Fate/Grand Order Bad End Jumpchain!



By BlushingAnon

The time of rebirth has come, the doomsday clock has struck zero and mankind has been purged from the planet. All, save for a small handful of Fate's chosen. You are one of those chosen Jumper. Welcome to Antartica. Specifically, the Chaldea Security Organization!

…but you aren't really here for a tale of heroism and defiance against impossible odds, are you? You are here for something far more primal. So here, take these and have your fun!

1000 CP

The time you will enter this Jump depends on your origin, but you will leave after Goethia is defeated.

(Content Warning: Non-con, a small amount of Beast and that's about it? Wow.)

Origin:

Your age is mostly irrelevant, so you are free to choose anything between 16 and 40 years, in human terms. Keep your previous gender for free, or change it for 50 CP. Any origin may be used as Drop-In.

Fool: You are new to this terrible and dangerous world, inexperienced with the threats that lurk within the dark. You were chosen by Chaldea not for experience, or ancient family knowledge, no, the only thing to your name is high Master potential. Or so it seems. But… is being noble and wanting a happy ending for everyone truly something so easily pushed aside? Stare into the abyss Jumper, and make your stand in defiance, or accept its cold embrace.

Magus: The old song and dance, research, harvest and experiment. You've done it all a thousand times before, the fact that the world ended simply means you no longer have to keep up pretences of civility. And perhaps some new potential can be found in the ashes of the old World. Will you be the one to find it? Or will you finally surrender to your desires? The Journey is long, but the Root awaits those who seek with open arms.

Idealist: The World is broken, rotten to its core. Perhaps whatever burnt it to the ground had the right idea? Well, it doesn't really matter to you. You won't allow them to take the throne of the new World anyway, not when you have finally seen such a perfect chance. I wonder what you will paint, with such a wonderfully bleak canvass. Is it hope, and a realm of wishes fulfilled? Or is it strife you seek, to find potential in the midst of struggle?

Phantasmal Beast (+100/Free) (Must be male, can change to male for free.): Or maybe you don't see a future path for mankind at all. Do you seek to bring your new race to the pinnacle of this World, ruling over all you can comprehend? Or are you content to bask in your hoard, and defend what you can scavenge from the doom of Reason? Either way, be sure to prepare, young beast. Mankind may be dead, but even that which is dead will dream.

If you decide to start as a weaker beast like a goblin, or kobold, you get 100 more points. Alternatively, you can start as something larger, like a direwolf, but gain no points, neither option can face a Servant directly, but the latter can pose a significant threat to average magi. Perhaps even end them.

Servant (Variable): The lessons of the past, brought forth by desperation and ingenuity to the present. You are a being of might, power incomprehensible to the modern man lies within your soul, but you are also a being of days gone by, and with those days, the lessons of the present are lost to you. Will your power be enough to cut open a bright future? Or will you fall, to new, insidious methods you cannot even begin to imagine? Or perhaps, you will find a third path, one not so easily glimpsed.

Just remember, Ghost: The dead cannot lead the living, only guide them.

If you take this origin for free, your combat potential is equivalent to Mata Hari, above the common man, if only just.

Taking this for 200 points you are about as strong as Kojirou. Your Noble Phantasm is no mountain shattering blade, but with luck and the right circumstances, it may allow you to punch above your weight class.

For 400 points, you can proudly call yourself a Servant, being on par with Mordred. Your Noble Phantasm can undoubtedly be classed as an Anti-Fortress NP, and you if you can re-enact parts of your legend, may even cut down the greatest Servants out there.

Alternatively, you can be weaker in general, and gain Divinity C. As a demigod, you hold more conceptual weight than mere mortals, and the effects of all other Skills are boosted slightly.

…of course, maybe you want points instead? I can offer that, certainly.

This origin will grant 100 points, if there is a small weakness in your legend. Perhaps you were easily seduced by spirits of nature? This weakness will now become enforced, and you will be a Servant rivalling a 200 point cost Servant in power.

To gain 200 points, there is a way to exploit your defences, it will require setup and previous knowledge of your identity, but those who know may be able to weaken and defeat you, given enough time and the right resources to prepare for your arrival. Your power will match that of a Servant who bought this origin for 400 points.

If you wish to gain 400 points, there was a glaring weakness in your legend that can be easily taken advantage of. Maybe you swore a vow to the heavens that you would never hurt a man, after you killed your husband on accident, thus getting a rank down to all your stats when facing men? Or perhaps it was your wife? Maybe you can't use your Noble Phantasm at all when facing beasts? Either way, you have the power to rival a Servant that paid 400 points, but your weakness will get in the way often, and will cause you to struggle in battles you would have easily won, if it did not exist.

As a Servant, you are different from a normal human in several ways, outlined below:

- As a being made of magical energy, any wounds you take can be easily healed by simply gathering more magic, short of cursed wounds, which may be more complex to heal. Aside from this, most of your organs and muscles are actually just window dressing, you can output as much strength as you have even if you look like a malnourished teen; thanks to this, wounds are also much less serious for you in general, with only wounds to your heart or brain being likely to instantly kill you.
- Servants need an outside source of magical energy in order to maintain their existence in the world, and at least for the duration of this Jump, so do you. This shouldn't be a problem, seeing as you will be summoned by Chaldea, but if you were to sever your contract with them, you will need to find another equal source of power before long. Without the Independent Action skill, you at most have a few hours. After this Jump, you will be fiat backed to have enough energy to act as if you had a decently compentent Master constantly supporting you.
- As a contracted familiar, keeping information from your Master is extremely difficult, and your stats, Noble Phantasm and any Skills of note will be shown in a stat sheet your Master can see by simply concentrating on you. All Perks bought below will show in this sheet. They may also use this bond to piggy-back off your senses.
- As a Servant, your bond to your Master is represented by three Command Seals etched into the back of their hand. For the duration of this Jump, these will act as enforced commands for you, and you can only resist them if you have a very high ranking Magic Resistance Skill.

Location:

If you chose the **Fool**, **Magus** or **Idealist** origins, you start in your room in Chaldea, thirty seconds before the bombs go off. Your room is far enough away from the rest of the facility Lev didn't plant any bombs nearby, so you will be safe.

For +200 points, you start in the command room, right next to Olga Marie.

If you are a **Phantasmal Beast**, you start in a singularity of your choice, in a den with a few of your kind surrounding you. You best find some way off this glitch in the timeline before Chaldea fixes it, or you aren't making it out alive. Or you could take the more direct route and sabotage Chaldea when they arrive, thus securing your singularity for the duration of this Jump.

For +200 points, you start out alone and in the territory of a rival species.

If you are instead a **Servant**, you will be the first Servant summoned by Ritsuka Fujimaru during the Fuyuki Singularity.

For +200 points, your contract with Fujimaru was interrupted, and you need to find him/her before you run out of magical energy in two hours. Best avoid any enemy combatants if you hope to make it to your Master in time. Although, maybe there is a way to resolve things without fighting…?

Perks:

(Any and all perks may be toggled off at the Jumper's leisure, but even if a Perk is off, any side-effects, should they exist, will remain.)

(Perks of your Origin receive a discount, and 100 CP perks are free.)

(Buying both 600 CP perks for a perk tree will give you the capstone perk for that tree.)

General (Two discounts of your choice.):

Performance Guarantee (Free/100): This wouldn't be much of a lewd Jump if you didn't have some way to have fun safely, now would it? This perk ensures you don't have to deal with things like a Servant crushing your dick to paste from losing control when they cum too hard, or breaking your master's squishy human body when you decide to have some fun with her. This also gets rid of all sexual diseases and inconveniences for you.

Free for this Jump, costs 100 points to bring into other Jumps.

Magic Circuits (Free/100): The most basic necessity to go through this Jump. For free, you get fifty magic circuits of high quality, ten in each limb and ten in your torso. As a Phantasmal Beast and Servant, you will instead gain access to your already present pool of magical energy, which would otherwise simply be used to heal you.

For every 100 CP more you spend here, you will get another 50 circuits, up to a maximum of 200 circuits total. As a Phantasmal Beast or Servant, buying this will increase your total magical energy output by ten percent each purchase, up to a maximum of fifty percent.

Command Seals (Free/100) (Servants need to pay 100 CP to get any.): For free, you will get three Command Seals you can use this Jump, Command Seals are magical tattoos, typically on the back of your hand, that symbolize your contract to a Servant, and can be used to give them an order or a buff. The more specific the order you give, the more powerful the effect of the Seals. If a Servant is in agreement with the order you gave, they can temporarily receive a stat boost by acting in accordance to it. Servants with high Magic Resistance can resist or outright ignore their effects, if the Skill is high enough.

Command Seals regenerate once every 24 hours. For every one hundred points you spend here, you get another Command Seal.

Your Command Seals can only maintain three active Servant contracts at once, no matter how many you have, but you can have as many passive contracts as you like, with the passive contracts giving a Servant just enough magical energy to sustain themselves, but not enough to fight.

Phantasmal Beasts' Command Seals are not connected to the Chaldea magical energy reactors, as such, you will need to find an external power source before you can contract a Servant, since the energy drain would kill you otherwise.

Time to Party (200): Typically, you can only keep a maximum of three active Servant contracts, while other Servants will remain at Chaldea, only being given enough magical energy to survive. For every purchase of this perk, you get one more active Servant slot to use at your leisure, with a cap of nine active Servants.

Object of Desire (200): Any enemies you face will now be looking to capture you instead of kill you. The reasons for this could be plenty, they could believe that you will make for an excellent source of magical energy, or maybe your Spirit Origin is perfectly suited for being the womb of a certain type of imaginary Demon, hell, maybe they just like the look of you, and want to keep you around as a pet. This is not absolute though, if they find that they can't capture you after fighting you with most of what they can bring to the table, they may very well consider you too much trouble, and simply kill you.

Summons Hospitality (Free/400): You can change the appearance of any being you personally summon, so long as they are still clearly recognizable by the end of your changes. While you aren't limited from giving functional features such as wings or natural weapons, you need to be able to provide a reasonable explanation of why a being would have that. You could give Artoria a small set of dragon horns, but you can't make her have green skin and white hair, for example. As a Servant, you can shapeshift your own form, within the established limits.

This is free for this Jump, but costs 200 points to bring into further Jumps.

Record Scratch (400): In true Nasuverse tradition, before the start of a Jump you can now select any number of characters to freely genderbend. While this may freely change from male to female, futanari would require another perk, given how the whole thing with Artoria happened. Keep in mind that some abilities, skills, or even metaphysics affect genders differently. So turning a character whose skills relied on them being a woman to activate may cause some issues for them, as while this perk will adapt most personal abilities, something that relies on them having a womb would still be locked to a now male character, for example.

After the Jump, you will have the ability to change your own gender once every 24 hours.

Timeline Shift (600): Once every six months, after you have reached a Bad End, you will shift to the body of yourself from another timeline who didn't suffer defeat at the hands of whatever led you to this Bad End. This bring along your companions and everyone that shared in your Bad End, but won't help if you are simply killed in a fight, since the transfer takes 48 hours to occur. When this happens, you will find that your mind and soul were cleansed of any lingering curses or mind control you were under.

Age of Hentai (Free/600): This world is not a normal version of Fate/Grand Order, it is one warped by lust… Ok, it's even more lustful than the canon counterpart, at any rate. Creatures, from Servants, to Divine Spirits, to even just normal humans end up in situations where they are forced to experience far more pleasure than what their minds and souls can handle, from a grand variety of methods. Expect to see mighty beings like Goddess Rhongomyniad end up as a goblin's broodmother in a cave, or for Kiara to Kiara all over the Servants summoned to stop her, and for Master-Servant contracts to be severed and changed on the regular, unless you take measures to protect them.

Free for the duration of this Jump, costs 600 points to bring into other Jumps.

Beast of Degeneracy (Capstone): You carry within you the Sin of Degeneracy, and with it, have gained the ability to turn things to a lewder and more degenerate ending. Simply enveloping a Noble Phantasm in your magical power might see it slowly transform into a sex toy, while your very presence

might warp armour to become skimpier and more provocative. With enough practice of this ability, and a truly titanic amount of magical energy, you would even be capable of warping the Fate of a being, leading them to an end that contains nothing but mind shattering pleasure and degeneracy.

Fool:

Heroism (100): You have lived a very dedicated life, honing yourself every waking moment to be the best you can be. And it shows, oh does it show. Your body slightly above the peak of what human performance should look like, and your mind is perfectly in tune with your movement, reducing the time between thought and action to almost nothing. If you can think of a response to a situation, you can act on it.

Purity (100): You can inject your emotions, feelings and desires into any action you choose to undertake, which allows you to show them to another through that. Perhaps you want to inject the love you feel into a dish you cooked? Or your resolve to defeat your enemy, no matter what, into the swings of your blade?

No one, and nothing, can misinterpret feelings shown this way.

Two Way Street (200): Any loyalty you show will now be repaid in kind, whether this is to a being or organization, you will find that so long as you do not betray them, and do not plan to, neither will they. This will not work on people who approached you for the sole purpose of betraying you, however.

As a side effect, any magical contracts you are now a part of are now much more robust, strengthened by the loyalty shown between the parties involved.

Mind of Steel (200): At will, you can enter a state of extreme focus, you will gain almost perfect awareness of your immediate surroundings as well as any enemies in front of you, however this state will make you blind to your own pain, as well as any other signs of you pushing yourself beyond the breaking point. Within this state, you are twenty percent faster and stronger, but your durability remains the same.

Happy Finish (400): Having sex with a spiritual being bound to you through a contract will make that being slightly stronger for every time they cum from the act. One or two times will be mostly insignificant, but you might be able to strengthen a Servant to their last ascension by keeping them cumming for a few hours. Of course, you wouldn't use Command Seals that irresponsibly, would you? Interestingly, these spirits will find your sexual fluids to be

incredibly delicious, and are more than willing to put in the work for a daily dose once you get them hooked.

For that Smile (400): There is something about you, something that makes people swear to protect you and desire to help you reach your greatest potential. Even when you treat a follower with nothing but abuse, so long as you give them a scrap of kindness every once in a while, they will believe there is hope for you, and will fight their hardest to keep you happy to see it once more.

Will of the Sword (600): You have gained a truly insurmountable amount of willpower, some might even say infinite, and they wouldn't be too far off. You could walk into Hell itself and not be fazed by the sights present, shrug off being cursed with All Mankind's Evils and even stare into that which exists beyond the bounds of our World for hours at a time without being driven mad. This does not make you foolish, you know when you are being unreasonably stubborn for the sake of being stubborn, and can recognize when there are faults in your logic if presented with a reasonable argument, you will simply not be swayed by any but your own self.

Shroud of Innocence (600): Your soul and mind seem to be protected by a shroud of purity and innocence, making any attempts to charm you or twist your mind fail. Not only that, attempts to corrupt and bind you seem to outright backfire on the caster, making them into your familiar instead. It seems this shroud can be felt by the right beings, saints and other holy figures will see you as incredibly trustworthy and someone to be protected at all costs, while other good aligned creatures will come to see you as a son or daughter, a part of their beloved family.

You do not need to actually be innocent for this to work.

Clarity of Purpose (Capstone): You have sacrificed much to get to where you are, not just time and blood, but also fragments of your very soul. In exchange however, you have reached a level of skill in a single art of your choice that can only be described as borderline Magic. Dedicating your all to a single discipline of combat would see you being able to fight a 200 point Servant to a standstill from sheer skill, if you had some way to strengthen your body to keep up, and

you could even compete with a 400 CP Servant for a few minutes, if they relied on the same field you do.

You gain a Reality Marble that is in line with the discipline you chose, while it can't be any stronger than Shirou Emiya's if the discipline you chose is as broad as his, if you limited things from Swords to specifically and only Katanas, you could probably copy weaker Divine Constructs, even as a human.

You can only do one thing Jumper, but in that one thing, you make even legends struggle to keep up with you.

Magus:

Every Hole is a Goal (100): When it comes to contracts and abusing them, there are none better than you. You could talk circles around an entire cabinet of lawyers, and break an illiterate farmer out of a supposedly ironclad contract against a multi-million-dollar corporation. God forbid what you could do if you had a way to create and affect magical contracts.

Noblesse Oblige (100): You have a naturally noble and aloof bearing, most people you meet will assume you are a very important individual, even if you were wearing shorts and a hoodie. This doesn't make you an actually landed noble, you simply hold yourself like one with no effort.

Sexual Scholar (200): You have a lot of knowledge of magecraft, enough to confidently teach a student no matter what subject they wish to learn, you don't know enough about any fields to make your students masters of their craft, but you can certainly put them on the right track.

Where most of your knowledge lies, however, is in making tantric rituals and spells. You could probably refill a Servant's magical energy and make them subsist from your cum, and the generators from Chaldea, while keeping your magical energy unaffected if you gave them enough every day, now doesn't that sound amusing?

For Science (200): You'll find that when it comes to people ignoring atrocities you commit, they will be far quicker to turn a blind eye so long as you bring some form of benefit to the table. You could vivisect an entire peasant family and the mayor of the village would give you a pardon so long as you made the rest of the village immune to disease. This won't stop those with personal connections to those you have offended however. A wrathful father would still want your head if you raped his daughter.

Bloody Thorns (400): Curses you cast that aren't instantly lethal seem to slip past defences and resistances as if they weren't all there. Even a simple Gandr from you might get through and make a Servant with Magic Resistance D ill, while a ritual or something cast through a powerful Mystic Code could rank one of their stats down for an entire week.

And once your curses latch on, purifying them is an agonizing process, one that often ends up causing more damage to the victim than your curse ever did on its own.

Pitfalls (400): You are an expert when it comes to bounded fields, being able to apply any spell you know as a ward with ease, and being able to slice through enemy bounded fields in minutes, where other magi would take days.

Your true strength, however, lies in making traps, your bounded fields are nigh undetectable to anything short of a Caster class Servant, and even they might miss them if they weren't actively looking for them. Of course, traps are useless if they take days to set up. For that, you have created a unique method of tying a prepared bounded field to an object, and then breaking the object in question over an area where you want the field to be.

As long as you prepare them before hand, even giving you five minutes alone is enough to turn a hallway into a death trap.

Wand lore (600): Every magus dreams of making a mighty Mystic Code with which they can open a path to the Root. And while you may not have gotten there just yet, you did discover a very interesting ability along the way.

You can take the souls of creatures with powerful or unique abilities and craft them into Mystic Codes. Typically, this would let you imitate things like Mystic Eyes or cast spells from a soul engraved with a Magic Crest you turned into a bracelet, but aren't you lucky? About to get such a plentiful source of materials like Servants?

More powerful souls remain alive while they are a Mystic Code, and you can choose to lessen the magical energy cost on yourself by making them experience mind breaking agony or pleasure every time you use them. The cost becomes minimal when it's both.

Deduce and Dissect (600): Other magi overpower Mysteries, or work around them. Perhaps they avoid them entirely and take a more direct route, like that Magus Killer fellow. Not you. You have such a potent eye for discerning and dissecting enemy Mysteries you could unravel simpler spells just by thinking about them too hard, literally.

This also makes you a detective above even Lord El-Melloi the Second, capable of piecing together clues and solving puzzles even when you were only given a third of the clues.

Colour Rank (Capstone): You aren't just the average spell slinging peasant anymore. You are as far beyond them as they are from the common man. Your control over your magical energy is absolute in its perfection, with not an iota of it being wasted whenever you cast a spell. This, combined with your Magic Core instead of the average Magic Circuits a magus has, mean you could probably keep up with a weak Caster class Servant in an endurance match.

And you won't be found lacking in potency either, your Mysteries are as close to True Magic as they can ever become in the modern era, although they are incapable of actually crossing that line just yet. Sure they may require more setup, or rarer materials but… that's about to become a whole lot less of a problem, isn't it?

Who knows what you could achieve if let loose in a time when the gods still walk the land.

Idealist:

Founding Myth (100): You know all you need to write an entire mythos consistently, with no contradicting factors and exactly the ideals you want to convey hidden in convoluted and intricate rituals. Short of taking several weeks to study every word in your texts, no one will even be able to tell what kind of religion they've been converted to follow.

Lashes and Whips (100): Whenever you are confronted by someone who views themselves as a Hero, you will know the exact words you need to challenge their ideas and force them to see the worst parts of themselves with a few simple gestures. It would take a truly perfect Hero to render you speechless, and even then… is perfection truly something to strive for?

Choir (200): You are a fully trained member of the church executors, trained in the ways of exorcism, both peacefully and with violence, as well having had your physique improved beyond what a normal man could hope to comprehend. While this won't let you fight a Servant, even one like Mata Hari, due to the sheer physical stat difference, there are few opponents that can stop you outside of that, and you are especially effective at taking down magi and formless Demons.

Guiding Light (200): Your words ring with a fervour and zealotry few can match, and the people listen. You could convince someone who hated you with a passion that your ideals are correct, and your view of the world is the right path for the future. It won't stop them from hating you, but they won't be able to help following your guidance.

Eyes Unseen (400): Many would believe you if you said there were eyes even on your soul, given how adept you are at spotting that which exists between dream and reality. No demon or wraith can hide from you, and no killer can sneak up on you, there is an instinct somewhere within you that simply points out their exact location if they are anywhere in your vicinity.

Embrace of Light (400): By reading from a religious text, you are able to call forth magecraft similar to actions and events defined in the text, if to a much lesser degree. But where you truly excel is in creating barriers and shields that can ward off anything your religion deems impure. Of course, if you deemed morals impure, anyone within your barriers would find their morals challenged and degraded over time, unless they were firm enough to not waver before even a traumatic experience. You can share this power with others by personally writing a copy of the text you are using for them.

Ten Commandments (600): You are an expert when it comes to the crafting and usage of Command Seals. Not only is a Seal used by you twice as effective, it also recharges twice as fast. If you had an enemy at your mercy, you could carve a link from your Command Seals into their souls, even if they aren't spirits themselves.

Voice of the Lord (600): Any enforced commands you utilize can be used in one of two forms: Either a voice in the target's soul, demanding their obedience and forcing their body to follow your commands, even if they want to resist, or, most insidiously, you can make a target believe you didn't use a command at all. This will make the target believe the idea came from their own minds and subconscious, massively lowering any resistance they would have to whatever order you gave.

Heart of Evil (Capstone): All your bones, muscles and inner organs have been replaced by a black sludge contained within your skin, this sludge will instantly expand to heal any wounds you receive, and has several different uses. It can be used to degrade and break down spell work, rendering things like Mystic Codes and bounded fields useless after a few minutes, you can change the temperature of the sludge at will; from -200 to 2000 degrees Celsius. And finally, any creatures submerged in the mud will be constantly corroded and broken down, before the mud rebuilds them into a corrupt version of themselves. The stronger the creature or the more they want to resist, the longer this takes.

A Servant like Ereshkigal might take a few weeks of being submerged, while Arash could be corrupted with but a few hours.

Phantasmal Beast:

Home Sweet Home (100): You are an expert at hiding your home from any who would seek you out if you don't want to be found, using just natural terrain features, foliage, and random debris. You are so good, in fact, that you unconsciously arrange these things in a way that creates a natural Bounded Field over an area in order to hide it.

Alpha (100): You are the peak of what your species represents, but not beyond that. The main benefit here, is that all creatures of your species will follow your orders without question, even if it would lead to their deaths, so long as their intelligence was that of a human child or lower.

Disengage (200): Look! Behind you! …well? Did you? No? Well, you can be sure that from now on, your enemies will. If you plan to use it as an opportunity to escape a battle and not as a way to get a sucker punch in, any enemies you have will easily fall for excuses like that, taking their attention off you completely for a moment. It will only be a moment, but sometimes that's all you need.

Parasite (200): By repeatedly having sex with a creature stronger than you, you are able to partially bond your existence to their own, and take full advantage of what that would mean. In the case of a direwolf, for example, perhaps you could forcefully bond to a Servant to give them the Riding (Wolves) Skill, storing your soul in their Spirit Origin and using them as a phylactery. Once you've bonded to a creature, they will become unable to sever the bond on their own, requiring interference from an outside source, which their souls will resist with all their might. You would still have to act out your role however, like being a mount, in the provided example.

Presence Concealment (400): Sometimes there are benefits to being weak, this is one of those times. As long as you wouldn't pose a reasonable threat in a direct fight, you find that most people tend to not notice your presence, even if you were standing right behind them in an open grassland, they would fail to notice you until after you had struck.

Surging Tide (400): Servants are extremely hot, and something spawned from their womb is bound to be extremely powerful, right? There's just one tiny little problem… they're dead. They can't get pregnant. Worry not, you are here to fix their woes and get those biological clocks ticking again! You can impregnate or get pregnant from anything, even if it would make no sense. Like impregnating a golem, or getting pregnant from a ghost's cum. As a bonus, you can even decide if you want your children to be only from your species, theirs, or a hybrid between the two and what that hybrid would look like. Wolf-taurs, anyone?

Devouring Factor (600): By eating a part of a creature stronger than you, you can temporarily take their power for yourself. Eating a Dragon steak would massively boost your magical energy pool, such that you could cast on par with a dragon for a few minutes. By eating a significant part of their body, like a core or heart, you can take in a much smaller amount of this power permanently.

Instinct (600): You are very intimately connected to your instincts, and your bestial nature has boosted them tremendously. While this isn't quite clairvoyance, you will get a nagging feeling about whether a decision you are taking will have a major impact in your near or far future, and generally will know which choice will be the most beneficial to you. In a high stakes fight, the enemy might truly come to believe you can see the future or read their minds, with how you react before they ever move.

Dragon Factor (Capstone): You are no mere goblin or wolf; you are a hybrid of a Dragon. You are an existence which transcends all but the mightiest that humanity can send your way. Each of your lungs a magic core, your scales shields tougher than a fortress wall, your claws and fangs sharper than any mortal sword, you are an enemy not even a Servant would dare fight casually.

Beware, great beast. Power attracts power, and even Dragons are not beyond the cold grasp of Death.

Servant:

Homesteading (100): A bounded field you can instantly create to turn any enclosed space into your 'Home and Kitchen.' Not only does it come equipped with ingredients and appliances that would make EMIYA beg for a turn to cook here, every single thing here is a Mystic Code that will attack invaders at your command, from the knives flying at them, to the stove spewing fireballs at them or the fridge creating ice for them to slip on. You rule this kitchen, and by god nobody else is using it without your permission.

This also gives you the skill Territory Creation at rank E-, meaning any other bounded fields you make take on a relaxing atmosphere to any you welcome inside of them, as if they were partaking of a warm, home-cooked meal.

If you knew how, you may be able to improve the Mystic Codes that are created within your kitchen.

Sakura Viewing (100): Your skill at being a househusband or housewife is such that even Shirou Emiya would stand in awe of you, while this makes you great at cleaning, organizing and repairing a home, as well as great at raising kids, the real benefit of this perk is your cooking: within the kitchen you are unparalleled in this world, with your half-hearted efforts rivalling EMIYA's best.

And if you had some way to apply Mystery to your cooking? Even inducing a real foodgasm is well within your reach. Your cooking seems especially delicious to supernatural beings, who find a quality in it they can't quite place, but just can't get enough of. This may even let you avoid being cursed by an annoyed Divine Spirit by simply acting as a chef for a few days.

Golden Rule (Body) A (200): No matter your body shape, whether you are a lithe young man or a curvaceous woman, you are the pinnacle of beauty. So beautiful, in fact, that you become dangerous. The weak willed will find themselves enthralled by your beauty, with your image burnt into their subconscious minds for the rest of their days with but a single glance. It wouldn't be wrong to say that your looks could rival that of a goddess, transcending and consuming all who behold it. You may choose to shapeshift yourself into a lower form, so even cowards can look at you without salivating.

Stern Guide (200): You are here to help your Master surpass the challenges that stand in their way, but you also know when something is too much for them. As long as you are either the strongest member of a group, or equal to them, any attempt you make to surrender will be followed by every member of your group as well. There are some obstacles that require a softer, and subtler touch, right? Surely you aren't thinking of using this to sabotage your Master. …right? In any case, using this will make any enemies you surrender to far more willing to hear you out, or if they aren't capable of diplomacy, kinder and more accommodating to you.

Love Letters (400): Once every 24 hours, you will gain one charge of your new Love Letters Skill, by using this charge, you will enter an uninterruptible animation sequence where you profess your love for your Master, as pink magical energy discharges all around you in the form of hearts. The animation draws the eyes of everyone on the battlefield, and doesn't actually take any time, despite you seemingly giving a minute-long speech. Once the animation is complete, your next attack will be free of any self-inflicted consequences. It doesn't matter if releasing your Noble Phantasm would have shattered your Spirit Origin or driven you permanently mad, Love conquers all.

You can stack up to seven of these charges, but using them back to back will make the resulting animation exponentially more lustful and over the top, don't be surprised if your hand is going below your belt after the fourth.

Cupid Core (400): You are capable of fuelling any abilities you possess by using love instead of stamina or magical energy, the deeper, more devoted your love, the more it can replace your mana in maintaining abilities. If you truly considered your Master to be your soulmate, and devoted your entire existence to them, then this ability would act as a secondary magic pool for you, doubling your mana capacity with just love.

This works best with romantic love, but friendship and familial bonds will still make this perk work, albeit to a much lesser extent. Devoting your entire life to your child might see the cost of your NP reduced by 20%, but nothing more.

This perk also grants you one rank of Divinity for free. If you took Divinity as a Servant your Divinity is now ranked B, if you didn't, you get the Skill at D rank.

Avenging Spouse EX (600): Once at the beginning of every month, you may declare someone to be your spouse. If you do, then your stats will double for a month, but in exchange you will come to believe this person truly is your spouse, and was simply cursed to forget this. You will attempt to cook meals for them, clean their room, give them shoulder massages, and will be extra weak to compliments from them. Being called a good girl or boy while getting a headpat from them will see you wiggle and blush in bliss. Any attempts to alter your mind while this Skill is active will be met as if you had Magic Resistance A+. At the end of the month, this Skill will clear up and let you choose a spouse again, or to simply not activate it.

Fragment of Mystery (600): You are a figure from the time when gods walked the earth, and your mastery of the arcane arts showcases this. You can cast magic simply by moving in specific patterns, and have access to mysteries that would allow you to redefine geological regions or teleport, not only that, it seems the aura of the Age of Gods has remained with you, for now you can turn any territory you choose as a workshop to be 'part of the Age of Gods' with all the benefits that entails, like extremely high amounts of ambient magical energy, enough to kill a normal man by simply breathing.

As well as the ability to grow ingredients or Phantasmal Beasts that would normally be rejected to the Reverse Side, as long as they stay within your lands and offer tribute to yourself.

Grand Pervert (Capstone): You are no obscure legend. No paltry myth passed down in rural song, no. You are one of the big names now, your legend recognized world-wide, having become a cultural icon for an entire period of history.

Or at least that's what your stat sheet seems to say, since you could probably keep up in a fight against Karna now, both in terms of stats and in terms of your Noble Phantasms. You really do stand with the big boys now; I hope you are ready for the responsibility that entails.

If you do choose to have a legend in the world you're going to, you'll find a truly staggering amount of porn has been created starring you. From stories to art and even entire several season Hentai shows.

Items:

Items from your Origin are discounted, with 100 CP items being free.

Fool:

Tattered Memories (100): This old black trench coat will always fit you perfectly, and its comfortable in all types of regular weather, but most importantly, wearing it reminds you of the people you care about, and it has a small chance to snap you out of any visual hallucinations you are under.

Tools of the Trade (200): A collection of handguns, SMG's, assault rifles and a pair of sniper rifles, as well as a large cache of plastic explosives and hand grenades, you will find that damage dealt with this has a very minute Anti-Mystery effect, and is capable of harming beings these devices would otherwise not be capable of affecting. Ammo and explosives will be replenished every 24 hours.

Symbol of Heroism (400): A melee weapon of your own design, it will repair after one second if its shattered, and has enough durability to clash against weaker Noble Phantasms without damage. Most importantly, however, is that you gain E ranked Strength, Agility and Endurance while wielding it, this might only make you equal to the weakest Servants, but that is still far beyond a normal human.

Coffin of Rebirth (600): A tank filled with a strange green fluid next to a computer terminal, putting any Servant inside will see the tank registering their Spirit Origin, a very pleasurable process, I assure you, before a model of the Servant is shown on the terminal screen, at this point, you can use the terminal like a character creator to customize your Servant's appearance, and other factors, like sensitivity. Once you are done, the tank will create a homunculus for your Servant to inhabit as a Pseudo-Servant, which will essentially bring them back to life. The tank will also work with any spiritual beings without a body.

The tank will take half an hour to register a Spirit Origin, and another half hour to print the homunculus body. These bodies do not need to eat or sleep, but can act like a human body for the sake of having a family, and do not reduce the strength of the Servant in question at all.

Magus:

Designer Suit (100): This set of designer clothing is not only enchanted with all the enhancements the standard Chaldea Mystic Code has, it also helps cool your inner body temperature while casting spells. The effect is enough to cast a few more low level spells than you would otherwise be capable of casting.

Reagent Cabinet (200): An empty wooden Victorian cabinet, this cabinet will be able to produce any magical reagents that you may need, for a price. You must provide adequate compensation for the cabinet, in either money or precious metals, the rarer or more potent the ingredient, the more the cabinet will require to produce them. Purchasing reagents from the Age of the Gods more than once a month or so would likely bankrupt a corporation.

Stone Soul (400): An ona-hole curiously shaped like the Servant Gorgon, whenever you pour magical energy into it, it fires beams from the snakes in its hair which will petrify whatever they touch. The strength of the beams can be increased by overcharging it with magical energy, but the amount necessary is truly tremendous. At a base level, this can petrify any creature with Magic Resistance lower than A rank, but creatures with Magic Resistance B will not be petrified instantly, taking up to ten minutes of constant exposure instead. You could swear the ona-hole twitches when you fill it with magical energy, but surely it's impossible for something like this to be alive?

Compendium (600): This ruby encrusted ring is actually an indestructible Mystic Code, when kissed by a Servant, it will store their Saint Graph, and update it every other second. Should a Servant who has kissed this ring perish, the ring will be able to summon them once again with their memories intact, the ring will take eight hours to build up a charge used to resurrect a Servant.

The master of the ring may choose to delete portions of a stored Servants memories before the resurrection process is complete, but cannot add in new memories just through this. Permanently incapacitated Servants will count as dead Servants for the purpose of this ring, however there must truly be no way to release them. Should such a thing happen, like in case of a seal, the ring will sever its connection to the sealed Servant and simply summon a new copy.

The Compendium will also act as a slot for another active Servant contract.

Idealist:

Badge of Faith (100): A wooden rosary, while wearing it any religious figures will have a friendly impression of you, while normal folk will see you as a figure of authority, regardless of what religion they belong to. This effect will only be broken once you publicly act in a way that would go against your 'beliefs.'

Mobile Church (200): A priest's cassock, it has been 'blessed' (Read; enchanted.) to act as a mobile church. The cassock will act like thick stone walls instead of cloth to any attempts to harm you, and it will provide resistance against low level curses and mental effects.

Ritual Dagger (400): A twisted, serrated dagger made out of a softly glowing sickly green metal, it can poison targets, leaving them in incredible agony, but its main use is targeting magical contracts. When you stab someone or something that's bound by a magical contract with this dagger, you will get intimate knowledge of the contract involved, and can choose to take it over from the point of either party. As a bonus, you can choose if you want to damage something or not with this dagger, if you don't want to, nothing you stab will be hurt or damaged, as if the dagger were phasing through it. You still need to be able to puncture any defences the target has, as well as breach their natural durability for this to work.

Holy Manuscript (600): A book bound in odd feeling leather, decorated lavishly with gold and written in fancy cursive script, reading from it will boost the effects of any holy magic or abilities you wield while you act the part of a priest. If you decide to abandon this persona, the book will instead reveal another face of itself, it will be written in swirly script you can somehow understand without knowing it, and you will be able to cast strong eldritch curses when you read from it, capable of driving others mad or taking over their minds. As a final ability, this book can instantly raise an altar from the ground anywhere you can see.

This altar is incredibly difficult to destroy, even for Servants, and will disrupt the casting of magic that isn't yours in a circumference of one hundred meters. This area will also count as your 'territory' or 'temple' for any abilities affected by such things.

Phantasmal Beast:

Red Hood (100): A village of humans you somehow managed to fool into paying you tribute, they will give you food and commodities every week, while keeping quiet about your existence to any local authorities. The village isn't very large, with just over two dozen families, and no human here will ever be worth much, in looks or abilities, but it's a good starting point.

Leash (200): A leather leash you can wear. If you give the handle to someone else while you are wearing it, they will take you in as a pet. Over time, the leash will warp their mind until the power dynamic is completely inverted, with them being on the collar end of the leash after a few months. Works best on targets who have a private abode.

Green Gang (400): A gang of twelve goblins that consider you their boss, they will obey your every word to the best of their abilities… which admittedly aren't very high, at least for combat. They excel at building traps however, not very complex ones, or traps that should even work, if we're honest, but they somehow do sometimes, capturing targets that could shatter steel with a stern glare with a cage made out of wooden sticks, and keeping them there.

These traps aren't even very well hidden, but tend to be overlooked because of their pathetic nature until it is too late.

The truth is that they use a form of magic innate to them that makes beings caught in their traps forget they can fight back or break out, making them behave for an hour, expect targets to be annoyed, or even furious, but obedient. These traps only have a one in ten chance of working.

Goblins that die will be replaced after a week.

Bonking Stick (600): A crudely made wooden club, with some tattered rags wrapped as a handle. There are many like it, but this one is yours. If you manage to sneak up on someone and hit them in the back of the head hard enough to break the club, the target will be rendered unconscious for a day. No exceptions. The club will act as a regular wooden stick if your target detected you, or the force you struck with wasn't enough to break it. You will get another club one week after you break the last one.

Servant:

Unlimited Sex Works (100): A dildo made out of solid ruby, this is in reality a magical wand. When using it, you can spawn hundreds of sex toys floating in the air behind you, which can either be fired at an opponent at speeds similar to a bullet, or utilized in a more normal manner. You can choose if you want the toys to be made out of soft rubber or solid gold, and they will last for thirty minutes before disappearing. One in ten toys will be powered.

Magical Nyamulet (200): A choker with a round bell, the bell won't ever make noise when it would endanger you. While wearing this choker, you will get the Skill Magic Resistance A+, but there will also be a one in five chance you will end your sentences with a cute Nya~

Corrupted Grail (400): A Holy Grail capable of granting wishes, this particular grail has been corrupted by the influence of a certain someone, and is now only capable of granting wishes made with a lewd intent in mind. It currently holds no charge, and in order to utilize it the Grail has to be filled up with the sexual fluids of inherently magical creatures, the more potent the creature the fluids came from the more the Grail will be filled up, showcased by the 8 gems decorating it beginning to glow. If all eight gems are glowing, the Grail's wishes can slightly affect even a Beast, if to a mostly cosmetic level.

Note: While other Servants can fill up the Grail, your own fluids will not.

Avalon Armour (600): A set of 'armour' that has the same effects that the sheath of Avalon does, instantly healing any wounds you suffer unless they completely destroy your brain. Once per day, you can activate an ultimate defence that will stop one attack, no matter what, by transporting you and anyone within five meters of you that you want to protect into another realm.

This realm takes the form of a tropical beach. Why? Well, because this is bikini armour! And not your usual bikini either, it's really closer to a microkini, or a speedo for guys, but don't worry about actual protection, while wearing this your entire body will be magically protected, becoming immune to any attacks A ranked or below, this cannot be dispelled even by anti-magic effects.

Wearing something above this or covering up your skin somehow, like with an illusion, will turn off the effects of this armour.

Companions:

(Companions can only take Drawbacks from the Servant only section, and as such must be Servants themselves to take any.)

Servant (Free/400)(Incompatible with Servant and Phantasmal Beast Origins.): Choose one canon Servant to summon during the Fuyuki Singularity, they can only be as strong as a 400 CP Servant. The first purchase is free, each purchase after that will cost 400 CP.

Import (100/300): You can create or import one companion per purchase of this. They will get 600 CP to use for Perks and 600 CP to use for Items and are free to take any Origin. You can share CP with them at a 1:1 ratio. Paying 300 CP here, you can instead create or import 4 companions.

Canon (Free/100/600): For any Origin besides Servant, for free you are allowed to take your active Servant contracts, with each Servant taking a single companion slot, but not the passive ones. You can pay 100 CP to take another character along with you, if you can convince them, including other Servants, except for any Beasts or beings with similar strength, which you can't take.

Drawbacks:

You are free to take as many as you think you can handle.

You can choose to keep or discard Drawbacks after the Jump.

Servant Only:

It's a Trap (100): For the duration of this Jump, you will be locked to wearing clothes that are extremely stereotypical of the gender opposite of yours. As a boy, for example, you wouldn't be able to wear anything besides frilly dresses and sundresses. Please choose a body type like Heracles, it will be hilarious.

Manservant (100): So… usually the title isn't literal, but for some reason everyone seems to think it is when it comes to you. Expect to be slaving away in Chaldea's kitchen to feed a horde of ravenous Servants day after day, I sure hope you enjoy cooking.

Obedience is Bliss (200): Command Seals are now twice as effective on you. Yeah, there really isn't much else to this, at least your Master can really only use two at once?

Tasteless (200): Simple and straightforward. As a Servant, you don't need to eat for anything besides enjoyment. Now you simply can't eat at all, anything you try to consume will disintegrate before reaching your mouth.

Airhead (400): You aren't dumb, you swear! Ok, so maybe with this drawback you really are a little slow, but that's ok, surely. I mean, Astolfo pulled it off, and became a total internet celebrity, so surely you can too? With this drawback you will miss little details and clues, social cues, and in general will have a harder time reasoning through problems instead of charging on and hoping for the best.

White Flag (400): From now on, whenever your Master surrenders, so do you. If they say that they're done with the fight or become incapacitated, you will become unable to run away, continue attacking, or even lash out verbally. You will act as a submissive prisoner to whoever, or whatever captured you, and will need to wait for rescue. To add to this, your Master is now a complete coward, and would likely panic from a homeless man threatening to stab them.

This drawback will never get you killed, and you will be rescued after a few days in your captors' tender mercies, but it will make progressing through the Singularities a complete slog.

Bottom Feeder (600): You were not summoned by Ritsuka Fujimaru Jumper. You were summoned by a goblin that somehow managed to get its hands on a Holy Grail. You will not be able to hurt your Master for the duration of this Jump, and his Command Seals will break past any Magic Resistance you may have with twice the normal effectiveness, but rest assured it will never kill you. If you are a woman, I don't think I need to explain your future, if you are a man, expect to be used to capture women for the goblin on the regular, including your fellow Servants.

Gudako (600)(Incompatible with Bottom Feeder.): Ritsuka Fujimaru is not a kind hearted young girl, or a steadfast young man with a righteous sense of justice. They are Gudako, a caricature of a person that will not hesitate to grope and sexually harass you at every opportunity, and act like a troll every other moment. To add to this, you will now have the same kind of wallflower disposition Mash had when dealing with them, meaning you won't be able to say no to them or harm them. They are actually a competent Master in combat, just insufferable outside of it.

General Drawbacks:

Cardboard (100): So, you know those Chaldea MREs you'd normally get? Well, you still will, don't worry, they just won't taste good. They won't taste bad or make you sick; they just won't really taste of anything. This won't affect meals prepped in an actual kitchen.

Destined Sheath (100): Pick a character, either a member of Chaldea or a Servant they can summon. From this moment on, you will not feel romantic or sexual attraction to anyone else, they are your one and only, the apple of your eye, but actually gaining their affections is on you.

Madness Enhancement (200): Pick an adjective, any adjective that is somewhat commonly applied to a person. From now on, hearing someone call you that will drive you up the walls with annoyance. You may not physically lash out at them if you have good self-control, but you most certainly will verbally.

On the Fritz (200): Any magical contracts you have aren't quite at one hundred percent capacity. It's nothing dangerous, but you probably won't be able to telepathically contact your Servant, or see through their eyes. As a Servant, this works the other way around.

Harem Protag EX (400): Nothing quite like the affection of several others to spread the love, right? And lucky you! Now you attract your desired gender like flies to honey, with one teeny tinsy little caveat. They're all massive, raging Yanderes. I'm talking the kinds of people that would get Kiyohime to stop and stare in confusion for a while. Jumper, meet the consequences of your actions, till death does you part.

E-Rank Luck (400): Truth the told, that's actually a massive exaggeration. E rank Luck would usually mean ten times more Luck than a normal person, you? You aren't lucky at all. Expect something unexpected to happen with every single one of your plans, and for you to gain grudges left and right. You may be able to get people to forgive you, but it won't be easy.

Inside the Box (600): Any perks, powers or items you had from outside this Jump will be locked for you while you are here. If you want to do something, you will have to do it using the local magic system only, so I hope you are familiar with what it can achieve.

Grand Ordeal (600): Usually, you would be here until Solomon was defeated, then you would be allowed to leave. Now you are locked in here until you finish the Ordeal Calls, which means beating the Lost Belts too. If the experience doesn't kill you, the stress probably will.

Ultimate Master (Must take Grand Ordeal)(1000): So… you know ORT? That big ole' spider down in Mesoamerica? Well, I'm glad you're familiar, since it seems its fellow Ultimate Ones are having a little family reunion here on Earth while Gaia is busy doing… whatever it is planets do. Expect to encounter an Ultimate One in every Lost Belt you need to clear. Who hurt you Jumper?

SCENARIOS:

These are optional challenges you can complete for special rewards, there is no penalty for failure, unless you die trying to complete them. That still counts as a chain end.

Consuming Pink (Can't be taken as Phantasmal Beast or Servant.):

Something went wrong when you tried to summon your Servant, a wave of pink light surged from Lord Chaldeas and into the air, before seemingly covering the entire Fuyuki singularity. Even Chaldea reported being covered by the light. And instead of a mighty figure of legend, you got a smug fox that calls herself Tamamo Vitch. Her stats are abysmal, with E in almost category, except Agility, which stands at a staggering D, a C in Luck, and a Noble Phantasm barely worth the name, simply being an anti-material rifle that does more damage to humans.

After smugging at you for a few minutes, Vitch will finally explain why she's so weak. Apparently her Spirit Origin is incomplete, and in order to fully bloom into her potential as a Servant, she will need to bind nine demonic beasts, one for each of her potential tails as a kitsune. Only then will her true power show, or so she says.

Considering how she smirks when you call her Vitch, you doubt she even told you her real name, but your only hope is trusting her now, since Chaldea is reporting a fault in your Command Seals, they seem to have locked up, so you will be unable to take her off your three active Servants roster until you heal her Spirit Origin.

If you clear the Fuyuki Singularity, then during the briefing about the other 7 Singularities, Chaldea will explain that the surge of pink light you previously saw mutated all seven of them, creating nine new energy readings, seven of which exist within the mainline Singularities, while another two exist outside of them. The readings for the last two signals seem corrupted, but Da Vinci speculates that they will clear up as you clear the main Singularities. After you clear three, the first one will unlock, with the other being unlocked after you clear Babylonia but before you access the Temple of Time.

Vitch will then explain that she knows exactly what these are, they are the lairs of extremely powerful demonic beasts, which she calls demon kings.

Apparently, they were drawn here by her presence, since by using her, they will be able to massively increase their power. She also explains that each of these nine demon kings are perfect fits to be her tails, and that by binding them she would become the strongest she could possibly be.

Each of these demon kings is an incredibly powerful beast, capable of matching a Demon God Pillar in combat.

The ninth signal will actually be an early version of the Salem Singularity, where Abigail, possessed by a tiny fragment of Yog-Sothoth, has consumed the demon king that was supposed to be present there. You and Vitch must defeat and bind Abigail as one of Vitch's nine tails.

While this will inevitably warp the nature of who Vitch was supposed to be as a Beast, her personality will remain intact, and she will become capable of summoning Abigail as a Servant of her own through her final tail.

At this point, you will be given a choice to decide how much you want to help Vitch:

If you do the bare minimum for her, and order her to bind nine random demonic beasts you could easily capture as her tails, she will do the bare minimum for you, weaving a bracelet out of the hair from one of her tails that will resurrect you once every ten years, before leaving to another time-line, breaking your Servant contract.

If you decide the demon kings are too dangerous, but still want to help her, and capture nine demonic beasts that are a challenge for even a Servant, she will give you the bracelet and personally craft a cute winged bunny familiar for you. This bunny will be strong enough to stall a Servant like Cu for up to half an hour, if he doesn't use Gae Bolg, and won't consume magical energy to maintain. After that, she will still break your contract and leave this time-line in an attempt to become stronger.

If you accepted the main challenge, and through either wits or sheer power managed to defeat all nine challenges for Vitch to bind as her tails, then she will be overcome with bliss at you doing what she believed to be impossible, and will give you both of the rewards mentioned above, while evolving into a new Beast form, before swiftly declaring herself your mate and most devoted Servant, revealing to you her true name, Koyanskaya.

As a Beast, Koyanskaya will see a massive improvement in her stats, with EX rank in Mana and NP, A+ in Luck, A rank in Agility, Endurance and Strength.

Her nature is that of a rival and mirror to Tiamat. If Tiamat is the mother to all things that exist in the World, then this Koyanskaya could be said to be the mother of all things that should not exist in this World, but do so regardless.

As a Beast, her magical energy and aura are both intense and massive enough to constantly corrode the space around her, but she has limited this to merely the EX rank in order for you to safely embrace her. Even limited like this however, she has more than enough magical energy to outperform even a Grand Servant.

For Personal Skills, she will get:

Nega-Order A: Giving her the ability to instantly identify any systems that have an 'order' to them, and deny this order, collapsing the system if it doesn't have enough magical energy to resist her influence. This Skill is the reason she can exist as a Servant, giving her the ability to resist the order of the Counter Force.

Golden White Reflection A: A Skill granted by her imitating the nature of the Golden White Face, Koyanskaya can expand her Spirit Origin to corrupt and consume everything that exists within the World, rendering it her own. While this Skill can be used on anything considered Land, it is at its most powerful when affecting the living, since it will warp their minds into doing Koyanskaya's will even without her inupt. She can designate specific targets or areas for this. This Skill represents authority over the Stars, as opposed to the Sun.

Gate of the Stars EX: A Skill that can't truthfully be comprehended by a human, this allows Koyanskaya to open a gate to a place that isn't real, where all things exist but at the same time nothing truly does. By using this Gate, Koyanskaya can instantly traverse incredible distances, create hallucinations, and most

importantly, summon massive dark purple tentacles covered in eyes that appear blind. These tentacles are immune to any attacks below A rank, and are capable of freezing anything the eyes look at in time and space. Being frozen like this constantly consumes magical energy, and should the target run out, their existence will begin to degrade and dissipate, until they cease to be real.

In terms of Class Skills, she will gain:

Authority of the Beast A: Gives her a massive damage boost against anything that rightfully exists in the current order of the World.

Independent Manifestation A: Gives her the ability to survive with nothing more than scraps of magical energy, as well as immunity to instant death and time or erasure based attacks, another aspect of this Skill is the power to 'break through the World', giving Koyanskaya the ability to access nearby time-lines or alternate realities while carrying up to four other people with her safely.

Self-Modification E: This Skill rank is so low because Koyanskaya cannot use it to modify herself, as a creature anchored to the World by you, but she can use it to modify her 'children' while they are still part of her by being in her womb. This Skill can only be used to change the parameters and abilities of demonic beasts birthed or created by her.

After evolving into a Beast, Koyanskaya will unlock her real Noble Phantasms, which are the following:

Tunguska Recreation A: An Anti-Country Noble Phantasm granted to display her authority as a Beast, this pair of demon-like horns emerging from the back of Koyanskaya's head, curving around the sides of it, before finally ending in matched points in front of her forehead, glow with intricate patterns, that remind those who look upon them of an organic mural depicting evolution. While these horns already act as magical energy amplifiers, corroding away any magic Koyanskaya doesn't allow near her person, their true power lies in their ability to channel her magic, creating a beam of light that strikes with the might of a falling star, and is capable of melting through even a mountain in a single strike. It takes a few minutes to recharge.

Embrace of the Star Veil A+: This Anti-Unit Noble Phantasm represents Koyanskaya's nature as a 'Mother' and is represented by her nine fluffy tails. Capable of granting any target she desires the 'safe embrace of their mother', a bounded field capable of negating attacks by ensuring that they must first target Koyanskaya, instead of the being granted her protection. This NP unlocks its second form as an Anti-Army Noble Phantasm when Koyanskaya gives up protection and instead chooses to embody the wrath of a mother, warping from fluffy, inviting tails, to fanged, leathery monstrosities with far too many mouths and eyes, each becoming capable of firing hundreds of bolts of light with each twist of the tails, every bolt is capable of piercing a castle wall.

The Womb Beyond the Gate EX: Koyanskaya's personal Texture, this Noble Phantasm can be used in several ways; the first, and most basic, is Koyanskaya's ability to split her shadow into nine demonic beasts, each symbolizing one that you defeated, these beasts will be just as strong as they were when you first faced them. As a second use of this ability, Koyanskaya can use essence from you, either in the form of blood or a far more fun method, to become pregnant with eldritch monstrosities, each one takes about one day to be birthed, and they are strong enough to defeat most average Servants in a one on one encounter. As a third form, this NP can be deployed like a Reality Marble, creating a massive set of yawning, twisting caverns obscured by a thick fog, at the center of this space is a main cavern, kilometres wide and always taller than what the eye can see, regardless of how high you attempt to fly, within this massive space lies a throne. Your throne. Symbolizing your place as the owner and king of her very soul, this indestructible stone construct will place you into stasis if you are ever wounded, allowing you to safely heal over long periods of time.

Within the twisting hallways that defy reason, and the angles that don't exist, hidden in the maddening fog, crawl an innumerable amount of creatures, each as strong as the challenges you faced to evolve Koyanskaya. Any enemies brought into this reality marble will need to fight an eternally growing horde of enemies to reach your throne.

The fog itself acts as an acid to all forms of Mystery not approved by Koyanskaya, degrading and eroding them, while driving creatures that enter it mad, reducing them to slobbering beasts delighted to do Koyanskaya's will.

As a final form of this Noble Phantasm, the fog that exists within Koyanskaya's soul can be allowed to leak into the real World, engulfing it as her own territory. Any territory claimed this way counts as being within her Reality Marble for all beneficial purposes, including the endless horde of horrors ready to tear into your enemies. While they cannot leave the fog, any who enter it are just as unlikely to leave.

Be careful utilizing this last aspect within this Jump, the Counter Force would be extremely unhappy with its existence, should you attempt it.

Koyanskaya will become a companion after this Jump for free.

Dreamlike Purple (Can't be takes as Phantasmal Beast or Servant.):

When summoning a Servant to support you in the Fuyuki Singularity, something compelled you to change the summoning chant slightly, and you could not resist the influence. After getting a vision of a massive, dark ocean swirling with veins, you finally take in the sight of your new Servant; a tall, curvy woman with very long lavender coloured hair wearing a blindfold.

A member of the Rider class, she introduced herself as Medusa, from Greek myth. Checking her stat sheet, you were surprised to see that she's much weaker than Mash, with a C rank in Strength, D in Agility and E in everything else, except for her Noble Phantasm, which you couldn't get a read on.

On a closer look, while she has all the Class Skills you would expect of a competent Rider, her Noble Phantasm and Personal Skills have been corrupted somehow, the only thing you can make out is the title of a single Persona Skill, Factor Predation: Great Mother C-.

Medusa herself does not know what her Skills or NP are meant to do, but she assures you in a monotone, dead voice that she will act as a competent Servant to the best of her abilities, she seems to have an extremely low opinion of herself, however.

Romani cuts in before you can try to summon another Servant, apparently whatever you changed in the summoning chant locked Medusa in as one of your three active Servants, so you will need to work together with her to clear the Fuyuki Singularity.

The next time you sleep after returning to Chaldea, you will have a vivid dream; atop the sea you glimpsed last time is a woman who looks much like Medusa, although the colour of her hair is darker, and it seems to end in… snakes? She is crouching before something, gleefully consuming it. On a closer look, she appears to be eating a humanoid body, but all you see is light blue hair tangled in long spiralling horns before the Medusa look alike snaps up to stare straight into your eyes, grinning, her fangs dripping with purple tinted blood.

As awareness rushes back into you, you will find Medusa kneeling by the side of your bed, after helping calm you down, she will reveal that she has remembered something about her Spirit Origin that you need to know.

Apparently, she can somehow sense seven Spirit Origins that are similar to her own, she doesn't know how she can feel them despite the temporal gap, but she knows that there is one in each of the Singularities Da Vinci pointed out in the briefing the night before.

She believes that, if you can somehow gather them, she should be able to unlock her Noble Phantasm, but warns you that they feel a great many, many times stronger than her.

If you look for a Spirit Origin when you reach the France Singularity, you will find a Servant who looks extremely similar to Medusa, although Chaldea will rush to warn you, she is emitting an incredible amount of Divinity and Magical Energy, enough to outperform anything you've seen so far by a large margin.

Investigating more, you will find a svelte Servant hidden nearby, extremely wounded. She introduces herself as Circe, and silences you before you can speak, her Spirit Origin has been shattered and she *will* die soon, the poison in within her too great, so she must explain.

The Servant you found is indeed Medusa, but is also more. Somehow, she has been infused with power far beyond what she should have, power emitting the signature of a Beast.

Before Circe perishes, she will give you a dagger emitting a large amount of magical energy, she claims that if you somehow stab the new version of Medusa, who she calls Gorgon, then this dagger will sever the Beast element from her, rendering her merely an extremely strong Servant.

Every Spirit Origin Medusa told you about will have a similar fragment of a Beast. Every Origin is in a different class, the one you just found being a Saber.

At this point you have to choose a path from one of the below three Jumper:

You can choose to deny her the gathering of these Spirit Origins, if you deem the situation too dangerous. Medusa will understand, nodding docilely before a glow of red light comes from behind her blindfold. If you look at her stat sheet again, the corrupted Personal Skills and Noble Phantasm will be gone, replaced by weak Skills and the ability to use her Mystic Eyes of Petrification as her NP.

If you use the dagger Circe gave you to sever the Beast fragments from the various versions of Gorgon you will face, and then defeat them, the purpose of Medusa's Factor Predation Skill will be revealed when she consumes her alternates, almost as if in a trance. Each Spirit Origin she consumes will increase her strength by a fraction, while the last one will give her access to both the Bellophoron and Chrysaor NP's.

Should your confidence be high enough, however, you can discard Circe's dagger, and face all seven versions of Gorgon at their greatest. With the Beast fragment within them, each of these versions will be just as strong as the Gorgon that would canonically be found within Babylonia, though they will express it in different forms.

As Medusa consumes the various aspects of Gorgon, her hair will slowly darken and golden scales will begin to appear in her forearms and lower legs, slowly but surely she will transform, until by the sixth aspect, she will look just like the woman you saw in your dreams all those Singularities ago.

Your final challenge will be in Babylonia, where Gorgon has finally consumed and inherited the entirety of Tiamat's soul and Authority. Should you somehow manage to defeat her, then after consuming her Medusa will be encased in a golden egg, inscribed with various patterns depicting animals and beasts.

She will hatch after twenty-four hours, no longer a Rider class Servant, now she will be a Beast, Tiamat's successor, in all ways.

Even as a Beast, Medusa, now Gorgon, will keep her previous attitude to you, being completely docile and almost reverent towards you, despite her now immense power. Thanks to being a Beast, Gorgon's stats will change, with EX in NP and Mana, A+ in Strength and A in every other stat.

Her magical energy is immense enough to warp the space around her, and would usually cause your immediate death, but she has restrained it so that you can freely interact with her.

As the Mother of all life on Earth Gorgon holds a supreme level of authority over creatures descended or created on Earth, and with absolute understanding of life comes understanding of death. Thanks to this, Gorgon lacks the concept of Death entirely while her 'children' still exist.

Her Personal Skills are as follows:

Nega-Law B-: A Skill representing Gorgon's Authority over the current logic of the World, this Skill allows her to insert herself as the core, ruling component of any kind of Order created by beings from planet Earth. Since the ultimate fate of a Mother is to watch her children grow beyond their care however, this Skill is ranked down, taking much more magical energy to use. Nevertheless, this is enough to exist within the Throne of Heroes as the core component of "Gorgon" a fake entity created to permit her existence as your Servant.

Sea of Life EX: A Skill representing Gorgon's nature as the Sea from which all life was created from, this Skill generates a dark, churning ocean beneath her feet, rippling with crimson veins. This ocean recreates the conditions from the Genesis of the Earth, thus creating an unlimited supply of True Ether for her to use while she is within its domain. Any creature caught in this ocean will be remade into Gorgon's child, being imposed with a cellular-level Geis rendering them obedient to her. This contract can even warp Divine Spirits, in time.

Monstrous Strength EX: By shaping the mud of the Sea of Life, Gorgon can attain enough strength to overpower even a Titan. Normally this Skill would require a corresponding sacrifice, however Gorgon can use this skill freely when certain conditions are met due to her Noble Phantasm.

Her Class Skills will change to being Beast class Skills, being the following:

Authority of the Beast A: This Skill grants a massive damage bonus against "All that which was born from the Mother's Womb." Since, after inheriting Tiamat's power Gorgon would now be considered the Mother of all life on Earth, this damage bonus applies to anything classified as being alive. This Skill is inherited to a lesser extent by any future beasts she may birth.

Independent Manifestation A-: A Skill born both out of Tiamat's Authority and the journey Gorgon underwent to become a Beast, this grants immunity to time, instant death and erasure based attacks, as well as the ability to survive on an extremely slim amount of magical energy. Since Gorgon is now tied down as the Mother of Earth, she can only manifest on places considered part of Earth's territory.

Self-Modification D-EX: While normally this Skill would receive a massive rank down due to Gorgon's nature as your Servant tying her down to the current World, the existence of the Sea of Life within her permits her to act as her own 'Mother' and thus use this authority to modify herself. She can either consume the mud created in that Sea to expand her form to that of a massive dragon, granting her immunity to attacks below A++ in power, or alternatively, with enough patience it may be possible to attain this defence without increasing in size by compressing the 'Life' it comes from within her womb.

When it comes to Noble Phantasms, she will gain the following:

Composite Deity Gorgon A+: Primarily an Anti-Unit (Self) Noble Phantasm, this allows gorgon to instantly assume a gigantic form representing not just the monster Gorgon, but also the Goddess Gorgon, and the Goddess Tiamat as well. In this form, she gains two pairs of wings, and her legs transform into a massive snake tail, over one hundred meters in length. While this NP is active, the Skill Monstrous Strength EX can be used with no consequences.

The main asset of this Noble Phantasm is Deity Gorgon's ability to constantly transform the World around her into her 'temple' while in this form. Within her temple, all life that she dislikes is instantly liquefied and assimilated into the Sea of Life. It would take either Divinity or Magic Resistance at rank A to survive within this area if Gorgon desires a target dead.

While in this state, Gorgon can summon the armour of Athena, originally worn by her Saber class form, and a mixed form of Harpe and Chrysaor, a purple scythe decorated with golden patterns that deals wounds that can never heal.

Crown of Life A: A Noble Phantasm representing Gorgon's Authority as a Beast, it is a crown of golden horns glowing in red patterns. By channelling magical energy into her horns, Gorgon can warp the space around her to become beneficial to life beloved by her. Within an area of five kilometres around Gorgon, any allies gain one rank up to all parameters, while allied magic increases in rank and potency by two ranks.

Echidna's Cradle EX: The ever expanding Primordial Sea from where all life came from, this is a personal Texture, and the source of Gorgon's Authority. This Noble Phantasm has several uses; by touching a human being, even with

just her magical energy, Gorgon can instantly warp them into a demonic beast under her control. While weak enough that it would take hundreds to overwhelm a Servant, there is an alternate method to creating them, by spilling her blood onto the ground, she can spawn dozens of these monsters from the resulting puddle.

Second, Gorgon can take in essence from you to lay demon beast eggs, it will take her about one day to lay up to two dozen eggs at once, the beasts born from these eggs are not strong enough to match a Servant on their lonesome, but a few working together would overwhelm one with relative ease.

A third form of this Noble Phantasm is its ability to be used much like a Reality Marble, creating an endless sea of dark, rippling water with veins visible just beneath it. The sky is a light red, and the sun is black. Swimming under the pitch black depths of this ocean lay an innumerable amount of demonic beasts Gorgon can call upon, should the need for them exist.

All creatures within this space count as being within Gorgon's temple and in range of her Crown of Life, but the effects here are strengthened. Gorgon can control the ocean in this Reality Marble with a thought, and is capable of crushing anything with an effectively infinite amount of the Primordial Sea of Life. At the centre of this ocean lies a platform, just barely submerged under the water by an inch, atop this platform lay several broken stone columns reaching hundreds of meters into the sky, with dark chains dangling from them. Beings Gorgon can't, or doesn't want to kill, can be bound in these chains restricting them from using their power so long as they aren't stronger than her. There are twelve of these pillars atop the stone platform, surrounding a throne of stone where you are meant to sit.

As a final form of this Noble Phantasm, by touching the ocean within the real World, Gorgon can superimpose the Sea of Life with it, spreading her domain into the current texture of reality, while her control and the areas the demonic beasts can survive in are only the parts currently taken over, given enough time this could merge with all the oceans on Earth, and it will still apply the amino-Geis. Be careful when ordering her to use this last aspect, the Counter Force would not be too happy with it.

Gorgon will freely come along with you as a companion after this Jump.

Burning Red Sin (Can't be takes as Phantasmal Beast or Servant.):

You were in a rush when you tried to summon a Servant to help you and Ritsuka defend yourselves back during Fuyuki, and something odd happened…

Somehow, the curses of All Mankind's Evils seeped into the summoning circle while you were busy chanting with your eyes closed, your only clue being a shocked gasp from Mash. After a bright flash of red light, you felt a hand on your cheek and opened your eyes to see a pair of crimson eyes, pupils slit like a snake, framed by golden hair.

After smirking at you, she will begin laughing incoherently, while Romani explains in a clumsy whisper that it seems like one of your active Servant contracts was corrupted by the curse and is locked to her.

When she finally finished laughing, your new Servant will introduce herself as Nero, emperor of Roma.

In terms of Skills, she has the basic skills one would expect from a Saber at a very low level, and her only Personal Skill is Imperial Priviledge (Charisma.) D. It seems the curses that came into contact with her Spirit Origin caused more damage than you thought, since she can't even release her Noble Phantasm.

If you clear the Fuyuki Singularity, then once you are back to Chaldea Nero will ambush you in the hallways and take you into one of the empty rooms, before dragging you to the bed and draping herself over you. After smirking at you, she will whisper that she knows the exact problem with her Spirit Origin, and how to fix it. All you need to do is listen to her.

She will reveal that truthfully, she isn't Nero Claudius at all, rather the Whore of Babylon, and that if you help her drag the seven Singularities Chaldea will face into sin, she will be able to consume their magical energy and evolve into a much stronger Servant for you, one who can defeat anything that stands in your way.

Understanding that you may not trust her completely, she will create a golden pendant in the shape of a crown from dark mud that she manifested and give it to you. Instinctively, you know that if you break this pendant, all her power will leave her.

You have a choice to make here. If you break the pendant, she will look at you in disappointment before one of her eyes turns green, and Nero's usual Noble Phantasm will be unlocked. Nero will have no recollection of what happened during Fuyuki, and you will not hear from her other half ever again.

If you instead opt to wear the pendant around your neck, she will grin in glee before softly embracing you, whispering in your ear that you just made the best decision you will ever make.

Wearing the pendant, you have two paths you can take:

If you simply clear the Singularities like usual, but give 'Nero' the Holy Grails, she will evolve into a true Heroic Spirit after the seventh Grail, strong enough to contend against the likes of the Artoria you faced in Fuyuki as your Servant.

Instead, if you follow her guidance, you will face a much greater Journey, with a much greater reward.

In every Singularity you go to, you must find the core of civilization, the core of the Human Order represented by this Singularity, and drown it in one of the seven sins, you can only use a sin once, so you will go through all seven before facing Goethia.

If you manage to make these civilizations fester with sin and decadence, to the point that no man, woman or child has avoided sinning, while still clearing the Singularity you were on, you will find that the Holy Grail you collect at the end will be full of a dark red mud, that gives you the impression of rotten blood.

The Whore will drink this mud, and you will see patterns in the shape of glowing crimson veins slowly cover her body, forming intricate tattoos, the more Grails she drinks from, the more intricate these will be, until they coalesce in a third eye on her forehead. On the seventh Grail this eye will open, and she will evolve into Draco, the Beast of Sodom.

Draco will rush forward and embrace you, beginning to madly kiss you. In between the bouts of feverish kissing, she will shower you with praise, and declare you her king. The King of the Seven Sins.

After the two of you finally get all the exhilaration out of your systems, she will explain exactly what she can do as a Beast now

Aside from an incredible, nearly infinite amount of magical energy, all her stats will raise to A, with the exception of Mana and NP, which will be EX.

Usually the taint in her magical energy, as well as the sheer amount of it, would be enough to incinerate any normal human who got close to her, and even if you could survive, you would be driven into madness from the presence of such incredibly concentrated sin, but as Draco's King, not only are you always safe from this, she has restrained her aura to the point that she can exist in a way that is safe for other creatures, to not cause you trouble.

In terms of Personal Skills, she has:

Festering Sin C-: A Skill that gives Draco the ability to instantly drive someone into maddening sin simply by existing, since she not only had humanity choose to embrace sin voluntarily, but also sealed her own aura, this skill receives a massive rank down, and can be resisted with enough willpower.

Hell's Envoy A+: An ability that symbolizes Draco's nature as "One who is like Satan." This skill allows for the birth and creation of demons, both imaginary and real that carry within them a fragment of Draco's sin, as well as the ability to consume 'that which belongs to Heaven.' Since Draco has chosen to only create winged demons as a further mockery to the divine, this limits her domain to the sky, and this Skill receives a rank down.

The First Judge A+: An ability granted to Draco by her third eye, when open she can instantly judge what sin a being is most suited towards, and if they have committed this sin, instantly rip away their vitality scaling with how much they have sinned. A truly great sinner could have their soul consumed with just a single glance. Since this skill consumes vitality through a targets sin, it bypasses normal Magic Resistance.

Her Class Skills are the following:

Nega-Heaven EX: As one who got humanity to deny their chance at Heaven and Salvation voluntarily, Draco can deny the existence of 'Heaven' itself, as well as any Miracles derived from it. In essence, this negates any Skills or abilities born from faith or purity, while also denying the existence of the afterlife. Thanks to this, Draco can deny the hold the Counter Force would have on her Servant container and exist for you.

Authority of the Beast B: A relatively low level Skill because of its exclusivity, this grants Draco a scaling damage bonus depending on how much her target has sinned, with greater sinners taking more damage.

Independent Manifestation C: A Skill that grants immunity to instant death, erasure and time based attacks, this also allows Draco to exist on very small amounts of magical energy. This Skill is ranked so low, because Draco can only manifest in locations where the concentration of sin is high enough.

For Noble Phantasms, Draco has the following three:

Seven Pointed Crown A+: A Noble Phantasm representing the seven crimson horns atop her head, her Beast's Crown, when activated, they create a field around Draco that cripples all enemies if they can resonate with one of the horns, and each horn represents one of the seven sins. The more types of sin you have committed; the more horns you will resonate with. A single horn would see enemies becoming fatigued at a blistering pace, while resonating with four horns would give them a rank down to all their Stats.

Resonating with all seven horns gives Draco instant and complete Authority over the targets soul. Draco can select targets to render them immune to the effects of this NP.

Brimstone Gold B-A+: Draco's golden claws, when inactive they act as a B ranked Anti-Unit NP that poisons anything they touch with All Mankind's Evils. If she decides to circulate magical energy, the gold will begin to show cracks, which emit crimson and black fire. This fire, which can be manipulated and shaped by Draco, has a massive Anti-Magic and Anti-Divinity effect. Actually making contact with the claws in this state could turn weaker Divine Spirits to ash in an instant. The fire will only harm targets Draco wants harmed.

Aurea Poculum: World of Depravity EX: Draco's inner World manifesting as a personal Texture and Authority, this represents her existence as "the Beast from Hell; Satan." It could be said that in truth, Draco is the realm of Hell herself. This Noble Phantasm can be used in several ways.

The first allows Draco to summon and mentally manipulate constructs of cursed gold, the gold shines with a black light, and any targets struck by it will become obsessed with it, no longer fighting in order to gather as many of these

constructs as they can. After being struck several times, depending on the targets willpower, they will begin to beg Draco to impale and kill them with this gold, so their 'wealth' will never leave them.

The second is Draco's ability to create Dragons, which can be created in two ways, Dragons shaped from mud will only last for one hour, and won't be as strong as they could be. Dragons birthed by Draco herself will take one week to hatch, but will be children of Satan, not only are they strong enough to sweep aside most Servants, their very presence brings forth a part of Draco's inner Hell into the World around them, making the air toxic and acidic where ever they fly.

Third is Draco's ability to swap this Texture with the current one, utilizing it like a reality Marble; this space is full of small islands of barren stone, crackling with flames, floating over an endless sky filled with crimson clouds. Dancing between the clouds are glimmers of red scales, and you can hear the deafening roar of countless Dragons until a quick glare from Draco drops the place into absolute silence.

Should an enemy end up in this space, they will find the ground becoming superheated wherever they try to stand, until it begins to burn them alive, and even the sky is not safe, since cursed gold weapons will rain endlessly from the clouds, with no regards to gravity.

At the centre of this endless world of clouds lies a massive island, that can only be reached by Draco personally leading you there, surrounded by a circle of flames lies a throne of what looks to be flowing blood, Draco is quite insistent you help her break it in when she first shows you this place.

As a final use, Draco can expand this realm into the sky of the real World, slowly taking it over, converting 'Heaven' to Hell itself. Be careful if you order Draco to do this, the Counter Force would very much prefer you didn't.

You can choose if Draco will have her wolf aesthetic or her dragon aesthetic for free.

Draco will come along as a companion for free after this Jump.

Throne of a Corrupt Heaven:

(Must take Consuming Pink, Dreamlike Purple and Burning Red Sin.)

If you successfully completed all stage three challenges for the scenarios required for taking this one, Koyanskaya, Gorgon and Draco's Authorities and EX ranked Noble Phantasms will merge into one cohesive whole, allowing for the complete subversion of the logic of a World, if given enough time. Once this takeover is complete, they can even partially affect the fundamental nature and metaphysics of the World they consumed, though this would be incredibly taxing on them beyond minor changes.

Beyond that, they will all be bundled together into a single companion slot for importing into future Jumps.

Ending:

You did it, you've survived the plots of Beasts, demons, Gods and men. Now? You have four options of what to do moving forward.

Go Home: You've had enough excitement to fill the rest of your days, take your companions, perks and items, and head on back home to relax.

Take a Break (Incompatible with Grand Ordeal.): You've dealt with a portion of what this Jump has to offer. Since I'm not a monster, go to another Jump to take a break, then come back to Chaldea, you probably need it.

You cannot go through this Jump again when coming back.

Stay Here: Well… if you're sure? There is certainly enough danger and adventure here to keep you entertained for however long you will live for, but take another 1000 CP just in case.

Move On: Yeah, there's nothing quite like the feeling of getting into a cramped rayshift coffin and hoping you end up somewhere fun, right? I get it. Huh? What do you mean that was the worst part? Anyway, go on, adventure awaits.

NOTES:

On Servants and their Stats:

Servants, if you are here, I hope I don't need to explain much, but let's give you a quick rundown on just how little consistency you can expect just in case:

Servant stats are based off a numerical value, with each rank adding ten more to a stat:

E: 10

D: 20

C: 30

B: 40

A: 50

And then you have EX rank, which basically just means that particular stat can't be measured by this ranking system. Because it's so astronomically high that it cannot be quantified by this ranking system.

Then you have the '+' symbols, they mean that a stat can temporarily achieve a power boost, by multiplying itself under certain conditions, and I'm just going to input an image for you there:

Rank	Value	+	++	+++
A	50	100	150	200
B	40	80	120	160
C	30	60	90	120
D	20	40	60	80
E	10	20	30	40

Keep in mind that EX will ALWAYS surpass even an A+++ ranking.

Meanwhile, a '-' symbol means a stat technically qualifies for that rank, but it's not completely stable and will fluctuate between that rank and the lower rank.

Now for what that number actually means, it's a multiplier, you take peak human ability and multiply it by that much to get what the Servant can actually do.

Simple enough, I'm sure. So here's the fun part… None of that actually matters!

Ok, so I'm exaggerating, but not completely, and there's two reasons for it:

First! Those values don't tell you much, since it could be fifty times an IRL human, it could be fifty times Shirou, or it could be fifty times Ciel.

Second! Stat rules don't follow themselves, for example: Melusine in the British Lost Belt is hailed as the fastest fairy in the land, including her fellow fairy knights. She's known for accelerating from zero to Mach 3 in an instant. Her Agility Stat is B. Yeah, you read that right, B. And do you know what the other fairy knights all have? You guessed it, Agility over rank B! Does that make sense? No, none whatsoever! Is it a thing? Yes, yes it is.

Can you tell I'm annoyed yet?

What I'm getting at is that stats and ranks are a good guideline, but they are far from absolute, so don't hold onto them like a lifeline.

With all that in mind, here's what I would say would be used for this Jump:

The stat number will act as a multiplier to what a peak IRL human could achieve.

Now, you are free to say you want to gamble and go with canon values, and that's fine, but if you want a little more consistency, this is what I would recommend, though.

In the end, this is a lewd Jump anyway, not exactly canon FGO to begin with.

Spirit Origins:

Ok, so we covered Servant stats (For all that's worth.) so, what's a Servant's Spirit Origin? Well, first off, let me say this: Saint Graph and Spirit Origin are interchangeable terms for the same thing, so if you see something in the Jump that says either, they refer to this.

So what actually is it? Well, a Servant's Spirit Origin is essentially their soul. Or at least the foundation for it, where their information is written. This can, in moments of extreme emergency, be self-cannibalized to extract more magical energy from it. That's obviously not a good idea.

Within the Spirit Origin exists a Saint Graph Core that can be targeted by certain attacks. If the attack destroys it, then that's it.

Game Over.

The SO can be remotely analysed to tell details like Spirit Origin output, size, strength and what type of spirit it belongs to, Alter class Servants possess characteristics that mean they can be easily differentiated to normal Servants.

Now for the tiers of SO: Phantoms are weaker than Heroic Spirits, who are weaker than Divine Spirits. It is unspecified if Divine Spirits are equal or greater than Grand Servants, but for the purposes of this Jump, Grand Servants are much stronger than Heroic Spirits, but only up to par with Divine Spirits, and Beasts are stronger than both of these, but Grand Servants are typically powered up by the Counter Force to stop Beasts.

Then you've got SO output: While there is no specific output tier for Heroic Spirits, it is fairly safe to assume they're all *generally* in the same category, with some outliers like Gilgamesh likely being higher.

Satellite tier SO's are stronger than your average Divine Spirit, but they are massively outclassed by Planetary class SO's, and then you have Stellar class, who are said to possess as much magical energy as a Star. While there is no absolute confirmation of this, Amaterasu being a thing suggests it's at least partially true, but you don't have to worry about that, that's a problem for the Extella timeline. Probably.

Harming a Saint Graph is only possible by using attacks, weapons or strength of a similar level as said Saint Graph. So harming a Planetary class Saint Graph would take Planetary class weapons. Since there is no actual description for what that means, think something on the scale of Ea, given that it, under very specific circumstances, killed a massively weakened Tiamat, who has a Planetary class SO.

It is likely Divine Spirits can also at least partially harm Planetary class Saint Graph's, since Quetzalcoatl, Gorgon, and Ishtar managed to affect Tiamat as well, but keep in mind, it took their combined efforts to simply break a horn.

Grand Servants, thus, should also be capable of this, at least to a degree.

Ascending a Spirit Origin means you take it closer to the next tier in class, but it's incredibly unlikely for most max Ascension Servants to actually breach that gap, although some might be able to.

This ties into Stats, since a max Ascension Servant would punch harder than one who hasn't been Ascended even if they had the same Strength stat.

The perk **Happy Finish** helps take a Servant to the next tier of Saint Graph Output as well, mainly by helping a Servant undergo Ascension. While it is in theory possible then, to take a Heroic Spirit and upgrade them to a Stellar Saint Graph through that perk, the time it would take to do so is best measured in astronomical terms, and it is impractical to an absurd degree.

Perk Notes:

Command Seals: After the Jump, your Command Seals will act as if you had the backing of Chaldea's reactors at all times for any Servants you took with you, so you will not need to provide a large amount of magical energy for upkeep.

Time to Party: As a Servant, purchasing a Command Seal is mostly useless to you, since you would have no Master potential. Buying this perk will give you a single active Servant slot for each purchase of this Perk, however, you will need to find some way to support other Servants on your own. While it may be possible to link them to the reactors in Chaldea, you would first need to earn their trust, otherwise, finding a Grail would be your main option.

Heart of Evil: While this would in theory make you immune to blunt damage, extreme amounts of it will still prove fatal. And while you regenerate from slashing or puncture damage extremely quickly, purely magical attacks take longer to regenerate from, and any attack that would completely destroy your body, would still kill you, since there'd be nothing left for the sludge to regenerate from. This is *not* an immortality perk, be careful.

Grand Pervert: Despite the name, this perk does not actually make you a Grand Servant, it merely takes you to the power level it indicates. Of course, Karna is far from a weak Servant, if anything I'd say he stands at the tip of the spear. Get it? Spear?

Item Notes:

Green Gang: You cannot learn the magic these goblins use, even if you change your species to their own.

Scenario Notes:

If you took **Consuming Pink, Dreamlink Purple** and **Burning Red Sin**, without taking any other perks, you will be locked into having Vitch, Medusa and Nero as your three active Servants. If you chose to change things, so that you end up with Mash's contract instead of Ristuka, then it will be forced into a passive state as soon as you finish summoning all three Scenario Servants. All three *must* be summoned before you fight Artoria.

In terms of how strong the third tier Beast Servants from these scenarios actually are, each of them slightly above in strength to the canon Tiamat we see in Babylonia.

Consuming Pink: Don't underestimate Abigail simply because she's possessed by only a tiny fraction of a god, this is still an Outer God, and with just that and the power of the Demon King, defeating her would be as difficult as defeating Tiamat back in canon Babylonia.

Throne of a Corrupt Heaven: To give an example of what they could achieve, if you imported them into a setting like Infinite Stratos, they would be able to change things so that men would also be capable of using an IS. (If that were an actual requirement and not something the demented rabbit put in, of course, but this is just to give an example.) Something like making magic possible for all the inhabitants of that world however, would still be beyond them.

If you have Sin of Degeneracy, you can use them as a way to spread your Authority quickly and without expending as much magical energy, since they will act as magical energy boosters for the sake of that Perk.

Miscellaneous:

Thanks to TracerLiner for helping me out with lore stuff, really kind of them.