriptions.
- Fixed some typos

Version 1.1.0

Minor Updates (Mostly)

- Added the **Import Companions** perk.

Version 1.2.0

Age and Time/Timeline Updates

- With the assistance of **Kz3838**, notable times for each Age were added.
- With the assistance of **Kz3838**, Fate/Strange Fate was added as a Time/Timeline

Version 1.3.0

Appearance Overhaul; Minor Tweaks

- Make the document nicer to read by changing it from a list of tick marks to paragraphs.
- Changed some point values, added a few options, tweaked a few other options.
- Realized that my power scaling needs serious work, since I vastly overestimated the power of the average magus. As it turns out, most mages have a magical output of ~20 units, not ~200. I'll likely develop some sort of multiplication scaling system for how much perks cost, depending on what Age you're in.

Version 1.4.0

Rank Increments and other stuff

- Switched over to the system of rank increments to make it easier to understand how a perk allows you to increase your parameters.
- Introduced the -1500 point perks.
- Added the Beast race option

Version 1.5.0

Variable Prices

- Gave races, perks, and items different costs depending on what Age the Jumper chose to be in. (Prices will likely require tweaking.)

Version 1.5.1

Price Updates

- Fixed wrong costs for Ether Liner.

Version 2.0.0

Total Overhaul (The Boxes Update)

- Special thanks to Efficient_Bus9619, who helped out a lot while I was figuring out races and perks
- Added a table of contents
- Put everything in nice, easy to read tables
- Update costs so they're easier to follow and calculate
- Update costs to make more sense
- Update perks so boosts are directly based on Parameters
- Redid how the Eras work
- Added a bunch of new timelines
- Added new races and a chunk of new options for existing races
- Added a **lot** of perks and items
- Overhauled the Magic and Magecraft section to be more freeform
- Added Scenarios
- Added a bunch of Drawback options

Version 2.0.1

Minor fixes

- Some small formatting updates and clarification of how **Import Companion** works

Version 2.1.0

Minor and somewhat larger fixes

- Fixed Homunculus lifespan options
- Fixed missing value for how long the time loop for **Circle of Time** lasts
- Removed option for omnipotence
- Updated table of contents formatting
- Added a scaling option for **Magic Circuits** and **Divine Patterns** to make them more viable options
- Overhauled the **Regression to the Age of Gods** perk

Version 2.1.1

Minor fix

- Fixed incorrect numbers in the example for raising your Parameter Tier

Version 2.1.2

Minor fix

- Fixed issue with the **A-Ray** Race's table being messed up
- Added the option to buy the speed-up-growth option for **Ether Liners** multiple times

Version 2.1.3

Minor fix

- Fixed **Circle of Time** missing the length of time a loop lasts
- Also edited the Table of Contents to make it a little more readable

Version 2.1.4

CYOA update

- Made it easy to use this as a standalone CYAO by marking appropriate selections as being Jumpchain-only
- Fixed issue with the **Daemon** Race's table
- Renamed **Grimderp** to **Doomed**

Version 2.2.0

Endjump update

- Added an Endjump option.
- Fixed **Circle of Time** so it couldn't be so easily used to avoid the downsides of other Scenarios.
- Added line about being able to freely choose your age, sex, and gender in the Origins section.
- Added the Future Primes Race.
- Removed fifth tier of Artificial Swirl of the Root.
- Tossed some information about Idea Blood in the **Dead Apostle Ancestor Race**.
- Added a Jump's End section.
- Added **Agent of the Counter Force** as a **Drawback**.
- Converted **Age of Will** from a **Time/Timeline** into an **Era**.
- Added the **Ascended Human Race** based on RadiReturnsOnceAgain's two part thesis on the Servant Universe.
- Added the **Servant Universe Time/Timeline**.

Version 2.3.0

Phantasmal update

- Adjusted prices for the later stages of **Enlightened Mind**.
- Added the option to purchase multiple KnightArms in the **Ether Liner Race**.
- Added the **Primacy Secondary Goal** in the **Endjump** section.
- Added the **Familiar Drawback**.
- Added the **Succubus/Incubus Race**.
- Added the **Werewolf Race**.
- Added the **Giant Race**.
- Added the **Dragon Race**.
- Added the **Hydra Race**.
- Added the **Foreigner Origin**, giving a discount to **Race**, **Mystic Eyes**, and **Magic and Magecraft**.
- Added the **Gorgon Race**.
- Added the **Nemean Lion Race**.
- Added the **Pegasus Race**.
- Added the **Oni Race**.
- Updated the **A-Ray Race**.
- Added the **Sphinx Race**.
- Added the **Centaur Race**.
- Added the **Chimera Race**.
- Added the **Magic Beast Race**.
- Added the **Phantasmal Beast Race**.
- Added the **Divine Beast Race**.
- Added data tables with just about all the numbers for Rank Increments, allowing for much easier number crunching and comparison.Nat how patterns in the numbers showed up. I wasn't expecting it to be mathematically pretty like that.
- Added the **Bloodline Race** option.
- Revamped **False Fairy** and **True Fairy** in combining them into a single **Fairy Race**.
- Updated the **Special Composition** section of the **Magic Circuits** perk. Remember, this applies to **Divine Patterns** as well.
- Regretting my life choices in making this a single update. This should have been at least two. Maybe three.

Version 2.3.1

Comma fix

- Fixed a comma placement error

Version 2.4.0

Servant update

- Created Skills and Noble Phantasm sections for the **Servant Builder**.
- Took out **A Bit Different** due to it being too similar to the **Bloodline** race perk. Drop-ins have enough stuff that I felt fine just ripping it out and not replacing it with anything.
    - I went ahead and moved the Tier 2 version of it to the **Bloodline** perk. It's a nifty little feature.
- Reworked the **Companions** section a bit.
- This is the last big update I have planned. At this point, I'm probably done working on this beyond maybe fixing any minor issues people see and point out to me. 514 pages has been a lot of work and I've largely lost my enthusiasm for this. Maybe it'll come back one day and I'll come spruce it up a bit, but I wouldn't bet on that.

Version 2.4.1

Servant tweaks

- Toying with adding a points conversion to the **Servant Builder** section for **Servants** after it was correctly pointed out that building canon Servants is worthless since the same number of points would be much better spent elsewhere.
- Moving **Demi-Servant** to the **Servant Builder** section as a **Type**.
- Added **Succeed Phantasm** as a **Class Skill**.
- Added an **Organic Growth** option for **Noble Phantasms**.

Version 2.4.2

Servant tweaks

- Updated Higher Form of Skill to include Achieve the Improbable's old effect.
- Changed Achieve the Improbably to Like Heroes of Old
- Combined Divine Patterns into Magic Circuits
- Some other changes here and there; I forgot what they all were…