Fate/Grand Order- Part One

By Valeria

Introduction

A world of magi and vampires. A world of heroes and villains. A world of certain Types of Moons. You're in the Nasuverse once again, just in time for Humanity to face one of its greatest challenges yet, though most won't even know it's happening.

In ages past, the King of Magic Solomon, of biblical fame, reached the end of his life. As he reached his final moments, he did as instructed by God and sealed away nine of his ten magic rings with the final one being hidden elsewhere in the world. Laid to rest in peace, Good King Solomon's body was not left undisturbed. The many demons that Solomon bound or created were not happy with how Solomon had lived or died, believing he had not done justice by mankind. United under the first of their kind, Goetia, they created a plan to create a paradise for humanity.

A paradise that unfortunately needs them all to die first as all of time is eradicated past a certain point.

Clearly, this is not a good outcome for humans. Good fortune struck though and saviours arose from humanity's ranks. The Magus family of the Animuspheres created the Chaldea organisation, a high tech group dedicated towards ensuring humanity's future. When they discovered that the world would not live past the year 2016, they went all out on creating technologies and magics to deal with this. Having found that the cause of this fast approaching apocalypse would be found in the past, they began to gather the best and brightest Magi they could find to serve as agents to save the world.

Unfortunately, on the very day that this plan would commence, it was sabotaged from within. A great fire destroyed almost every gathered ally and left Chaldea mostly in ruins, with only a few staff members left and a single, or perhaps two, agents sent back to the distortions in time that endanger the world. This is where you begin, at the start of the story of Fate/Grand Order.

You will spend the next ten years in this world. For your time here, take these 1000 Choice Points (CP) to spend on new abilities to aid you.

Location

The Contaminated City in Flames

You find yourself in a burning city. This is Fuyuki, a city in Japan, though it's current state has isolated it in time and space from the rest of the world. This is the first distortion and where the protagonist of this story would find themselves after the disaster at Chaldea. You begin somewhere in the city of your choice and will have little trouble finding your way to the other singularities in this story, provided you are at the right time and place.

Type

Pick one of the following Types.

Human
One of the Masters gathered by Chaldea. Whether you genuinely intend to work with them for humanity's benefit, are in it for yourself or are even an agent of the enemy, you were there for the explosion at Chaldea and managed to miraculously survive. You have a personal Servant of your own and Command Seals connected to them, as well as access to the Summoning System of Chaldea so long as you do not betray them.

Servant
You're one of the many Heroic Spirits that populate the singularities. You may have been summoned by Chaldea, in which case you will have a Master yourself, or be an independent Servant existing within the singularities already. What side your allegiance lies with will be determined by your origin and your choices but, depending on your choices, you have the power to enact a great deal of change here.

As a Servant, you will not gain CP. Instead your 1000CP will be exchanged for 1000SP, to be spent in the Servant Supplement on your build. You may exchange SP to CP on a 1:1 rate or gain more CP through drawbacks. You may only be a Servant once across all the Fate jumps, not including Scenarios or Demi-Servants.

Origins

Drop In
You have no history here. You were not born in this world and neither are you known to it. You may have simply been born or made in another world in this setting or come from a time in the future but there is of course the option of simply being present in this world without any trace of you here at all.

Mr/Ms Protagonist
Your past is not quite your own anymore. In your time here you will take the place of one of the two heroes of this world, taking on their admittedly vague backgrounds for your own to serve as one of the heroes of Chaldea. As a Human you will replace the lone surviving Master of the story, Fujimaru, while as a Servant you will find yourself taking the place of Mash Kyrielight, the Demi-Servant of Galahad. You may take your opposing number as a companion for free or replace them with another you gained through the companion options.

Leader
You were born to lead and your life reflects that. You may be one of the commanders of Chaldea or have been a great king in your past life. Either way, your experience with command will be useful as the number of allies and foes continue to rise in your journeys here. You may find yourself looked on much more kindly for your leadership position by certain kinds of people.

Creator
Chaldea only became what it was because of the brilliance of the men and women who made the magic and technology it runs on. All the money in the world couldn't replace that. You're part of the science division of this group and one of the head researchers too, even as a Servant. You'll be familiar with how things work and while you may not get a combat role, you'll be vital for the progress of the mission.

Anti Hero
Not all heroes are nice. From a hard life or a nasty disposition, you've got a reputation and an appearance that's more fitting for a villain despite your siding with Chaldea. You're a hero but you can probably expect to either be dealing with the grimmest stuff to be encountered or the most absurd and tone deaf stuff. Anti-Heroes here seem to either play it painfully straight or get totally made fun of. But that's fun too.

Helper
You've been with Chaldea all your life. For as long as you remember, you've been hanging around the facility, helping out where you can and getting the odd study done on you. You may not have had any real job until now but with the Grand Order having begun, it's time to show you're worth all the money spent on you till now.

Bad Guy

We did say not everyone was it in for the reason of good. You might be fighting for Chaldea, or not, but you're mostly in it for your own interests. Be it women, riches, power or fame, the Grand Order has the potential for all of these to be achieved. You may find it best to keep yourself restrained until Goetia has been defeated however, it'll be a much easier time if you have a lot of allies with you already.

Bigger Bad
Of course, if you're already a bad guy, you could just skip straight to the big leagues. You're looking to make a name for yourself as a big name and find yourself either directly assisting the plans of Solomon's Demon or competing against him and Chaldea for your own goals. Freedom comes at the price of allies here and choosing to take the evil path may set both Chaldea and any other group against you.

Both age and gender can get rather fluid in this world, thus you may freely pick both your age and your gender from any possible result for whatever you are.

Type Perks

100CP perks are freebies for their origins and all other perks for those origins are discounted for them.

Demi-Servant/Pseudo Servant- 500
Demi Servant costs CP and must be a Non-Servant origin
Pseudo Servant costs SP and must have be Servant Origin
You may only pick these options once each in your chain, spread across the various Fate jumps. They may be taken again for access to capstone boosted effects but you will gain no other benefits of these options.

You are the successful result, the only genuinely successful result, of one of Chaldea's greatest experiments. You are either a Demi-Servant or a Pseudo-Servant, depending on your Type. If you are Human Type, this has fused you with a Heroic Spirit to make you a Demi-Servant. If you are a Servant already, you will be fused to a human form that will make you a Pseudo-Servant.

A Demi-Servant is a fusion between a Servant and a modified human that allows the human to make use of the powers, Skills and Noble Phantasms of a Servant they are bonded with. You know and are skilled in the use of all of these abilities and items, though you might not quite know all the tricks as the original did just yet. You gain the Servant Type in addition to your original one, though you do not gain the 100cp for free, as well as access to the Servant Supplement as described for those of the Servant Origin, with 1000SP and all associated discounts and freebies. You may only gain the Supplement related benefits of this perk once no matter how many times you take this option in various jumps, though it does not prevent you taking its alternative version below at a later jump to gain the capstone booster effects. It also does not prevent you from being a Servant in a later jump and neither does this option stop you from gaining Servant companions in this jump.

A Pseudo Servant is much the same as a Demi Servant, a Servant is summoned into a human vessel but in this case the Servant is the one who gains control over the body with the human spirit already discarded. In effect, you gain the Human Type, including discounts and freebies, and 1000CP with which to buy perks and items, though none of this extra CP can be converted into SP. You will still be summoned as a Servant by whatever Master you chose, they were the ones to prepare the vessel you now inhabit or to have someone else do it for them. You may only get this benefit once, no matter how many times you take the Pseudo Servant option, though you can still take the Demi Servant option in a later jump to gain the capstone booster effects. An important note, is that Pseudo Servants effectively count as having living bodies, for the purposes of Magical Energy regeneration and any other effect that might care.

Whichever option you have taken, the changed nature, be it Servant or Human, has magnified the powers of certain perks you could take. Any 600cp Origin perk will gain an upgraded form for you if you take them and this perk at once, as described in the Notes section at the bottom of this jump. Taking either of the above options does not lock you out of getting a Servant or Master if you normally would, these are entirely separate from such a thing.

Human

Command Seals- Free for Human
The mark of a Master. Exclusive to those who are themselves Masters, these three red sigils represent the command you have over your Servants. Each one may be used in a variety of ways, from an absolute command to force a Servant to perform an action they would normally refuse to do to fully healing an injured Servant or ready their best attack for use. Your three Command Seals will work for any Servant that considers you their Master, you do not gain more for gaining more Servants. However, unlike the normal, these Command Seals regenerate at a rate of 1 per 24 hours, though 3 is the maximum that can be gained.

Gacha Bitch- 100
Another five star gold? Damn, you're making me jealous here. You manage to get just obscene luck when it comes to gambling games. Be it casino gambling or rolling the gacha on a mobile game, you'll get the result you want 9 times out of 10. If people start cheating against you, your luck might start to not be enough but long as things are fair, you can really rack up the goodies. As a minor side benefit, you also happen to have a quick understanding of how game rules work and a sense for when you are in a game yourself.

Summoner's Guard- 300
How are you meant to fight alongside your Servant if they're throwing around all these gigantic explosions? You'll be able to stick by them with this, though you'll still want to be wary of the enemy's blows. You're unable to be harmed by the attacks or negative effects of anything that you have summoned, whether it's directed or accidental. Attacks just phase through you, though you may still be at risk due to the damage it does to the environment around you. This only applies to friendly or neutral summons, any being that is hostile to you will be able to harm you even if you've summoned them.

Grand Summoning- 600
The Throne of Heroes can be quite capricious with those it chooses to release into the hands of a Master. You might aim for a Servant and get them in their elderly years or as a youth, before their great achievements. You might get them sans their most legendary equipment or in a flawed, berserk state. You've perfected your rituals however and learnt a method to always summon the greatest possible version of your target, combining their most suitable bodies, minds, equipment and powers for you. You'll summon your Servant or other summon with their most powerful gear, their fittest and most appropriate physical body, their best abilities and their most suitable mental state. Your summons are effectively working at their peak ability at all times.

Servant

Brothers in Arms Across Worlds- 100
Myths are always getting changed and mixed up. A popular book series coming out in the modern day and becoming a worldwide sensation could radically alter how a Servant appears to be once summoned. You're a little less alterable in this way. People remember you as you are, unaltered by popular stories and when it comes to specific people, they may even remember you if it's not even them remembering you! If you've met and fought alongside King Arthur in your legend or in these coming battles here, you'll find yourself remembered as a fighting partner by any version of King Arthur. This'll never be enough to make them consider you an ally on the spot but these fond memories of you will make people you've met before quite a bit more amiable towards you.

This is Totally a Sword- 300
An arrow is just a very short spear. A stick is just a sword with no edge made of wood. A hollow metal pole is just a gun barrel with no gunpowder. The objects around you could be used for so many things but people just don't see it the way you do. Now you're able to make the world see things the way you do. So long as they're visually similar, you're able to treat one type of item as being another type of item on a conceptual level. Swords with very long blades may count as spears, allowing what would normally be a Saber class Servant to become a Lancer class Servant. Water manipulated to take on the shape of fire may be treated as fire, burning those it touches. These changes can only change the type of thing, they cannot change something into a specific object, such as making a golden sword into Excalibur nor can they change something into another thing of greater power.

Phantom of the Order- 600
A Phantom is a unique existence amongst Servants. A being that ordinarily would not be sufficient to qualify as a Heroic Spirit yet has been summoned and bound to an existing, more qualified Servant to change it and grant it greater power. This process has been done to you, even if you're a human, binding a Phantom to your soul and granting you certain abilities alongside it. You gain 500 Servant Points to spend in the Servant Supplement that may only be spent on Skills or Noble Phantasms. These points are entirely independent of any existing purchases there, meaning that there are no freebies or discounts with these points and they cannot upgrade what you have there already. While these points can grant a lot of power, they must be based on a qualifying spirit. Phantoms take much inspiration from Urban Legends and other low renown legends, one of which you must choose to base your purchases on. The phantom will likely give some alteration to your body or even mind when in use, such as appearing as a great wolf mount for you to ride or making you far more bloodthirsty when its powers are used. Through this process, you also gain knowledge of how to do the same in the future, fusing phantoms or similar spirits to other beings to create combinations like yourself, though you are given no way of accessing such spirits or phantoms through just this.

Origin Perks

100CP perks are freebies for their origins and all other perks for those origins are discounted for them.

Ascension- 300

Just because a Servant has been summoned, does not mean that they are summoned at their full potential. Each hero has a great deal of power left to unlock and the process of Ascension is the method to do so. By offering up rare materials and a large amount of magical energy in crystallised form, you can force a being to Ascend to the next stage of being for them. This increases their maximum power to allow them to grow more, changes their appearance to show the upgrade and also unlocks a new ability or power for them such as new Skills for Servants. This process can be done many times, even beyond the normal limit of 4 for you, but each one requires progressively more difficult to obtain ingredients and exponentially more massive amounts of magical energy to support the transformation. New abilities are also only obtained at every second Ascension after the first. You can use the Ascension process on yourself or non-Servant beings as well.

Skill Reinforcement- 200

Much as the overall power of a Servant is not immediately reached, neither is the individual power of their Skills reached at the start. To find their full potential with each ability, these Skills must be reinforced with Gems gathered from suitably similar opponents. Sabers must destroy Sabers to get Gems for Sabers and so on. Rare materials must also be gathered to do the process. Finally, a proper amount of magical energy must also be spent. Once the requirements are gathered, any Skill or ability may be Skilled Up and made more powerful overall. While there is no limit to how many times a Skill may be Reinforced, nor that it must be a Servant Skill, the costs will continue to increase for further and further Skill Ups on the same skill. Gems will need to be obtained from stronger foes, materials will become rarer and more magical energy must be spent.

Saint Gatherer- Free to Humans/100

A unique substance to be found in this world, Saint Quartz are powerful multi-coloured crystals that can be attained by accomplishing certain sorts of actions. Completing quests or journeys, making daily significant progress towards your main goals to gain every second day, taking part in important events in the story of the world or forming very close and strong bonds with other people all have a chance or certainty of granting a Saint Quartz. Once obtained, there are three uses for these crystals. One can be used to fully restore your energy and fatigue, one can be used to revive you and a small number of allies from the brink of death to full health again or one can be used to chance the summoning system within the Grand Order system, so long as one has the support of Chaldea. This perk is free for Human Type Jumpers for the duration of the jump but may be kept for future jumps, or bought by Servant Types, for 100CP.

Summoning- Free for Humans/300 (Requires Saint Gatherer)

The Summoning System is the mechanism through which the Masters of Chaldea intend to summon Servants to fight for them and Craft Essence to enhance or assist those Servants. It is a randomised system, with more powerful or notable Servants and Essence being harder and harder to get. A single roll of this random mechanism requires a single Saint Quartz and will grant a single result, with

no guarantees either way. Servants summoned through this method by you will fight for you, with varying degrees of enthusiasm, but they are not companions nor do they receive any additional benefits like companion Servants bought through this document will. While this system is free for Humans in this jump, it may be bought to keep, even by Servants, for 300CP. In future jumps it will continue to summon Servants, only based off of the world it is currently in, drawing from historical or mythical or fictional or even future beings from that world. It will also continue to summon Craft Essences and such for use. Both these will follow the same rules as they do in this jump.

Growth Curve- 200

Not everyone learns the same way. An oft repeated childhood saying has rather more relevance in this world and for you especially on buying this option. The way and speed you learn has been altered to one of three modes of which you may pick only one. Linear Mode will allow you to always learn at a constant rate. You will learn as fast as at the start as you do during the middle and ending stages of your learning, even if the process would normally slow down greatly in one of these phases. S Mode learning reduces your learning rate during the beginning and ending stages of training but magnifies it greatly during the middle portion of your growth. Reverse S Mode alters this by having you grow much faster during the beginning and later stages of growth, while slowing down significantly during the middle stages. This alteration cannot be changed once picked.

Drop In

Burden of Power- 100
Wander into town, help out a few strangers, leave without another world. For those with power who haven't fallen into depravity, it's often the way. You feel disconnected from the world around you and even if you want to help them, they sometimes have nothing but fear left for you. Your power won't get in the way of social interactions unless you'd like it to now. Not only will being great in magnitude than someone not make you fell distanced from them but they won't feel envy or fear to you either. If you still happen to want to pass on untroubled, you'll be able to peacefully fade from people's memories after a while. Never be afraid that you'll leave people pointlessly longing after you once you've disappeared from their lives forever.

Keep it In Your Heart- 100
Too easy to get caught up in the stresses and schedules of adulthood. Too easy to forget what made childhood so special and the things you learned in that time so important to you. You remember now at least. You'll never again forget the fascination, curiosity and drive to learn more that you had as a child and your memories and the lessons you learn will remain just as vivid and potent the day you learn them as they will a hundred years later. When you're inspired by a great man, that inspiration won't fade over time but instead continue to burn brightly throughout your entire life.

To You, Ten Years From Now- 200
Who's that familiar guy over there? It's you! Only much older, much more experienced and much, much grumpier. What could have happened to make him so nastily tempered? In that guy's mind, he might think of you as a naïve kid but you know that even if it's your future self, you've still got things to teach him. When it comes to things like this, future selves or clones or duplicates of yourself of any kind, you can deal with them expertly. Your words pierce through defences they put up and remind them of who you're meant to be and who they really, deep down, want to be too. You can get them to hold off on a fight and talk, unless they've got a damn pressing reason otherwise, and even convince them to hold off indefinitely or join your side with a lot more ease than before.

Let the Regend Come Back to Life- 200
You were born with a special talent. A talent for dealing death to a certain kind of being. Your skills sharpen, your blows deal greater wounds and the attacks of your foes feel lighter than they should be on your skin. Whereas you might normally only take on a single foe of that level, when it comes to your preferred prey, you could take on a half dozen with just as much ease. Humans, Dragons, the Undead, any limited classification like this would be applicable. You've got the talent that could have people singing songs about the battles you are in one day, long as you can find enough worthy foes.

Ghost Written Life- 400
Life's one big story. You're writing one now, aren't you? Just by living, you write your own story on history. What did you think I meant? A story does have power though. Even one not written down on a piece of paper. The role of a hero and the role of a villain are things that change the world around them, even if it can be hard to tell. The hero always wins. The villain lives to scheme another day. True love conquers all. There's a whole mountain of tropes to build a story from. Your story has a few too, tropes and ideas and clichés that have real power. They're not going to do everything for

you or make a huge difference but you can take advantage of them to give yourself a boost or degrade your enemies. Knowingly choose to become a Hero so that your luck is increased when fighting evil, become a Villain to increase the effectiveness of your plans early on, go just a bit beyond your limits when fighting for a loved one. The effects you could gain are countless…though you must stick to whatever literary tropes you are reflecting to gain their benefits.

Body Fit for the Gods- 400
There's an empty space within you, physically and spiritually. It makes you just about perfect for acting as a container for other beings in a very specific way. You're able to replicate the act of creating a Demi-Servant if you have a spirit you can convince to willingly enter your body or who you can force inside yourself somehow. No matter how large or powerful, this spirit will fit within you and transfer both their powers and their mind to you, resulting in a fused being. If you are not careful, particularly with an unwilling subject, this may result in them being able to take over your body as the dominant personality. Even if they resist, they will not be able to harm you however and may only try to escape. It is possible to store more than one inside you at a time but all past the first will not have the protection that stops them from harming you or allows you to store them regardless of size or power.

Lady of Shadows- 600
Death's not something to be feared. It's not an absolute, not to the truly powerful. To some, it's a matter of becoming so strong that death is just extremely unlikely. To others, it's more of a dependence on another thing. A link that forms between two things that become important to one another. A woman who became strong enough to slay Gods and the World itself, for example. Your link is nothing so special but still a great boon. You may choose a single willing being or object that you own to link your life to. So long as that being lives and remains in the same world as you, you can't die. You can be hurt and ravaged and reduced to uselessness but you won't be killed. Your linked partner can however, be killed. If they cease to be able to be killed or harmed, the link between the two of you will break and you'll need to swap to another partner.

Ordinary Man- 600
You weren't born with magical powers. You didn't discover a mighty artefact. You didn't have some magic old man to make you a king. You had yourself, your own human body and whatever weapons you could find. In a world of legendary heroes and terrible monsters, the odds say you should have died. Yet here you are, having earned your spot in the ranks of mankind's legends. How? You got so damn good that you made the mundane become magical. Your ordinary fists went so far beyond the limits of human possibility that they become weapons of legend. Your skill with a gun so awe inspiring that the World itself can't comprehend it as not being magical. Your swordsmanship literally warping space and time to try and keep up with your skills. You've got no limits on how far you can take any skill and the further you take any skill, the more magical it becomes. Become a great enough master and you might even see those ordinary skills forming into Noble Phantasms in their own right.

Mr Protagonist

Jumpako- 100
Are you sure that's the way you want to act around your friends? With all the groping and shoving and teasing and bullying, it's a wonder you can even still call them friends. Somehow they stick with you though. Perhaps they're just scared of what you'd do if they left. No, that's just silly. It seems that no matter how much you tease or bully your friends, they don't take it as reason to stop being friends with you. Actual harm or betrayal? You've got no protection there but they'll put up with some pretty humiliating things for your sake.

Heroic Man Wanted- 100
Everyone wants you! At least when it comes time to turn in some job applications, that is. No matter how unlikely, whenever you send in an application, the boss seems to think that they desperately need you. There has to be an open job offer but as long as there is, you'll get accepted instantly, no interview required. You don't even need training or the right skills. They need you just that much. Of course, once you're in, they might find out you have no idea what you're doing here and lack any skill they need. That might get awkward.

Memory of Love- 200
Aah, just looking at you reminds me of that man from so long ago. Why do you look so familiar? It makes my heart go thump-thump-thump. Not just me either. Every guy or girl with a beloved sees you in a similar way. Regardless of your actual appearance or personality, you remind them strongly of the one they love the most and so they can't help but obsess over you. For most people, this makes them feel very favourable towards you and makes them quite a bit easier to manipulate. For some without love, this may not have any effect. And for others with love that's a bit too strong…well, perhaps it'd be best to not lead those sorts on unless you have some very strong locks on your doors.

Memorable Occasions- 200
There's no way to be a protagonist if you're stuck fighting the rank and file. It's a lot more dangerous but the only way to really make a difference is going straight to the top. The guys who have names people actually know and remember. You'll never find yourself stuck in a conflict against the unimportant guys. Whether it be a war or just a competition, you'll clash against the important, the strong and the named guys. They're usually a lot stronger but they also happen to be a lot more important in the long run. You'll also find yourself meeting potential allies this way too, important people that might be on your side or able to be convinced to your side.

Nasty or Nice- 400
Good guy, bad guy, you're a big influence on them both. Your presence and companionship can draw out the good and bad that waits inside everyone. If you don't take action, it won't change anything, but once you start to encourage people to let out what's inside them, you can really get some changes going. Comrades can become more brutal and violent or more merciful and forgiving. The closer you are to a person, the stronger you'll be able to make this effect. A stranger you've known for a few days might just talk and act a little differently. A close friend who you've saved the life of and vice versa? You could turn them from maniacal villainy into reluctant heroism or from

being a shining example of a hero into a vicious extremist for their own ideology. Get even closer and you might be able to make some even more extreme changes. Bringing out someone's inner good or bad side will take time but…a few days should be all you need.

Starting On Your Best Foot- 400
If the hero died before the story started, there wouldn't be much of a story, would there? If the plan of the bad guy had gone ahead, you'd have died back in the explosion without a chance to resist. When it comes to the schemes of the bad guys of your story, you always get at least a chance to resist their plots. You won't get blown up out of nowhere, assassinated before even knowing who your opponent is or otherwise made useless before the story even starts. There's no guarantee you'll make a difference but you'll always be able to last through the first stages of whatever plan you're fighting against.

Got That Fuji Fire- 600
Servants have a whole lot of power. If it were just you, even if you had a bunch of other Masters with you, against the forces of evil? You'd be pretty screwed. But the Servants can't do it alone either. Legendary people come with legendary egos and legendary problems, getting them to work together would take a miracle worker. That's your cue. Be it loyalty or friendship or love, you're like a magnet for all three. Just a few days of fighting alongside someone is enough to forge a lifelong bond of brotherhood or cause someone to fall deeply in love with you. Not just one at a time either. Even a few dozen people, each normally hostile to you and only grudgingly working with you for their own sakes, could fall in love with you at the same time. Talking to people and fighting with them or supporting them, that's all you need to show them why you're the man for them.

Master of the House- 600
Just because you're a Master, doesn't mean you can do nothing but supply mana. There's a long tradition of Masters being genuinely helpful to their Servants and you're one of the best examples yet. Even if you happen to be a below average Magus in other areas, when it comes to magic that supports your allies, you could help even some of the strongest of heroes. Your support magic, any magic that buffs or enhances one of your allies, is multiplied many times over in effectiveness as long as it is being used on an ally and not yourself. A spell to grant physical strength that might normally only put someone at the peak of human ability could now increase an EX ranked Servant's strength by a third again. Every one of your buffs will be an invaluable boost to your team, making you just as vital a combat member as any of them.

Leader

I Am The Boss- 100
You were born a leader and made into a leader as you grew up as well. You learnt how to be a leader and how not to be one. You know you deserve to be where you are now and so you have the confidence to support that knowledge. You're not overconfident but you are exactly aware of the level of your skills in relation to other people. You know when it's time for you to take charge and when it's best to delegate to a more skilled person. Best of all, you know how to accept your fuck ups. It's done, the lesson has been internalised and then you move on. You don't let yourself get dragged down by what-ifs or maybes, you just learn and move on. There's work to do and if no one else will, you've got to take charge.

Caesar of Chaldea- 100
A king's charisma goes beyond the physical form. The ladies blush at your words, not your shape. You really are just that charming. Even if you're obese or deformed or even just plain ugly, it doesn't have any negative effect on your sheer charm and charisma. As a leader and as a lover, all that matters is your skills and personality, though having good looks will definitely help on top of that. At the very least, this'll make you a suave gentleman if you aren't already one.

The Roman Empire is My City- 200
Everyone's a patriot when you come around. Perhaps because they see you as a representation of your homeland, a rather charming young one at that too. You're incredibly attractive and charming to any being that originates from the same homeland as you, even if you'd have not interested them at all before. It's enough that you could easily become an idol or country wide star if you stuck back at home, though you'll likely have your admirers the world over. Even those who only have a love or affinity for your country, such as people hailing from your homeland's allies, will still find you far more agreeable than they really should be. It'll be damn hard for any of your countrymen to raise a hand against you too, given that you embody their very homes in their eyes.

A King Amongst Kings- 200
A leader is a leader, whether they're a King or a Captain. Not everyone agrees though. Many can only stand the company of those they consider to be their equals. At the very least, if they're going to do that, they can at least treat their equals well, right? Long as you can generally be said to be equal in status or rank, you'll get along fabulously with other equals. Kings will become easy friends with other Kings, Knights fighting alongside other Knights without effort. Even those normally quite obstinate in their arrogance will find it acceptable to loosen up around someone their equal. It would be an easy task to befriend even a normally impossible person as long as they accept your rank is in fact, equal to theirs. They might still think they're the better of the two of you but they'd be polite about it.

Stand and Fight- 400
Lead from the front, that's the motto of a true warrior king. If you couldn't stand and fight alongside your men, you hardly deserve to lead them. They all agree quite wholeheartedly too. As long as they see you standing up in the front, battling away, they'll know they can't give up either. Your will

becomes their will in battle, allowing you to support every ally that fights with you at once. As long as your willpower holds out, so will theirs. If you feel no fear, neither will they. If you are inspired to go to the very limits of what you can do, your army will rise up alongside you. So long as you hold out, your army will have to be killed to the last man before they admit defeat. But if you break, so does this protection and they'll need to rely on their own wills, not that of their King.

Shining Lights- 400
Poisons, knives in the dark, war, betrayal, sabotage. A leader has to survive some pretty hairy stuff. Often they don't survive, betrayals are just as popular in legends as miraculous tales of survival. Don't get too worried about all that. It's good to keep an eye out but you'll have a little bit of support now that you have this. It's your ticket out of one impossible situation every ten years. A battle where every path ends in your death would open up to allow you to escape unheeded. Trapped in a room filled with bombs? A miracle occurs and your soul briefly separates from your body to avoid the blast and reform later in a safe place. Surrounded by political enemies united against you, about to topple you from the throne? A sudden conflict will arise to send them into disarray and give you a bit of time to ready a defence. It's only once each time and it's only going to give you a chance but a good leader shouldn't need anything more than that.

I Am, Without A Doubt, Rome Itself- 600
The king is the country. The country is the king. The country serves as the body to which the king is the mind. If the mind is healthy, the body will be too. So it only makes sense that the king being healthy will make the country healthy as well. What you rule may as well be a living part of you. Your country grows and succeeds as you do, whilst failing or being damaged as you are. Your life is linked to all that you rule. By eating your fill, your country will find itself with more food. Starving yourself will starve your country too. The effects are not translated directly between the two of you but it is a close thing. Your death will not destroy all that you rule but it will severely diminish it, perhaps to the extent it can never recover.

Animusphere of Influence- 600
You've been living a blessed life since the day you were born, almost like someone wished for it to be so for your entire family line. You and all your descendants will benefit from fame and wealth on a vast scale. So long as you do not wish it otherwise, your actions will garner you fame and notoriety and influence, making you into the sort of person whose opinion matters to everyone, even outside of your circle of knowledge. And money? You'll almost never even think about it given it'll practically fall into your hands when needed. Even a project that costs as much as the annual budget of an entire country wouldn't be hard to fund. Any more than that and you might actually need to save up, even if only for a time. You can choose to remove this blessing from any of your children as well.

Creator

Ideal Form- 100
That dream like shape in your mind, the one that only appears to you in your moments of great inspiration. It's something to aspire to but not one you may believe you could achieve. A beauty that embodies exactly what you think is the ideal form. You were given the chance to alter yourself during your arrival here and managed to take on that ideal beauty. This is not a matter of power or utility though, just pure cosmetic brilliance. At least, it is for you, as it grants you your ideal physical form and features. Others may not agree with the beauty of your choice but looking the way you dreamed you could will definitely boost your self-confidence.

Life Well Lived- 100
Even if you regret every choice you've ever made, it's better to remember than to throw the memories of your life away. You existed and your choices effected everyone around you. Forgetting is an insult to yourself and to all those who took part in your life. Knowing that, you won't forget yourself anymore. You'll always be aware of yourself, knowing exactly you are were, who you are and who you are turning into as time passes on. Even if you do somehow lose your memories, this specific knowledge will stay with you at all times.

The Love of Lightning- 200
Steam Power! Coal! Electricity! The Nuclear Age! All the greatest revolutionaries have brought new power with them, their obsessions letting them take great bounds over the opposition to advance all of humanity. You share that same potential with one form of technological power, greatly advancing your skill and potential when dealing with technology that uses it. It could be electricity powered tech, steam powered tech or even wind powered tech. Whatever you choose, you'll be able to make them much stronger, much more efficient and much cheaper than you normally could. Not all energies are exactly equal however, so you may still find yourself needing more resources than normal, though you'd still get the increased power and efficiency.

Sight Beyond Sight- 200
Your birth was marked by the appearance of a blessed star, something that was believed to have been sent by God and conferred great wisdom on you. While you might not know much about wisdom, you do have a limited sense of clairvoyance. Whenever you are about to do an action that will lead to a negative result, you have a chance of receiving a brief vision of what may occur. In most situations, this has a low chance of occurring but as the severity of the consequences of your actions rise, so too will the chance of receiving one of these visions. A choice that would result in certain death for you would almost always activate the vision. Each vision only lasts a few seconds, enough for you to get a sense of how bad the consequences are but not how they come to be.

King of Paperwork- 400
If a heroic knight can manage to take on an army, why can't a heroic bureaucrat take on an entire organisation? There's no such thing as heroic bureaucrats? That's where you're wrong. You're able to take the helm of entire organisations…as well as all the other positions too. As if you were individually handling every position in the group, the organisation will continue to run effectively and well. But this causes a lot of stress and exhaustion. The more positions you take on and the

larger the organisation, the greater the strain on your mind and body it'll be. You could manage something the size of Chaldea's main headquarters, a few dozen positions to fill for the critical functions, for a few weeks. But you'd start to really drag in effectiveness near the end of that and eventually collapse entirely.

I Wish To Live As A Man- 400
God himself could come down from the Heavens and tell you your purpose…and you'd be able to tell him to jog right on. Your life is your own, not bound to anyone else's' desires or beliefs about how you should proceed. Your fate and destiny is unalterable by the unnatural influence of any other being, even He Himself, and you are free from any feelings of obligation that you do not willingly take on. Merely having abilities that grant power will never make you feel like you should need to use them nor will anyone ask for you to do so or expect it. Everyone around you understands that the actions you take will be those you decide to do and that the only way to change that would be to forcibly take control of your mind or body away from you.

Renaissance Woman- 600
Every once in a while, a person comes along who's pretty much fated to bring about changes to the world. Masters of all they survey, bringing invention after invention and working with concepts decades or centuries ahead of all their peers. The quintessential Renaissance Man, if you will. One much like yourself. You have incredible natural talent in everything you do, whether that be painting or casting spells, fighting or creating artificial homunculi bodies. This natural talent not only allows you to start with a shocking amount of skill in anything you try your hand at, as if you'd already been practising for months, but it allows you to learn even more in any subject you put your mind to than any other, progressing at several times the speed of any of your peers. You could accomplish in just a month what takes other scientist's years and move on to learn even more disciplines on top of that one.

Man Made World- 600
When Nikola Tesla took the secret of lightning to humanity, he spat in the face of Gods and Magicians alike. He had taken the divine and made it mundane for the sake of humanity and that act gave him genuine, immense power. While some may point how the ridiculousness of his science becoming supernatural, one can't ignore the power that technology gained, especially against the supernatural. You are a true creator in the same vein as Tesla himself now. The technology you create is supernaturally empowered, becoming more and more so the wider spread your technology is in the world you are in and the more your technology advances that world. If you created and spread around the world the secret of electricity, which revolutionised the entire world, you would then be able to create electrical devices that allowed you to do battle with even some of the mightiest Servants in history. Your technology is also imbued with even greater power than normal when used against Divine opponents, as the Gods seem to have an innate aversion to the progress you bring.

Anti Hero

Black Knight of Self-Loathing- 100
Had a hard life, haven't you? It's admirable that you're still trying to do the right thing in the end and understandable that you have to do it this way. All that suffering, hiding it behind a mask is only natural. You've gotten very good at masking your emotions and not letting them control your actions, putting up a perfect mask of total apathy that hides whatever you really are feeling from both yourself and from other people. As long as you have the façade up, you'll be able to do what you believe is needed without letting all the awful guilty and regret tear you apart. Or without letting those around you know just how messed up you really are.

Charity, Kindness and Fairness- 100
Chivalry may be a difficult code to follow but you have it a little easier than most. You have the uncanny knack of being able to always make a fair judgement, regardless of whatever your feelings are on the matter at hand. No matter what situation, you know what the fairest resolution to all parties will be, if there is one. If there isn't, you'll be aware of what the closest substitute is. This knowledge may not be too helpful if you're not in a position to decide such matters but to make up for that, this knowledge will also make you a much more skilful negotiator in hopes that you will be able to put yourself in such a position. You could do a lot of good with this good judgement.

War Instinct- 200
From long years of experience or just inborn instinct, you've got a sense for power and people who have it. With just a glance at a man, you can tell how strong they are in general and in relation to you. But your sense goes beyond just that. You also know what kind of power that they possess. Raw martial might, arcane magic, social status and influence or even just an incredible willpower or mighty ally. You won't get the exact specifics of their power but you will know the type and level of each kind of power they possess.

Stand Behind Me- 200
Friends are a rare luxury for an anti-hero like yourself, one you really ought to treasure for how particularly vital they are to you. When you're delving into the darkest depths and fighting the worst evils of mankind, just having a friend in your life will make it all that much easier to deal with. Having bonds to friends and loved ones, bonds that are actively maintained by you or them, will allow you to become more and more resistant to any sort of corruption, fear or influence that might negatively affect you. With people to fight for, you'll be able to ignore the terror of the greatest monsters, maintain your sanity even in the depths of hell and tell the most insidious of mind mages to fuck right off. The more people you have like this that you care for and actively maintain relationships with, the stronger your defences against influence will be.

Eternal Sunshine- 400
When you walk in the room, it lights up everyone's faces. Unfortunately it's not your winning personality at work but the shining sun that follows your presence. Or perhaps another feature entirely. See, when it comes to conditionally activated powers, you've got the blessing of not really needing to worry about conditions. As long as you need to satisfy a location or time based condition to use an ability or item, that time or location will overlay itself on you and your immediate surroundings. Need it to be noon to use your powers to their fullest? The sun will constantly shine

down on you as if it were noon. Require being in a specific building to have your greatest abilities accessible? That building will overlay some of its features in the ground around you to ensure you can simulate being there just fine. There are some limits however. Time based conditions that do not occur at least once a year will not work for you through this and location based ones must be places you have been to and that are currently accessible in your current jump.

Genuine Man Eater- 400
Too many times has your heart been betrayed and knives thrust into your back. You've loved again and again and each time its gone wrong, all that's left is hatred. At the very least, even if you don't feel that hate, your blows are empowered against those like the ones who betrayed you. Men or Women, one entire side thrown under the same banner as targets. Whichever gender you choose here, you'll find any attack against them from you to deal five times over the normal amount of damage. The hate in your blows empowers you, letting what might be just scratches instead become life threatening injuries and crippling blows kill outright.

Infinite Jumper Works- 600
While the Origin may be the core of being for those in these worlds, you're just a little different from them, eh Jumper? A little more adaptable. So when you found a secret art, a way to imbue your Origin into your attacks, you were able to make it fittingly adaptable to you. You can imbue any of your powers into your attacks to use them at range or combine their special effects with another method of delivery. A classic example would be combining the ability to create swords with a bullet to create swords from within the bodies of those shot by the bullet. Physical blows could be combined with elemental magic to grant them similar auras and even positive effects, such as healing magic, could be transferred through a quick smack or long ranged attack. A massive increase in adaptability for your methods of combat and abilities, it's fitting for you Jumper.

I Am Here- 600
Do they think that just because you're fictional, you have any less right to exist? That you're just going to fade away once your time in the limelight is over, to be forgotten for the next big, exciting character? They've got a whole different thing coming if they think you're just going to roll over and disappear. You don't need anything or anyone else to exist and will do so no matter your state, even if the Gods themselves disapprove of you continuing to do so. You require no energy to maintain your existence, though you may still need to eat to have energy to let your body work, and you will be able to exist even if you lack supposedly necessary components to do so. A Servant would need no master, grail system and no mana to continue to exist as normal. Even if you were an entirely fictional being from a fictional world, you could live in the real world without any issues at all. And of course, it is impossible to simply negate your existence. You can be killed but if someone wants that, they'll have to at least acknowledge your existence as they do so.

Bigger Bad

Imitation Games- 100
Sneaking in is all well and good but if you want to really cause some damage to the good guys, you'll need to get their trust and make them think you're there to help them. It's only then that you can tear them apart from within. Thankfully you're pretty darn good at hiding your true intentions from others, especially when it comes to evil intentions, and at imitating other people. You can just imitate the way others act in general to make yourself blend into the organisations ranks or, with a bit of time to study, you can figure out how to do a very convincing imitation of specific people, from their appearance to their voice to even the way they walk and move their bodies.

Flauros Flair- 100
As villainous as you may wish to be, not everyone's blessed with a mind without sympathy or pity. Being a bad guy can get pretty hard if you're feeling bad for the ones you hurt. The opposite is just as true. If you happened to change your mind about your plan but your evil nature wouldn't let you stop it, that'd just be awful on your heart. But you can change your mind and heart now. Long as you want it, and are not being influenced by any other to do so, you can freely change, remove or destroy any part of your heart or mind that you want to without changing or harming any other part. Remove an alternate personality with a thought without affecting the rest of your mind. Destroy any sense of pity or morality that you had without altering the rest of your personality. Bring back love into your heart after it'd been removed. What's there can be removed and what's gone can be remade.

Beyond Faker- 200
You're a legend among legends, everyone knows that. You're undeniably you in your very own place. That's why it's so very easy to tell when you aren't you. People who try to copy you, no matter their normal level of proficiency with that art, just fall flat. Disguises are shoddily made, voices are horribly off, attempts to pretend to be you see the imitator forget vital information you should know. Even trying to copy your techniques or abilities will at best result in these same pale imitations they get elsewhere, with weakened abilities or entirely missing ones. Anyone who had actually met you could spot these fakes in a moment and even those who have never met you can tell that something's up.

Unforgettable- 200
You're not the sort of guy people just meet and forget about. You stick around in people's heads for good once they meet you, every action you do being just as eternally memorable as you yourself. Given that you and everything you do is permanently engraved into the minds of those who meet you, it gives you a whole lot more influence with your words and actions. People remember and think about what you say to them, they remember what you've done to or for them and that memory gives you much greater influence over other people.

Crested- 400
The Magic Crest, to the ordinary magus, is the crystallization of all their bloodline has worked for. A sigil formed of magic circuits that collects all their knowledge and spells into one person who acts as the bloodline heir. But the truth is a lot more sinister. Of all the magic crests in the world, 72 of them are in fact Demon Gods in sleep, placed there by a Beast named Goetia in preparation for a great

plan. You know how to perform this same act, turning living beings into Magic Crests that can be passed down through family lines before activating at your whim, converting the holder back into the original being or releasing that being separate from the holder once more. During the time that they serve as Magic Crests, they can provide magical circuits equal in power to whatever magical power they had originally and prevent their holders from committing suicide, rendering them unable of consciously carrying out such acts.

Kingly Gaze- 400
Heavy is the gaze of one as high as you are. Just standing before your eyes will make others feel the truth of what they are and exactly how low they are in comparison to you. Just by looking at a person, you can harm them with the weight of the shame and guilt they'll immediately feel for opposing you. The weaker they are in comparison to you, the worse this effect will be. Those on your level or above will feel strained in their movements and slightly weakened but the further below you someone is, the weaker they'll be when in your sight and the more pain they'll feel for every second they're under your watchful eyes. If they're as weak as to be no more than a normal human or less, their minds will simply break from a single glance from you, provided you don't purposefully limit yourself to spare the mortals.

The 72 Jumpers- 600
As great as the power of one can be, there's never a reason to not go for more. The power of seventy two at once? That's a lot scarier. You can combine your body with other beings of the same type of being as you, such as other humans or demons if you are a human or demon, and exist as an amalgam of your bodies, minds and souls. Within this combined mass, each individual still exists separately and may choose how their portions act. Only by proving to be the dominant will can you control this amalgamated form and all the mighty power it will have available. Those who join this hive mind body must do so willingly and will be able to push to control the body or even just a part of it if they disagree with you or desire to be in control. While there is no limit on the number of beings that you may combine with in this fashion, each being will add a little more strain to whoever is controlling the body as the leader. Too much and it may all fall apart. At the end of your jump, any being that is not already a companion is split off from you and sent back to stay in this world as you leave for another. Companions may stay as part of you, even beyond the active limit, but those beyond the limit are instantly sent to stasis if they are separated from your mass in any way.

The Age of Jumper- 600
When the King of Magic died, he took the Age of Gods with him. He was the final marker for that great Age and all the wonders and terrors within it. Imagine what the world would be like if that King came back and brought his Age with him? Well, you'll be able to see both now, though the latter is more your choice. You have a unique ability that allows you to exert influence over the Age or Era of a setting. You can halt progress out of this Era or speed it up to bring it to a swift end or even slowly bring it back into the world around you. Any defined period of time, whether it be the Age of Gods or the Roaring twenties, can be affected in this way. The stronger you are, the swifter these changes can be done but they shouldn't take more than a year unless the changes you are making are truly outlandish. It should be noted that if you are bringing an end to an Age, you have no control over what Age may appear in its place.

Helper

Put On Some Clothes- 100
That outfit definitely doesn't look battle ready, are you sure you wouldn't prefer some less…flamboyant clothes? No? It's pretty cold out there, despite your lack of reaction. You don't really seem to have much reaction at all to things like cold or heat, other than the real extremes. Neither are you ever tripped up in a fight by your own outfit, no matter how large and extravagant it may be. One could say you're free to wear whatever you want without it negatively affecting you. But that'd be silly.

Sumanai- 100
Don't worry. I forgive you. There's no need to be sorry, it's okay. Really, stop saying sorry. It's fine. You're not going to stop are you? You don't need to say sorry anymore. Really, people just understand and forgive you. If you screw up, people are okay with it. You might still be punished for the screw up or not trusted with that responsibility again, but no one holds it against you. Even if you do something nasty against someone else, they'll be okay with it. They'll still come after you for revenge or to punish you for your crimes but there won't be any hard feelings between the two of you. Just please, stop saying sorry. We get it already.

Fou Fou- 200
What a soft, cuddly, cute little thing you are. I'd call you a puppy or a kitty but you seem to be a unique sort of little fluffy animal. Who could imagine you were actually a dangerous dimension traveller? Well, pretty much no one. You can take on the form of a small, fluffy animal of your design at will and when in this form, your true power and true identity is totally hidden from everyone. No matter what they use, they will be unable to discern your abilities, the level of your power or who you truly are, though they might be able to get some hints if they use really roundabout methods. Being in this form does not hinder your abilities either, despite the teensy tiny puppy size of it. You're just as strong and lethal in your full size as you are when you take on the form of a magical lap kitty.

Musashi Malfunctions- 200
It'd be awfully anti-climactic if a hero in the making like yourself just got winked out of existence with no chance to defend yourself. Wouldn't it be better to live to fight another day, even if that day was taking place in a different world? Attempts to kill you by erasing the world or time that you are in fail to work. If the universe is destroyed with you in it, you'll find yourself rather roughly flung into a new universe or timeline that is similar but different from the first. People can still blow you up, they just can't erase you by destroying the space-time construct that you exist in. If they want you dead, they'll need to do it directly. Or just blow you up from afar even still. Maybe invest in some good shields?

The Perfect Subject- 400
Any man of science and magic would be overjoyed to have you as their subject, even more so if it were willingly. No matter what the experiment or procedure is meant for, you're as perfect a subject as they could ask for. Well, almost. No matter what is being tried, as long as it has a chance of success at all, you'll find yourself tens of times as likely to be a good match for the procedure and for it to go ahead, if it does succeed, with far fewer complications and negative side effects. Whether it

be physical body alterations, experiments on the soul, cosmetic treatments or an attempt to fuse you with the spirit of a Heroic being from the past, you'll almost always find yourself compatible. If you did undergo the Demi-Servant experiment, you'd have a good chance of survival even as an adult, a guarantee as a child, and be able to live almost a full human lifespan instead of the short 18 years of life normally granted.

Spirit Feast- 400
Once they're inside you, they're a part of you. Successfully bonding to a spirit is a risky, often lethal approach to gaining power but if one can manage it, it pays off in large amounts. For you more than most, as once you've gotten a spirit or being within your body, mind or soul, you're able to take everything they got for yourself. Powers, memories, skills and even personality traits if you like. Everything will seamlessly transfer to become yours…so long as they agree or can't resist you. For a spirit that's stronger than you, you're going to have to get them to willingly and knowingly agree to the fusion, a tough sell unless they're really into you for some reason. If they're equal or lesser than your power, you'll be able to force it onto them and cannibalise them for every part you need or want from them.

Dog Years- 600
You're getting paid by the hour here, so you might as well take your time in life. For most beings that have magical energy, they've got a max that they won't replenish their energy past, like how a water bottle can only hold so much water. You're a little different. While you still have that maximum capacity for replenishment, you've got a much, much larger temporary store. You very slowly add magical energy to this store and the energy remains there for good until used. You cannot artificially add to this store but it will increase in the speed of growth the more energy you have in your normal magical energy stores. While this energy can be used for any normal use, that might not sound terribly attractive when it takes hours to store up enough for a good spell and years for big rituals. What makes it worth it is the accomplishment of Miracles. Even things that cannot be accomplished with True Magic can be achieved with the Miracles that can be cast using this slow storage. Saving up for a few decades could allow you to bring back the dead or even grant immortality and the longer you save, the more you'll be able to accomplish.

Hero's Will- 600
So long as your will stays strong, so too will your body. The determination to protect your friends will last you out even if your body should be too weak to protect them still. Now your willpower can be used to power or empower your body or abilities, replacing the normal energy used and possibly even empowering it above the normal level of use. However, the greater the cost it would have been on your energy stores and the more power you put in above the normal level, the more strain it will put on your mind and body. Take too much strain on and you may find your mind, body or even soul to start to rip, rupture and tear. Continue to push yourself so far beyond your limits and even having a truly unbreakable will won't prevent you from dying, though having such a will would allow you to go far, far further with this ability than most.

Bad Guy

Beast of Bitches- 100
Maybe just cool the bitch factor a bit. I doubt it'd make you any friends and with the coming troubles, having some allies or at least not pissing off those neutral to you, is really quite important. Wait, people are still cheering for you, despite your constant insults to them? Could this be the legendary tsund-gyah!

Ahem.

Despite being a massive bitch, people are still able to work with you and even be friends just fine. Your total bitchiness, or general unpleasantness, is never a negative on your social interactions, leaving only the positives you have to get others to like you. Some might even see your bitchiness as a plus and like you more for it. If they're into that sort of thing.

Beast of Gods- 100
Could there be any warrior more perfect? Any man more flawless? Compared to you? Not at all. At least when you're just observing from afar, you appear to be totally without flaws or weaknesses to anyone. You're perfect in aesthetics, though you are quite handsome, but you seem to lack any weaknesses, flaws, holes in your defences or other disadvantages to onlookers. Even those who have special powers to notice such things will fail to do so. It is only after directly interacting with your weaknesses that they can uncover them, such as by noticing that you take much more damage from fire than other sorts of attacks if you have a weakness to fire. Even that will be difficult to notice however, as any injuries you take seem far less serious to your opponents, though your allies can still realise the severity if you wish them to.

Beast of Eden- 200
You've always had a gift with getting people to do things they wouldn't normally do. Tricking them, convincing them, manipulating them into being the sort of person you like a whole lot more. You've got both a great understanding of how people work and a great knowledge of how to make them work like you want them to work. Letting you spend time around someone alone is a very dangerous prospect as you can quite easily begin to twist the minds and beliefs of people you get a chance to talk with. Some take longer than others, usually it'll be a few days or weeks before you can start to see changes, but as long as you get the chance there aren't many you can't corrupt.

Beast of Love- 200
Aah….why did your children leave you….isn't it so painful to see them move on with you, to leave their dear mother alone in the dark. They won't now, not ever again, not after you're done changing them. Your children, actual biological children or creations, will never rebel or act against you out of free will ever again. They won't even be able to stop loving you, adoring you and respecting you utterly, no matter what you do to them. These children will never leave the nest you make for them and they'd die to protect their mother, you.

Beast of Ages- 400
There is a rule in this world that older things are held superior to newer things. The Mystery that builds up in older things allows them more power but not everything follows that rule. Indeed,

certain beings work in an entirely opposite fashion. The Beasts grow stronger the more mankind has advanced their civilisation, much as you yourself now do. The more advanced the civilisation of your home world, the more powerful you become due to it. A renaissance era world would not give you much noticeable increase at all whilst a world based on the modern day could see as much as a third again increase in your overall power. The more advanced your home world's civilisation becomes, even as a result of you helping them grow, the stronger you'll become in return.

Beast of Mirrors- 400
A blessing from the grail and the king of lions, this gift has allowed you to apply the effect of Reversal onto a certain part of yourself. A single weakness or flaw that you possess may be reversed into a strength or advantage. A weakness to poison becomes an immunity to poison, for example. Unlike the original you are only able to reverse a single aspect at a time but also unlike the original, this does not reverse your personality or mind as well. If you wish you can also use this on a strength to turn it into a weakness.

Beast of Life- 600
It's the duty of a child to support their mother, isn't it? If they can give their lives so that you may continue, it would only be them being a good son. All this talk about the future generations doesn't matter at all. So long as a single biological child of yours is within ten kilometres of your position, you cannot die. You can be beaten, broken and crippled but so long as your children remain alive and within this distance, you are simply unable to be brought to the point of actually dying and being truly destroyed. Once your biological children have been destroyed, you lose all the protections they may have given you through this perk and become able to die once more.

Beast of the End- 600
Vindictive little thing, aren't you? Not enough to just verbally curse your opponent, you need them to really suffer for daring to rise against you. When you suffer a defeat of some kind at the hand of another being, you inflict an equal amount of misfortune back at them some time later on. A man who defeats you in battle would be faced against a more powerful opponent then you in hopes of suffering a defeat, while a girl who steals something important from you would have a master thief try to take something important from them. It is not impossible to defeat these curses but they will become harder and harder to avoid as you become stronger.

Items

You may take 1 100CP item free and take a discount on 1 200CP item, 1 400CP item and 1 600CP item.

Chibi Servant- 50
Who's that little guy you have there? Cu Chulainn, the hound of Ulster? You sure? He's quite puny for it. Sitting on your lap now is a tiny version of a Servant of your choice. Drawn in cartoonish style and lacking the powers and gear of their true self, at least in any effective manner, they're a cute and humorous homage to the real deal. Don't expect them to be terribly intelligent but if you just want to see some chaos, releasing one of these is a great way to see it happen.

My Lovely Present- 50
Even Servants get in on the day of love! Some might just give you chocolate but a good number of Servants, almost entirely from the male side for some reason, go to the extent of giving genuinely heartfelt and important things to them as gifts. While the gifts themselves may be…strange at the best of times and rarely do they have any actual use, they're very suited to the person giving them and bring a lot of meaning along. You're not quite so limited as to stick to just Valentines but if you gave this fancy box in your hands to someone, they'd appreciate it no matter the holiday. The box, in a design of your choice, is something that you will be able to give to a single person on each holiday. Contained in the box is a present that will touch that person's heart. A toy that they always wanted, a personal memento from yourself or even just the latest book in a series they love. It'll be a perfect gift for the occasion.

Killer's Cloak- 100
A tattered cloak in a colour of your choice. Does it not look like much? You're right, it's awfully raggedy. But it never seems to get any more ragged, even if it gets cut or pierced or set on fire, it'll come out just fine a few moments later. When worn, it'll be impossible to see your face through any means. The best people can get is seeing the lower portion of your face and they'll never be able to identify you through it.

Puppy!- 100
Who's that cute little thing on your lap? I've never seen a dog quite like that. Apparently it calls itself Cath Palug, no relation to another Cath Palug you may or may not know. It's decided that you are its new friend/guide/servant and settled into your home. It's awfully cute and fluffy but you get the feeling that it's a little smarter than it lets on. But surely, animals can't talk or anything right?

Relic of the X- 100
How many Heroes have had tragedies in their past? Too many to count by now I imagine. But despite those tragedies, they fight on. Sometimes they have something to believe in, sometimes they just have a memory that don't wish to tarnish. This trinket is like the latter, a memento from your own past that when worn or held, will inspire great courage and confidence in you even in times when you would normally break from despair or fear. It'll always be with you, even it being destroyed or lost will only let it disappear for a few moments before you can pull it out from a pocket or behind yourself.

Grand Burger- 100
A truly limitless supply of Burgers. Hamburgers, chicken burgers, vegetarian burgers, just about any Burger you can think of in the modern world or that you've made and tasted on your own can be taken in unlimited amounts now. Handy if you need to fill the tummies of a bunch of blonde haired bottomless pits. The Burgers will always be fresh, expertly made and look just as good as you always imagined they would be.

Magic Blood- 200
A special fluid made for Magi with certain flaws or even for normal humans in an emergency. When injected into the body, this substance will temporarily form into magical circuits that the host may then use as if they were naturally their own. A single injector, of which you have around ten, would allow a normal person to go up against an average trained magus with just the raw power of these temporary artificial circuits. It provides as big a boost in raw power to existing Magi but they likely can make much more use of it with their existing skills. These temporary circuits only last a few hours before harmlessly dissolving, though be careful not to stretch them too far in their active use. You'll find each injector replenishes a week after its made use of.

My Room- 200
It's Your Room. Very specifically so. It even says 'My Room' on the door. Don't get confused. The room seems to show up in any home or business that you live or work at, a personalised quarters that's always there for you to laze off at. As long as you're relaxing here, people don't seem to mind you shirking your duties either. Talking to people here also has far better results than normal too. Just a few conversations is enough to have people spill their life story and some of their most personal details, not to mention how much it can speed up any bonding process between you and another being.

Magi Mari!- 200
A cute little app with a very friendly anime girl named Mari serving as the avatar for the app. Usable on phone or computer, Mari's always ready with a compliment, bit of advice or just a fun chat on the side. For a computer program, she's awfully adaptable and able to carry on a conversation, along with being very supportive. There's no way that she could actually be an old magician toying with you. Nu-uh. Just ignore the oddly prescient and useful bits of advice Mari sometimes gives you on your current situation, that just happen to point you towards what you need or what will help you in your current dilemma. Just a coincidence.

Seethe of a Warrior- 200
A goblet containing a brilliant red drink, almost like liquid fire. It's a magical drink originating from the Knights of the Red Branch, one that can grant a full restore to any who have even a sip of it. Just one gulp will restore the drinker to full health, curing all their ills and allowing them to be as if they were fully, completely rested. Drinking more may even boost the user's vitality beyond its normal limit but this is dangerous and may result in harm for those not lucky enough to avoid the chance at receiving damage this way. Your drink will not harm you or any others so long as you take no more than a sip a day. Once the goblet is empty, it will refill a day later.

Ring of Bay Laurel- 400
A golden wreath to place upon your brow, just wearing it inspires great devotion in those who call themselves your subjects. The one who wears the wreath is seen as a far greater and more beloved

king than they really are, greatly increasing the loyalty, love and devotion any of those you believe you rule over them will feel to you. Ordinary citizens become devoted believers over time and those who already feel that strongly become unbreakable fanatics. This effect will slowly drain back to normal if you cease to wear the wreath for more than a day.

Working Unlimited Guns- 400
A complete gun smithing set made out of a strange black metal. There are tools here for every process of creation, from shaping the metal to the fine details of the gun itself. What makes this set special is several qualities. Firstly, any gun it creates will count as a magical creation and the user is able to copy spells or magic that they can use into the gun to transfer those effects onto the weapon itself, though how they manifest may change depending on the gun type. The forge is also able to easily convert other weapons or objects into guns of similar size, retaining all their normal properties but in firearm form.

Mystic Wardrobes- 400
Chaldea has crafted some terrifically powerful Mystic Codes for use by its agents and has found itself with an awfully large surplus now that most of them are dead. More for you, right? While as a human, if you are one, you likely received a basic Mystic Code outfit for free, this option will ensure you continue to receive one every month for the rest of your life, even in other worlds. These outfits have up to 3 spells encoded into them, each one a pretty powerful piece of magic operating on the Servant level. Spells that greatly increase the attack or defence power of a Servant or fully heal them or even deal a surprising amount of damage to foes on that level are quite commonplace but you may eventually find some stranger effects being encoded. The Mystic Code outfits also happen to look really, really good on you.

Golden Wheel- 400
A shining golden steering wheel, like straight off of an old pirate ship. It seems to be able to easily fit in place of any steering wheel or piloting mechanism on any other vehicle. The wheel can then be used to pilot the vehicle it is properly attached to, granting you immense skill in driving it and the ability to somehow control the entire vehicle just by using the steering wheel and calling out commands. The wheel being attached will also give the vessel a grand blessing of luck, ensuring it easily survives any sort of weather conditions and is far more difficult to sink or damage with active attacks against it.

Crown of the Planet- 600
A magnificent crown fit for a king. More true a statement than one may realise, as those who wear the crown lead lives fit for the legendary kings of the past. By wearing this crown regularly, never losing it for more than once a day, the wearer will become a vital figure in the stories of the world that they are in. They become a focal point for events that will change the world and be given the chance to have a great deal of influence over that story and those around them. The wearer must be ready for the challenges they'll face as the crown makes no judgements on whether you are going to be ready for the story you thrust yourself into but it is likely that, as the hero of the story, you'll find allies and other forms of help along the way if you can survive. The crown will resize to fit your head and can be in a style of your choosing, though it must be at least a little fancy.

Future Plans- 600
The Chaldea organisation has, in the past few years, created a variety of piece of technology that are closer to being miracles than any sort of magic or science of the modern day. Observing the past,

transferring the minds/spirits of beings in the present to others times, combining the Heroic Spirits of the past with living beings in the modern day, this group has made some awe inspiring stuff. The hard drive before you has the collected research, notes and findings on every piece of technology and magic utilised by the Chaldea organisation. Their great technologies and their small spells, how they came to understanding and making these things is all collected within this one electronic database. With careful study and research, you'll be able to replicate them all even in future worlds and perhaps to even greater effect, if you spend the needed time.

Mysterious Substance Omega- 600
A rather large and sharp looking syringe, filled with a softly glowing green substance. It's a powerful liquid that greatly increases the progress or learning of a certain being once injected, pushing them a level higher than what they are already at. Beginners can become novices and experts become masters in a skill in an instant with the injection of this substance. The substance is limited however and the entire supply must be used for the effect to activate, taking a full 30 days before it replenishes itself.

Eleventh Ring- 600
In the legend of King Solomon, the King of Magic was granted ten rings by God Himself. These magical rings gave guidance and power to the good king and upon his deathbed, he was instructed to send one of those rings away. This task would have far reaching consequences but now, with you here, an eleventh ring has been manufactured and placed in your hand. Not connected to the original set, and thus unable to perform certain functions, it still shares some of their powers, the ring allows you to exert a large amount of influence on the magic of any other being. Whilst wearing the ring, you are able to weaken the magic of any enemy, the greater the difference between you and them the larger the debuff you are able to apply to them. Whilst noticeable even against an equal or greater opponent, if you are strong enough in comparison to your enemies you may even be able to control or outright destroy their magic. As long as you wear the ring.

Companions

Import- 50CP per

No one goes through their adventures alone and you're no different. For every 50CP you spend on this option, you will be able to import an existing companion or create a new one in this jump, though there are certain limitations. Companions through this option may only pick the Human Type, they cannot be Servants. They do not gain Servants of their own and cannot purchase any extras. They may gain any origin for free, along with any freebies or discounts, and another 600CP to spend on perks.

Canon Companion- 100

While most of the recognisable faces in this world fall under the Servant category, there are a good number of colourful people who are alive or otherwise not some summoned being. This option will allow you to take those canonical characters along with you as companions, provided you can convince them of such. Only characters who are not Servants and exist primarily outside of any distortions or Grand Orders may be taken, these being mostly human characters working for Chaldea. You may only choose those whose presence is primarily in Fate/Grand Order but you will be assured of meeting them at least a few times in favourable conditions.

Master (Servant only)- Free

The human ally who summoned you in this Grand Order. Your Master is a good ally to have, given the potential they have for boosting your combat ability and for the support they give personally. Not to mention that wonderful mana they supply with their connection to Chaldea. This new companion may be an existing companion to import into this role or an entirely new character of your own creation. They gain the Human Type, a free origin and all associated benefits as well as 1000CP to spend on perks. They may also transfer this CP to you as a Servant on a 1:1 basis.

Main Servant (Human Only)- Free

The Servant you summoned upon your entrance to this distortion and your main partner. Having acknowledged you as their Master, this is the Servant you'll find is your most loyal and powerful ally. This companion is a Servant Type Origin and may gain either the 600CP Servant perk or the 100 and 300CP Servant perks but does not gain an Origin. Instead, they gain access to the Servant Supplement and 1000 Servant Points (SP) to spend on it. This can be used to create an existing Servant for you to companion or you may import an existing companion into this option for free, though they may not be imported in another option if so. You may transfer CP to this companion as SP at a 1:4 ratio, up to a maximum of 750 CP transferred into 3000 SP.

Extra Servants (Human Only)- 100 per

But unlike other worlds, Masters here are not limited to a single Servant. For every 100CP you spend, you may gain another Servant as a companion in this jump. They gain access to the Servant Supplement and 1000SP to spend there, though they do not gain 300CP to spend on Servant Type perks. They may be a canon character if built properly or be an imported companion for free, with the same restrictions on imports elsewhere in this jump. However, Servants gained through this option do not have the same CP-SP exchange rate as your main Servant. Instead, Servants gained this way may be given extra SP at a 1:3 ratio, 100CP spent for every 300SP they gained. Servants must be given this individually and cannot gain more than 1200 extra SP this way.

Gudako- Free If You Want Her

A terrible evil has been unleashed by Jumper. A dreaded beast brought from a hellish world. Hair like flames and eyes of gold, the terrible Gudako has arrived in Fate/Grand Order. The largely insane, sadistic and weird Master of an alternate world's Grand Order, Gudako has arrived in this jump and decided that you are the person who'd be most fun to stick around with. If you wish, you may also import Gudako as your Master, if you are a Servant, for no extra charge. You might not want to do that though.

Drawbacks

You are able to pick up to 1000CP from the following list of drawbacks.

Events- +0

Take a break jumper. Lay back and relax a little from all this battle and war. During the course of your time here, during moments of peace and quiet, you may find yourself being dragged to a strange world where colourful, fun events are occurring. Races across the desert, parties at the beach and battles with armies of tiny Oda Nobunagas. These 'Events' will take place outside of the time of your normal jump here and even the characters in them will seem separate from how they are in the normal story. If you purposefully tarry here or attempt to abuse the lighter nature of some of these Events, you'll find yourself instantly kicked back to the real world.

Continuation- +0

Have you had a chance to interact with some of the Servants here in another world? Perhaps even some of the living beings may have been past friends. With this option, your actions in previous worlds and the bonds you've made with people there will carry over to this one. The main plot and actors in the story of Grand Order will be unchanged, as will anyone who is explicitly from an alternate universe to one you have visited even if you met one version of them, and your changes will be overridden by any scenario or drawback.

Fit for a King- +100

The Man, the Myth, the Legend! It's Jumper, here and in the flesh! How could they not all pay attention to you? If you could put down the mirror and look away from yourself for a few moments, you might notice that very 'self-confidence' is the reason people don't seem to like you. You've got an ego like few others and worse yet, you're entirely self-obsessed. You have to keep everything about yourself in perfect condition, just the way you like it, or else force those around you to face your steadily worsening temper and ego.

Men Of Science- +100

A Servant often doesn't get a choice as to who they fight for or against. But at least they can opt out entirely, you're not going to be so lucky. Be it fate or plain bad luck, you'll find yourself constantly fighting against people you sympathise with, agree with the causes of or even just plain find likeable. Your own cause is made no less noble nor are your allies ever forced to be less heroic but every foe and antagonist you face will reveal a much more friendly side to you without coming any closer to actually joining you. Indeed, it may seem like your opponents become even more stubborn about their goals now that you're their opponent.

No Matter How Much I Pay- +100

No luck again huh? It seems that no matter how many times you roll, you're destined to get the same dumpy stuff over and over again. You've got some of the worst luck in the world and it's not about to leave you until your ten years are up. While your poor luck manifests in many ways in the real world, like making you trip at bad times or have stuff stolen often, it's really bad when it comes to any sort of gamble or game. In those cases, you'd be lucky to even draw with other people and small wins are once in a blue moon thing. You'll find yourself losing games like that nearly 100% of the time.

Love Hunter- +200
Not all Heroic Spirits are as Heroic as you may think at first. Villains? No, not quite. What we're talking about here is how certain figures get…obsessed about certain kinds of people. To a rather uncomfortable level. What's worse is that you seem to be exactly the sort of figure that these people get obsessed over. During your stay here, you'll be constantly pursued by various legendary figures that become obsessed with you, these obsessions quickly building to dangerous levels. While it may feel fun at first to have so many attractive, powerful people fawning over you, they will quickly progress to hurting you in an attempt to punish you for perceived wrong doings or even killing you in the belief they'll keep you for themselves that way.

Attack of the Mini-Jumpers- +200
You weren't summoned very properly to this world. A glitch in the Grail made you get poorly copied a few times over. A few hundred times at least. Now you're not alone in this world as a few hundred or even thousand copies of you are also running around and causing chaos. They're not nearly as strong as you but they do possess varying levels of your powers and a complete lack of sense and near complete lack of intelligence. A pack of weirdoes running around causing chaos. Given how similar you look to them, it'll likely cause confusion and aggression when they start harming others. Not to mention how hostile the chibi-jumpers are to the original. If you manage to keep one or more alive by the end, you can take them along with you as companions with that natural aggression to you removed.

Lancer Knight- +200
It's good to see chivalry is alive and well even in the modern day. But maybe you're taking it just a little too far. You've got a very strong urge that directs you to protect either men or women, practically an obsession in and of itself. You'll unconsciously move to protect them from attacks if you aren't actively steeling yourself against those impulses and actually fighting against your favoured gender is nearly impossible, certainly not to the death. It may be possible to get someone else to fight your battles for you but even that will take an enormous effort of will to convince yourself to step down and let them kill someone you feel you should be protecting.

Great Seal Unlocked- +300
When you entered into this world, you caught the eye of the demon Goetia. He realised your true nature and caught a glimpse of the many worlds you had been to before or could go to in the future. The realisation alone allowed him to draw out far more power than normal and to greatly expand his efforts, now believing that he has to spread his purging plan to the humanity of every world he saw through you. While already much stronger than normal, he will grow greater for each world you have been to before now and have a close focus on you, believing fully that you have the potential to stop his plan. Even if you may have normally been on his side, you'll find yourself facing off against a great demon now.

Match Downs- +300
No matter who you fight or where or when, you're cursed to always be on the back foot. Every opponent you go up against has an advantage of some kind against you. It ranges from small ones, like getting a head start on you or you being tired when you get into a fight, to the large, such as somehow having the perfect counter to many of your best abilities or having a fighting style perfectly suited to going against you or even just being able to hurt you through any defences you may have. You'll never know whether the advantage someone has against you is small and beatable or big and almost unconquerable until you get into the fight itself.

Hero Hunter- +300

You're being hunted across dimensions. Not from the world you just came from but from within this world. A being, man or woman, is convinced that you are an evil threat to this world and every other one. According to them, they already killed you once but it didn't stick. I don't know how much truth there is to their statement but their strength is in no doubt. They're every bit strong enough to slay you and already familiar with how you fight and very, very dedicated to putting you down for good this time. The one assist you have is that they're coming into this specific world quite blind and won't know anything you gained here or even what allies you might gather in this world.

Scenarios

Scenarios with Event as a sub-heading may be taken at any time, independent of time and space. While taking them, you are taken to an alternate dimension and time is frozen in this jump until it is completed and you are returned to normal. While you may not activate this during combat, you will be given the option to take them before you leave this jump. You may take Event Scenarios with any other Scenario but Non-Event Scenarios are exclusive to each other and will note such.

A Grand Day Out/Beastly Temper

Who could have known that you'd qualify for such a role Jumper? You somehow fit the criteria for one of the two most impressive and frightening roles a Servant can take. You qualify for either the role of a Grand Servant or the role of a Beast Servant. Taking one of these two choices will exclude you from the other and from any Non-Event Scenarios.

A Grand Day Out

The end of the world is a lot closer than anyone could think. The Beasts, from One to Seven and every one in between, have risen from their foul lairs. Humanity is nowhere near ready for their onslaught and even the Heroic Spirits of the world could not hope to handle all the Beasts working in tandem with each other towards the extinction of mankind. The defence system, the Grand Servants, seems to have deactivated. Hope seems lost. But in times like these, Fate has a habit of making a hero to rise up and protect the good people of the world.

Guess who's got the starring role?

While the normal 7 Grand Servants have not appeared, you have. The newest Grand Servant and the only one available, you've been given a whole lot of power and in almost any other situation that power would let you obliterate any villain that dared to show his face before you. But the Beasts were each an at least equal threat to you, if not even stronger for the later Beasts, even before they teamed up. They're aware of your existence, though not your location. To make matters even worse, you cannot let humanity die out. If more than 90% of mankind is wiped out, you'll fail your chain here.

It's a rough challenge…so how about we get to those wonderful benefits that'll help you out here? As a Grand Servant, you'll gain access to the Servant Supplement again, even if you've used it the max number of times or even if you've used it in this very jump. You'll gain 3000SP to spend and you may transfer more CP to SP on a 1:1 rate, as well as all the normal discounts and freebies. You gain the Independent Manifestation Skill at B Rank for free. You also gain an additional discount on a Skill and Noble Phantasm on top of what you gain from your chosen Class. They may also buy any Skill exclusive to Grands or Beasts. Finally, any Stat or Noble Phantasm you buy will be far more powerful than normal. The scale your abilities operate on is equal to that of beings like Goetia, Solomon, Merlin or Tiamat and you should look to them for examples.

If you manage to succeed in your battle against the Beasts, you'll gain two rewards. The first, you may keep your Grand powers as part of yourself in future worlds. The second is a bit more special. The other 7 Grand Servants will finally appear, in forms of your choice. You may either import companions into these roles, make them entirely new beings or even create Grand versions of Canon Servants that would not normally qualify as such.

Beastly Temper

The world has drowned itself in filth. Humans have pissed away their potential and signed their own death warrant. As you awaken, you know your new purpose. The extinction of mankind. Your siblings are as yet still absent, leaving you to carry on with your duty alone. Ahead, the Defence System of Mankind has activated and 7 of the greatest Heroic Spirits in history have been summoned as the 7 Grand Class Servants to oppose you. The final battle for the fate of all humans is about to begin.

As a Beast, your duty to wipe out all traces of mankind on the Earth you find yourself on is an absolute one. Failure to do so by the end of your time here will result in the end of your chain. Death to all of them is the only option. The Grands will oppose you, each a mighty warrior in their own right. Grand Saber, Grand Lancer, Grand Archer, Grand Rider, Grand Caster, Grand Berserker and Grand Assassin. Already notified of your appearance, the battle is likely to be a short and brutal one but not for lacking in difficulty.

As you are now a Beast, you have all the powers of one. You gain another use of the Servant Supplement, no matter how many times you have used it already or if it has already been used in this jump. 3000SP will be provided as your base sum and more may be obtained by transferring CP to SP on a 1:1 ratio, as well as giving you all normal freebies and discounts. You gain the Authority of the Beast Skill at A Rank and the Independent Manifestation Skill at B rank for free, along with an additional discount on another Noble Phantasm, above and beyond whatever you gain from your chosen class. You may take any Skill that is normally exclusive to Grands and Beasts. Lastly, your individual purchases of Stats or Noble Phantasms are far more powerful than normal Servants. They operate on the same scale as other Beasts and Grands, so look towards Tiamat, Goetia, Merlin or Solomon for appropriate examples.

If you manage to slay the 7 Grand Servants and wipe out humanity, you'll get to keep your nature as a Beast in future worlds. You'll also find your sibling beasts joining you, though you have some choice as to how this manifests. You may either take the other existing Beasts, 7 in total, as companions or create 7 new ones, which may be imported companions for free, new characters entirely or Beast versions of existing Canon Servants.

The Jumper Wars

Exclusive to Non-Event Scenarios

You came into this world…and then you came into it again and again and again. These aren't just little dumb jumpers this time either. These are you in every sense, possessing all of your abilities and memories and items, though they lack the companionship of your friends. They're not quite exact clones however as each alternate Jumper has a unique modifier applied to them and their past. Each Jumper-Clone has taken a piece of what makes you a Jumper, preventing you from moving on without each piece. If you want to continue your chain at the end of your ten years here, you'll need to convince each of the clones to give it back to you. Whatever your personality is, and despite the fact that some of the clones are rather nice, they'll usually demand either a fight or a great favour of some kind. There are 20 clones in total, each described briefly below. There are an optional 2 extra clones that may appear if you are willing, detailed at the end.

Jumper Alter is the darker, edgier Jumper. The one who lived a life much nastier and crueller than the one you did. That grim life led to a focus on much more raw power, coming at the cost of some of the skill you may have. Their abilities and gear take on a much darker appearance as well, sometimes even doing the same with the dark side of actual powers. They favour much darker clothes, have yellow eyes and paler skin and hair than you do. They're also extremely aggressive by default, though not necessarily hostile from the get go.

Jumper Lily is the brighter, more hopeful Jumper. Lily lived a live where some of your worst moments did not happen and you had victories where you failed before. Lily favours all white clothing and brighter colouration overall, much like their sunny personality. In terms of abilities and tools, they go for a much lighter and purer look, including having lighter versions of some of your powers. While their easier life has lost them some raw power, they've made sure to hone their skills to a higher level than you have with the extra free time. They're likely to be one of the friendliest clones you meet, though a happy life does not mean they've gotten lazy or cowardly.

Old Jumper is you with a few more years on you. This can range from a more matured, middle aged version of you or even an elderly version of you. Either way, they're a lot more…developed than you with their longer lives. More experience, a tendency to take the long view on things and a more than small parental drive towards their younger self. They won't have things from any future jumps, they'll be you as you might be if you decided to stay in this world for a few more decades.

Young Jumper is you from the past. Perhaps you in your teenage years or even as a child. Younger you still possesses all the powers you have now but they lack most of your skill and experience. Their equipment is still sized for you so things get a bit awkward for them, especially when they wave around swords bigger than their own bodies. They're a lot more naïve too, even if they still retain your basic personality, and have a natural tendency to look for a mentor or parental figure. Their immature nature does mean they're a lot more prone to starting fights and having tantrums. Very cute though.

Sakura Jumper is…well, there's really no way to say it nicely. A complete and total weaboo. Long swords replaced with katanas, coats chucked out for kimonos, plate armour substituted for Samurai armour. For them, your stuff is all replaced with the nearest Japanese equivalent. Even if that equivalent is just writing kanji all over it or putting anime girls on the side of it. They're playing their Japanophilia completely seriously too, as if they really came from there. Whatever Japanese

archetype you fit closest to, you can be that's how they'll be acting like. They get very embarrassed if you manage to catch them out of their act.

Summer Jumper is you. At the beach. It's uh…it's just you in a swimsuit. They're a pretty friendly version of you, though this may dip more towards the surfer dude/beach bunny archetype depending on your own personality. Most of your stuff that they have has been adjusted for the beach. Guns become water shooters, vehicles becomes surfboards. Rather than fighting, they'll likely just want to kick back and relax with you or play some games.

You thought Jumper Lily was into white? Bride Jumper has something to show you then. Possibly in private. This is the version of you that's totally crazy about love. They're on the lookout for a partner in life and the fact that they prance around in a pure white wedding outfit all the day probably makes it obvious. It also just so happens that you seem to fit almost every quality they're looking for in a partner. Talk about awkward. Apart from their love obsession and all white styling, they're a generally happier version of you.

Mystery Heroine Z is the Jumper from the Future! And an Alien! And from another Dimension! You of all people shouldn't judge on the mish-mash nature. They're apparently a heroine from another dimension, a terrifying place that they say is mostly made of clones or variations of you. Given this clones shockingly poor memory, the existence of such a place is dubious at best. They try and mostly succeed at putting up a 'Cool' persona, helped along a lot by all the awesome technology they have, as most of the powers and gear that they have from you is in technological form for them. Not all. But most. They're also quite trendy with their modern clothes.

This one depends on whether you're a Human Type or Servant Type in this jump. If you're a Human Type, the clone in this slot will be you as a Servant. You'll be fully translated over to the Servant system, including translating your powers and equipment into Skills and Noble Phantasms. It's may be quite a bit weaker than you to fit in the Class container too. They might even have new abilities based on your past feats or stories about you. They're mostly the same as you otherwise, perhaps a little exaggerated in personality and appearance though. If you're a Servant Type here, this will be a Human version of you. Shockingly, they possess none of your supernatural powers and are even quite the wallflower type, having little in the way of bravery or will. They have all the same skill and gear as you but without some coaxing, they're unlikely to come out of their shell enough to use it well.

Red Jumper might make you blush the first time you see them but that's just them enjoying themselves. This is the Roman you, the one who went all in on the hedonistic lifestyle. They like having fun and they're great at coming up with new, probably depraved ways of having fun. They're all about sharing though, much happier when everyone is enjoying the events alongside them. They've got a habit for showing off and the way they fight reflects that, always battling for the audience, even when there's no audience to witness. They're a fair bit more gifted than you in the looks department and quite happy to show it off with some scandalously skimpy attire.

Hang on, since when was a son/daughter a clone? Well, they do look exactly the same as you. Perhaps it's best to not question the mad workings of magic. This Jumper of Red was cloned from you and grew up believing that you were their absentee parent. They've got a temper bigger and hotter than a volcano and daddy/mommy issues that dwarf even that. Gives them a real berserker fighting style, not to mention angry lifestyle, and it'll be no small feat to talk down this rebellious

teenager. They like to act out for the fun of it, especially against whatever authorities they see as infringing on themselves, so a hard handed approach may or may not be the way to go.

GAOOOOO! D'aw, look at the little Jumper Animal in their furry little suit. This clone doesn't have much in the way of intelligence but when it comes to cuteness, they're totally unbeatable. They're dressed up in an animal mascot outfit that only shows their face and only about as big as a child. They act just like the animal too and while they have your powers, they likely don't use any but the most instinctual. The animal that they take after? It's the one that most suits your personality Jumper. Hope it's not a predator.

Hohoho, have you been a good Jumper? Jumper Santa is going to give you exactly what you deserve. Dressed up in a Santa outfit and obsessed with delivering presents to those rightfully deserving of them, and coal to those not. They're a little moody, not the least because all their powers and gear are Christmas themed, but dedicated to their work and thankful to anyone who helps them out.

Jumpako enters the scene! They may look completely out of place in this world with their comedy manga appearance, the total insanity doesn't help either, but they're no less powerful. Just much more prone to comedic misfortune. They may or may not be an eldritch abomination that drives those who look into their eyes mad at the sight of the pure madness hiding within those lifeless orbs. Or not. Might just be crazy. It is Jumpako after all.

Brave Jumper is the Jumper you wish your Jumper could be. Heroic, Brave, Manly, Brave, Magnificent and did we mention Brave? All jokes aside, Brave Jumper is the Jumper that decided to be a hero and not let anything or anyone stand in their way. They're a genuine, 100%, pure bred Heroic Adventurer. Always out to save the princess and slay the dragon, they can let themselves get a little wrapped up in the story and miss the moral greys sometimes but their heart is genuinely good and they'll try to fix any mistakes. Any villainous powers and gear you have will be a lot less prominent with them but heroic things will be even stronger. They also, like many other clones here, have a habit of wearing far too little clothing for their job description.

This is Halloween, Halloween Jumper! They got all dressed up to go trick or treating and wandered into a Grand Order, how unfortunate. There's really very little difference with this clone, aside from their clothing. Personality wise, they're a little bit obsessed with treats and candy, but otherwise much like you. Powers? Well, pretty much everything they have is flavoured to some sort of spooooky alternative, even including your equipment. Just don't accept any tricks from them when you first meet.

Prototype Jumper is the Jumper that was originally planned, before the executives got ahold of things and changed it around to sell be-whoops, not meant to be telling you of all people about that. Prototype Jumper is the gender-bended Jumper. Whatever gender you are, they embody the opposite. A female Jumper would find their Prototype Jumper to be a shining knight like King Arthur, for example. While Prototype Jumper is similar to you, they'll likely have more than a few differences due to the different life they lead.

Nyan nyan. Jumper Cat is a Jumper that put on cat ears, paws and a tail. Now, you may think that this makes little difference. But you'd be underestimating how much your clone gets in on the act. While they're still intelligent, they take every possible opportunity they can to act like a feline. Including the feline dislike for clothes. Maybe some taming and training is in order for this tiny lion.

Goddess Jumper, despite the name, is not divine. Goddess Jumper is a clone of you that represents your hopes and dreams for the future. They are who you wish to be, or at least a representation of such, and much further along the path to the person you envision yourself one day becoming when you dream. All the traits you admire about yourself are enhanced in this person, from the things about you as a person to the powers you enjoy using most, whether or not they are your best ones. They are not you at your most morally good or bad, just the you that in your dreams, you wish to one day be. They are unlike many of the other clones in that they explicitly desire to help you towards being like what you dream you could be and will test and push you towards that, though they will not relinquish their fragment of your Jumper hood to you without proving yourself to them first.

Monster Jumper is not so nice. Whereas Goddess Jumper represents the hopes and dreams you have, Monster Jumper shows the fears and insecurities you have about yourself. They are what you fear you could become, regardless of the accuracy of those fears. They may not even be evil or monstrous if you are a certain kind of person. The aspects about yourself that you dislike or fear are greatly enhanced for this creature. Much like Goddess Jumper, they will attempt to test you and make you accept your fears and dislikes, turning you into what they are. In some cases this may be a good thing, in others not, but they will not surrender themselves to you without passing their test or beating them into the dirt.

The following two clones are entirely optional, being far more powerful than the previous selection and will not show up if you refuse to have them appear.

Grand Jumper. Beast of Jumper. The Good and Bad of Jumper made manifest. These two beings are the two sides of your being brought to life. Each one is powerful beyond belief, taking all of your abilities and equipment and magnifying them to terrifying heights. Either one alone could win against all twenty previous clones in this scenario together, to illustrate their immense might. While both will be present, neither will take part in a battle against the other.

Grand Jumper is the Heroic you. They are every virtue and good deed you have done. Every wish for the world to be better and desire to help another person. They emphasise every positive trait you have to incredible heights, so much so that it may be hard to relate to them as a person rather than some epic figure of legend. Your negative traits are downplayed to almost nothing as well. The more good you have done and that lies within you, the greater this being will be even beyond their initial power. They're larger than life. They won't fight you until they believe you're ready for it, whether by growing strong enough or by gathering allies. They're even nice enough to give you 20 near identical hints about such allies. While they are quite literally heroic to a mythical level, they are also not allowed to let you pass without a serious battle to show your worth.

The Beast of Jumper is not so heart-warming. Where Grand Jumper represents all that is or could be heroic about you, Beast of Jumper is every nasty thought and dark desire you've ever had made into horrible reality. They're not you at your moral worst. They're you at every single bad moment you've ever had or could have had. They're you that gave into temptation every time and revelled in it. Beast of Jumper is a clone of you with all the bad stuff cranked up to eleven hundred and the good stuff almost entirely absent. They'll be even stronger if you've been particularly bad too. Much like Grand Jumper, they won't fight you if they believe you're not ready, though this is entirely for their

own desire to be entertained. They want to crush you and your hope when you're at your best and outright tell you to bring the rest of the clones or not bother at all.

As an added bonus- if you can manage to not only get back the fragment a clone holds without killing them but also get them to acknowledge you as both the one who truly deserves to be the original Jumper and as a genuine friend, you will be able to take that clone along as a companion for free. There is no limit to how many clones you can take along in this way, so long as you meet the requirements. You may also choose to put multiple clone companions gained here into a single companion slot, though any imports must be divided in some manner between them all.

Ending

Your time here, for now, is over. Ten years have come and gone and while you may yet have the chance to return to this world, that chance is a ways away from now. For now you must make a choice.

Do you wish to *Go Home* to the world whence you originally came from?
Do you wish to *Stay Here* in this world, settling down for good?
Do you wish to *Continue On* to a new world, a new adventure and a new Order?

Notes

Super special thanks to NuBee, the reason these get done at all. Total cutie.

Crested does not allow bypassing of companion restrictions nor does it allow you to take beings out of worlds on its own.

Beast of Ages is based on your starting world in each jump. Post chain it may be set to any one world you have lived on.

Puppy!- is a weakened Fou. He has the mind but none of his powers and nor will he regain those powers.

Capstone Boosted Capstones

Lady of Shadows- You can create a chain of links now, each one needing to be killed in proper order to unlock the death of the next person. You are able to create a chain of up to 8 such links at a time in sequential order, beginning with yourself and going through each other person.

Ordinary Man- The items you use are now also affected by your growth. This allows them to grow better at what they do as you use them more and for greater tasks. Eventually they will turn into Noble Phantasms in their own right once you begin to perform legendary deeds with them and continue to grow alongside you.

Got That Fuji Fire- Loving you will now allow someone to grow in power the more deeply they fall in love with you and open up to you. Their bond with you will unlock new levels of power within themselves, some that they had lost and some they never realised they had available to themselves.

Master of the House- Your buffing ability now scales to the combat level of the ally you are using it with. The stronger they are, the better your buffs for them will be. But this is individual and specific, even buffs that affect entire areas will affect each individual ally on a different level. You may choose to purposefully not use this is you believe your own natural buffing strength, including the base perk of this perk, would be better suited.

I Am, Without A Doubt, Rome Itself- Your country itself now reflects its own benefits back on you. Nothing made by this perk counts but any independent positive growth will result in similar positive, and proportional, growth back on you. Doubling the size and power of your army will double your own military power. But negative effects also negatively affect you, though not translated directly. Country destroyed does not destroy you but it will severely harm and weaken you

Animusphere of Influence- Your family is not just wealthy, powerful and influential. It's Important with a capital I. You have a role to play in the significant stories of the world and as long as you continue to seek to increase that role, the importance of you and your family will grow, inserting you into more stories and making you more vital to existing ones.

Renaissance Woman- The progress of science gets faster and faster as time goes on and you, as one of those at the forefront of mankind's evolution, are no different. The more you learn, the faster you'll learn more. The more knowledge you obtain, the easier it is to obtain more knowledge. While the exact boost to learning is relatively low, you will continue to grow faster as long as you dedicate yourself to science.

Man Made World- Your inventions and the changes they brought to the world are unforgettable. Why should being away from your great efforts cut you off from their benefit? The impressions you leave behind are so great that your technology boost from the base perk is no longer limited to the current world and time that you are in. Even being in a different world or a time before you made your inventions doesn't remove your boost, as it is now judged from the total weight of the changes you have made over your lifetime rather than that of the world you are in.

Infinite Jumper Works- If you're so variable, why limit yourself to just attacks? Rather than just combining your powers with your attacks, you are now able to combine each of your powers with each other. Whilst you are only able to combine 2 individual powers together at once, the potential should multiply your utility many times over.

I Am Here- Your utter belief in your own existence has solidified your self-image as well. You cannot be changed save for when you believe it to be right to do so. An attempt to cast a spell to turn you into a frog will fail utterly, just as any unnatural effect that warps you to fit the beliefs of another person would as well. Every aspect of your being cannot be directly changed, no matter the opponent. You can be harmed or controlled just fine but you won't be forcibly made into another person or into a shape or nature you do not wish to be.

The 72 jumpers- So long as you are able to get them to acknowledge you as being the rightful king and leader of the hive, you are able to permanently subsume those who do such into your being, fully or partially. You may take as much from them into yourself as you please. You could leave them as nothing but voices in your head as you take their body, memories and powers for yourself or strip them of even that. If you wish, you may also relinquish this back to them or to another being that has joined your collective, though you may not give away anything that was not gained through this method.

The Age of Jumper- You've got the ear of God himself now or so it seems. When a new Age is about to appear, naturally or through your own power, you have a large amount of influence over what that Age will bring. As with the base perk, the stronger you are the greater the changes you can make. At a base level, you will be able to bring about decades of scientific advancement in very short time or grind it to a halt or even reverse it. You could alter the tone and atmosphere to be much lighter and more peaceful or much darker and more brutal. As you get to incredible heights of power, you may even be able to turn worlds into Sci Fi Utopias in a few short years or bring magic to an entire world that had never experienced a single spell.

Dog Years- Miracles are meant to be the solely the right of Gods to perform. You reckon you could make a pretty good claim to godhood though. You're not only able to accomplish Miracles via your second storage, now you're able to perform them even with your normal magical energy stores. They cost quite a lot more than they would with the temporary stores provided by this perk but the sheer, limitless nature of these Miracles may make that into a minor hiccup for those properly pursuing them.

Hero's Will- Determination is the bread and butter of every hero. But there is so much more to heroism and life overall than just a steely gaze. Willpower is not the only source you can draw on to empower or power yourself. You are able to utilise every emotion you can feel at the moment, the stronger the emotion the more you can use it for. Much like with willpower however, this will strain you. It is possible to use multiple emotions at once but the amount of pain that would put you through may be too much to bear, provided it pushes you beyond your limits.

Beast of Life- Even if they left the nest, a mother never stops loving her children. Just because your babies are far from you, doesn't mean they won't protect you with everything they have. Whether they like it or not. No matter where your children are or how far, they now count as protecting you via this effect. Even children currently inside you will count, needing to be cut out of you and crushed before you are able to be killed. The only limitations are that they must be within the same jump as you, at least before you end your chain, and children in a completely inaccessible space such as your warehouse cannot be used for this power.

Beast of the End- The Beasts do not fight alone. Not in the end. The defeat of the first Beast is just the signal for the next to put their own plans in motion. Humanity must face their Beasts 7 times over to finally be free and the same will apply to any who dare to defeat you. Instead of suffering a single equal curse, they will now suffer back 7 of increasing potency. The first will be equal to the normal curse but each one after will increase the misfortune by a little, ending with a curse at least thrice as bad as the original. As with the original curse, these are not unbeatable or unavoidable but the chance of either will lessen as your power grows.