Fate/Kaleid Liner Prisma Illya



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v1.3

In the town of Fuyuki a number of artefacts known as the Class Cards that contain the powers of Heroic Spirits have started to appear. They seem to be based on the system of the Holy Grail War a competition that was dismantled a decade ago. To investigate the artefacts the Mage's association has sent a number of people to retrieve the cards so they can study them and attempt to divine their origins.

You begin a day after the Kaleidosticks abandoned their old masters and chose new ones.

Locations:

Fuyuki City [Free Choice]: A city separated into two sections by the river Mion. Once the site of the Holy Grail War that has since been dismantled. A number of mysterious artefacts known as the Class Cards have been found in this town and the Wizard Marshal Zelretch has sent his two apprentices to retrieve the cards for analysis. Conflict among the factions of the Mage's Association is also leading to the possibility of others being sent to retrieve the cards.

Clock Tower [Free Choice]: The headquarters of the Mage's Association and a large force in the magical world. The Clock Tower consists of a number of departments that study various branches of Magecraft. The Clock Tower is located in London, Bloomsbury with underground facilities located in the British Museum.

Parallel World [Free Choice]: You begin in a parallel world in which the planet has experienced a shift in its axis and the very life force of this world has begun to fade. Dry spots are beginning to appear around the world in places that the magical energy of the world has completely faded and an unknown particle has begun spreading; acting as a poison that kills all that live under the current rules of the planet.

Origins:

Drop In [Free]: You appear in this world with no previous connections or history. Age and gender is free choice.

Enforcer [Free]: The Mage's Association is an international organization formed by practitioners of Magecraft for the purposes of concealing and developing Magecraft. The Enforcers are a branch of magi that specialise in combat magic and hunting down other magi. You have been given a mission by the Association to retrieve the class cards and have been ordered to go to Fuyuki. Age is 20+1d8 and gender is free choice.

Magus [100]: A Magus is the term for a practitioner of Magecraft, the artificial re-enactment of a miracle. A Magus is one who dedicates themselves to the study and refinement of Magecraft. You may choose to be a member of the Mage's Association or a freelancer.
Age is 14+1d4 and gender is free choice.

Grail Candidate [100]: Perhaps you are the product of a Magus's experiments to create a vessel based on the Holy Grail who attained freedom in some manner. Or perhaps you are one of the natural children of god, said to have the ability to realise the thought of humans into reality and who has lost this ability as they have grown and become human. Age is 10+1d4 and gender is free choice.

General Perks

Magic circuits [Free for the first purchase, 100cp for future purchases] - discounted to Magus and Lesser Grail Candidate: Magic Circuits are a pseudo-nervous system that spreads through the body and acts as an organ that converts lifeforce into magical energy. Magic Circuits reside within the soul and what is found in the body is a physical expression of them. The number of Magic circuits one possesses is determined at birth and cannot decrease or increase naturally. You gain twenty magical circuits of top quality and a further twenty each time you purchase this option.

Cute [100cp]: Your appearance is very adorable. Or if you prefer it's instead very handsome, beautiful or whatever you desire.

Drop In Perks

Mana Drain [100cp] – Free to Drop In: You have the ability to drain people of their Od also known as life force through the act of kissing. By draining their energy you are able to enhance your own power and temporarily become stronger or refill your magical reserves if running low. Extended use will drain the targets Od to the point that they are weakened and unable to act.

Perfect Memory [100cp] – Free to Drop In: You have a perfect memory, able to remember knowledge of magic that you haven't thought of in over a decade as if it was minutes ago.

Nameless Phantasm [200cp] – Discounted to Drop In: You have the ability to create cards containing nameless phantasms, manifestations of black shadowy weapons. The cards can be activated to take the form of any weapon that you choose on when making them. In terms of power they will be the equivalent of five times stronger than a mundane weapon but will break after one use. Making a single card is the act of a few minutes.

Teleportation [200cp] – Discounted to Drop In: You are able to teleport to anywhere within eye range near instantly.

Sealing [400cp] – Discounted to Drop In: You have gained knowledge of how to seal knowledge and mystical abilities away. The target must either be willing or unconscious and extreme stress may awaken what you have locked away.

The Bar [400cp] – Discounted to Drop In: You are Determined. When you set yourself a goal your willpower is vastly increased. If there is a bar that you have decided to jump over and are currently unable to then you are able to spend as long as you need to accomplish that task. When focusing on a task you have a single-minded determination that allows you to accomplish things like fighting through several life or death fights in a single night and then forcing your broken body to still move. For some reason this is also nearly hypnotic to your preferred sex. When watching you strive for your goal they will see the raw determination you have to accomplish your desire and very few would be capable of resisting falling for you.

Class Card Creation [600cp] – Discounted to Drop In:
You have gained knowledge of the creation of the artefacts known as class cards. Through distilling the experience of a life into a card you may grant people the abilities of that life. To create a class card you may engrave either the abilities you have gained in a life on another world or a skill you possess such as your knowledge of a magical style or martial art. Some of your physical prowess may also be engraved onto the card granting increases in physical ability to the wielder. You may also create cards from the souls of others if you have some means of extracting them to use for the creation of the card. The cards will have to be powered by the magical energy of their wielder and can be limited by the aptitude of the user and will last as long as the user can maintain the power expenditure of the card. They will also be limited like class cards in that after being used they will require an hour before being able to be used again.

Class Card Heart [600cp] – Discounted to Drop In:
Through some manner you have permanently gained the abilities of a chosen class card. You are free to choose any class card from the items list and wield its abilities naturally.

Enforcer Perks

Physical Fitness [100cp] – Free to Enforcer: As an enforcer you have trained your physical abilities to the human peak.

Physical Enhancement [100cp] – Free to Enforcer: You have knowledge of a form of magic that enhances your physical abilities; Reinforcement, Runes or some other magic of your choice.

Combat skills [200cp] – Discounted to Enforcer: As an enforcer you have had extensive training in physical combat. In terms of skill you are easily among the best in the mundane world.

Brainwashing [200cp] – Discounted to Enforcer: You know how to brainwash people. Through a ritual you can supress a restrained targets mind and create a false personality to take control of their body. Unfortunately pain is capable of awakening the supressed mind and allowing them to regain control.

Flash Air [400cp] – Discounted to Enforcer: Flash Air is a displacement Magecraft that substitutes one thing for another. It can be used to change the makeup of a building displacing doors and windows to different locations. By displacing a portion of space it can also create portals that lead from one spot to another, this can be used to shift projectiles to a different trajectory or to cause an opponents attacks to hit themselves for example.

Rune Magic [400cp] – Discounted to Enforcer: Runes are a type of Magecraft that originated in Scandinavia during the Age of the Gods. They work through inscribing symbols that realize mysteries accordingly with the meaning that they represent. For example Ehwaz is a Rune of Hardening that when inscribed on gloves gives them durability greater than tungsten steel and can enhance the strength of the person wearing them, for further examples of Runes look in the notes.

Enforcer Prodigy [600cp] – Discounted to Enforcer:
Among the mages who have specialised in physical combat you are a prodigy. Anything related to combat is far easier to learn for you, accomplishing what would take others a week in a single day. This perk has also increased the abilities of other perks bought:

Physical Fitness: Through some manner your physical abilities have increased beyond what a mundane human could achieve. Whether through being a magical creation or enhanced in some other manner you stand as far beyond the peak of humanity as they do the average human.

Physical Enhancement: Your mastery over this magic has increased to the point that your physical abilities rival an average Servant.

Combat Skills: Your skill at combat has increased to the point that you could combat warriors of legend. If you had the physical abilities you could even fight a Heroic Spirit evenly.

Brainwashing: This skill now allows you to transfer minds into other objects like stuffed dolls and leave the fake personality to control the empty body.

Flash Air: Your skill at Flash Air has reached the level that displacing a mountain to create a castle is possible with enough magical energy.

Rune Magic: Has increased to the level of using a Rune of Resurrection, magic on the level of a Noble Phantasm that can be placed on someone to revive him or her from death when they suffer a fatal injury. The Rune will only work once per person per jump.

Incorruptible [600cp] – Discounted to Enforcer:
Something about the nature of your existence is different. You can draw on powers that would corrupt others instantly with no negative repercussions. Your mind is your own and no powers you use will alter it in any manner without your agreement.

Magus Perks

Basic Magical Skills [100cp] – Free to Magus: You have basic knowledge of magical skills. Simple bounded fields to detect people and basic use of reinforcement to strengthen things.

Hypnosis [100cp] – Free to Magus: You are extremely skilled at hypnosis, a very common ability among magus, allowing them to wipe knowledge of magic from mundane minds. It tends to be not as effective on those with magical or supernatural abilities.

Mirror World Transfer [200cp] – Discounted to Magus: You now know how to move into the Imaginary numbers region of a world. This allows you to move into a duplicate of the real world with nothing living there and any damage caused not harming the real world. The size of the area is restricted to the equivalent size of a football field.

Counter Magic [200cp] – Discounted to Magus: You know how to prepare a mud like substance that prevents the use of magic when submerged in it, useful for traps or imprisonment.

Gravity Magic [400cp] – Discounted to Magus: You know thaumaturgy involving the manipulation of gravity. You can use this to alter how gravity affects a single target changing the magnitude and direction of the force. With twenty circuits you can reduce the force of gravity to survive a hundred metre fall easily. Further practise and more magical power will increase the magnitude of the force you can control.

Jewel Magecraft [400cp] – Discounted to Magus: Jewel Magecraft is a thaumaturgy involving transferring magical energy into jewels to act as single use Mystic Codes. Once magical energy is transferred into a jewel it will be tinted by the mystical properties of the gem; meaning that gems have properties that make specific gems more efficient with certain spells. For example a topaz is a gem that has anti-spirit properties and is useful for spells against spirits. It is possible to modify the properties of a jewel for different use at the cost of their efficiency. The flaw with this magical style is that the jewels break after use meaning they must be replaced constantly leading to this magical style being a very expensive practise.

Magical Prodigy [600cp] – Discounted to Magus: You have an increased talent for all fields of magic, learning in a day what would take others a week. This also increases the abilities of certain other perks:

Basic Magical Skills: You have knowledge of how to perform the Shared Pain curse, a symbol that when painted on someone with blood will cause them to feel any pain the person the blood came from endures. The symbol will require extensive magical skill to remove without your permission.

Hypnosis: Now allows you to implant knowledge into others minds.

Mirror world Transfer: The mirror world can now encompass an area as large as a modern city and be increased with further training.

Counter Magic: You now know how to make restraints that could hold entities on the level of an average Heroic Spirit and prevent them from moving or using their abilities.

Gravity Magic: Can now be applied to work on a large area the size of a football field, increasing the strength of gravity by a hundred times for example.

Jewel Magecraft: You now know how to create a magic amplifier circuit that greatly increases the power of magic used in combination with it. Jewel magic can also be used to store spells from any other magic you have from other worlds.

Zelretch's Student [800cp] – Discounted to Magus: Zelretch has taken an interest in you, making you an apprentice of his. At this point you currently know how to travel worlds provided you have something to guide you to another world. You will be provided with information to master the Kaleidoscope further*.

Grail Candidate Perks

Magical Girls… Can Fly Can't They? [100cp] – Free to Grail Candidate:
Maybe it's the way you view the world but flight comes naturally to you. Any magical means of flight is easier for you and seems effortless. If you have high enough magical power then you might even be able to fly without the aid of a kaleidostick.

Genius [100cp] – Free to Grail Candidate:
Maybe you had information implanted into your head. Maybe you had a childhood locked away where the only thing to do was study. Either way you are a genius for your age and have university level knowledge on a number of topics. You excel at mathematics, physics, cooking, athletics and a number of art styles.

Why Aren't We Wishing For Everyone To Be Happy [200cp] – Discounted to Grail Candidate:
Something about you tends to win your enemies over. People who start off trying to kill you may eventually become close friends. This will however not work on those who truly hate you or have important reasons that would cause them to be against you.

Empty Space [200cp] – Discounted to Grail Candidate:
There's an empty space in your mind that you can use to avoid forms of brainwashing or mental magic. Simply by retreating back into that space you can circumvent attempts to artificially alter your mind.

Mana Constructs [400cp] – Discounted to Grail Candidate: You know how to solidify mana into solid constructs. Things like shields are simple to create and with good enough timing you can create constructs around opponents that work as constraints. The shape is up to you when creating but complex mechanisms are unlikely to work well. The more mana you put in the stronger and/or larger the construct can be as well as longer lasting. With only twenty circuits this can be used to create shields the equivalent volume of a soccer ball and the durability of wood. Having a larger amount of magical energy will increase this. With a bit of training this can be extended to other forms of internal energy you possess.

Fast Learner [400cp] – Discounted to Grail Candidate: You're a quick learner and an even quicker improviser. Lose the majority of your magical power and not being able to blast through with sheer power and you could immediately come up with a spell that focuses your magical blast into a blade with high cutting power and low cost. Gain the ability of flight and adjust to three-dimensional combat like you were born to it.

Refined Lesser Grail [600cp] – Discounted to Grail Candidate:
As a lesser grail your magical capacity is immense, far beyond any modern magus. You also have access to a technique that involves temporarily converting part of your nervous system into an artificial magical circuit, a very dangerous procedure with a very high chance of death. If you were to use this technique to it's fullest, converting your blood, muscles, nerves and everything you have into a magical circuit then for a brief instant you would be able to overpower even Ea, the sword that divided the heavens from the earth. Of course such power doesn't come without a cost, utilising it to it's fullest will damage your body to the point that without some means of healing the damage it causes to your body utilising it more than once per jump would prove fatal.

Wishcraft [600cp] – Discounted to Grail Candidate: As a candidate for the formation of the artefact known as the Holy Grail you have the ability to realise wishes. What this means is that given sufficient magical energy you can skip the thaumaturgical processes and steps that a magus would usually need for Magecraft and recreate miracles through the use of magical energy, allowing you to achieve magical feats through sheer power rather than skill. What this means is that you are capable of performing spells without knowing how to cast them at a cost exponentially greater than the amount someone who knew how to perform the spell would pay. Given that you are an existence born to bring dreams into reality you are also able to bring hope to those bereft of it by showing them the hope that they had lost long ago.

Gear

Drop In Items

Safety Bag [100cp] – Free to Drop In: Most of the people in this series rely on objects to empower them: the class cards or the kaleidosticks for example. The problem with this is that such items can be taken or lost. Fortunately you have a bag or storage device with peculiar properties that will help with this problem. The bag is larger on the inside with storage space equivalent to a ten meter cubed room and is of a size that is easy to carry. The other interesting property it has is that you and only you can take or put things in it.

Hades's Cap of Invisibility [200cp] – Discounted to Drop In: Also known as the Cloth of Concealment is the cap of invisibility owned by Hades. It is the prototype of all concealment Noble Phantasms with anything covered or enclosed by the cloth unable to be observed through magical or optical means. It does not obscure anything but the visual spectrum of the thing using it; however it is possible to pass bounded fields and magical protections while under the fabric. The cloth is made of a very complex weave said to have reached five dimensions with complete reproduction being impossible for humans.

Authoritan Personalism: Faceless Jet-Black Sovereign [400cp] – Discounted to Drop In: Somehow you have gained a powerful Noble Phantasm contained in a card. When activated it will cause any targets within a hundred metres to be affected with a gravitational force that will plunge them to the ground. It is not physical in nature but rather an attack of conceptual nature able to break through other magical defences. It can be activated selectively to allow avoiding it effecting allies. The force is powerful enough to leave those with strength greater than the strongest of mundane humanity by over forty times unable to move. Curiously its existence is a mystery to even Gilgamesh, the hero who owns all the treasures of the world.

Origin Bullets [600cp] – Discounted to Drop In: Through some means you have gained a rosewood case containing a Thompson Contender and a collection of ten bullets. The Thompson Contender is a single shot pistol customised for high accuracy and physical power. The gun also seems to enhance magical alterations to it. The bullets however are conceptual weapons created with ground bone from a magus with an origin of Severing and Binding, when a bullet makes contact with a target it actualises the origin on the target causing an effect similar to cutting a rope then retying it. While the surface may appear to heal properly the nerves and capillaries of the location wounded will never heal properly and their original function will be lost. Origin bullets will immediately affect magi upon coming in contact with their Magecraft or their body by severing then binding the magic circuits active and causing catastrophic damage, permanently crippling them. You will gain an additional ten bullets each jump.

Enforcer Items

Projection Device [100cp] – Free to Enforcer: You have gained a peculiar device, a small hand held thing. When activated it will create an illusionary world for the people within its radius that can be used to create visual diagrams or locations of your choice. Useful for visually explaining how a world might end.

Suit [200cp] – Discounted to Enforcer: You have a suit of your design engraved with runes to enhance your physical abilities. Further improvements you make to it with magic will also be slightly enhanced.

Thor Card [400] – Discounted to Enforcer: The class card of the divine spirit Thor has come into your possession. Including the class card as a weapon will bestow you with an enlarged arm capable of great feats of strength and Megingjord, a gauntlet capable of doubling the users strength. Installing the class card into your body will grant you an enlarged arm, Meginjord, the clothing of the thunder god Thor and Mjolnir, a hammer capable of devastating attacks ranging from lightning strikes to immense pillars of lightning capable of breaking through A ranked magical barriers instantly and leaving scars on the earth they travelled distancing kilometres.

Fragarach: Gouging Sword of the War God [600cp] – Discounted to Enforcer: You have gained Fragarach a Noble Phantasm and Mystic Code with the ultimate form of counter attack that works by warping causality to always strike the opponent in the heart with a needle thin concentrated attack right before they unleash their attack. The condition for its use is that the opponent must be using their strongest attack and Fragarach must be used directly after the attack. Despite being used after the attack Fragarach will always strike first by altering the flow of time to change events so that it make it's strike before the enemy made their ultimate attack. Keep in mind that it will not kill enemies who can survive a strike to the heart or who would not be affected by an attack on the level of an A-rank Noble Phantasm.

Magus Items

Reagents [100] – Free to Magus: You have a source of reagents perfect for use in the Magecraft you have knowledge of. For example if you use Jewel Magecraft you have a stock of gems perfect for that use. They will restock after being used.

Mansion [200] – Discounted to Magus: You have a number to a building company that when called will quickly construct a mansion in a location of your choosing within a few days.

Apneic Beauty: 301 Second Ice Shrine of Eternity [400] – Discounted to Magus: You have come into the ownership of a card containing a high ranked barrier Noble phantasm. By letting the card sink into the ground it will generate a large dome of ice that will completely seal the area inside it. The ice is capable of taking the strikes of an A rank noble phantasm without even chipping. The price for sealing off the area is that the oxygen within will gradually deplete until after three hundred and one seconds it cannot sustain human life, potentially killing the user if they do not cancel it before then or have some means of surviving.

Zelretch's Notes [600] – Discounted to Magus: You have the collected notes of Kischur Zelretch Schweinorg detailing the construction of the Kaleidosticks. These notes will allow the creation of a mystic code capable of the Multi-Dimensional Refraction phenomenon allowing them to draw in unlimited magical energy. As such a mystic code constructed with this knowledge would be able to refill a magus's magical reserves instantly. If you also have Zelretch's Student then with time you may be able to create existences like the Kaleidostick.

Grail Candidate Items

Friendship Bracelet [100cp] – Free to Grail Candidate: You have a supply of bracelets with a decorative pendant of your choice. When given to someone looking at it will remind him or her of the strength of your bond.

Class Cards [See supplement at the bottom for further details] – Discounted to Grail Candidate:

Assassin [200cp] – Discounted to Grail Candidate: The Class Card of Hassan-i-Sabbah, the Hundred-Faced Hassan.

Caster [400cp] – Discounted to Grail Candidate: The Class Card of Medea of Colchis, the Witch of Betrayal.

Lancer [400cp] – Discounted to Grail Candidate: The Class Card of Cú Chulainn, the Child of Light.

Archer [400cp] – Discounted to Grail Candidate: The Class Card of the Counter Guardian known as EMIYA.

Berserker [400cp] – Discounted to Grail Candidate: The Class Card of Heracles, the greatest hero of Greek Mythology.

Rider [400cp] – Discounted to Grail Candidate: The Class Card of Medusa, the Gorgon of Greek Mythology.

Saber [400cp] – Discounted to Grail Candidate: The Class Card of Arturia Pendragon, the Once and Future King.

Emerald [600cp] – Discounted to Grail Candidate: You have been chosen to be the master of a mystic code created by the magician Zelretch. As a mystic code created with knowledge of the second true magic this kaleidostick known as Emerald has the ability to provide it's master with unlimited magical energy. It also provides it's master with an A rank magical barrier that shields from magical or physical attacks, accelerated healing, increased strength and the ability to shape mana into rough constructs or blasts. To utilise these abilities however requires the user to be within fifty metres and to be in physical contact within the last thirty seconds. The kaleidostick having a personality/mind is up to you however it will not count as a companion either way.

Companions

Import [50cp] per Companion: Import a companion to gain [800cp] each, an origin and the free perks to that origin.

Canon Character [100cp]: If you can convince someone from this world they may accompany you on your adventures. Further purchases allowed.

Drawbacks +1000 max

Maid Switch [+100cp]: Something about maids causes something like a switch in your body to turn on. When you see a maid you will be oddly fascinated and lose a lot of your self-control. You'll snap out of it quickly but it'll tend to be pretty embarrassing.

Massive debt [+100cp]: For some reason you come into this world owing a massive amount of debt. You will not be able to access any out of setting money or use any means other than getting a job to pay it off. All of your money will go to paying it off so don't expect to be able to buy anything while you're here until you pay it off. Fortunately if you work your hardest you should be able to pay it off in about two years or so.

Easily Embarrassed [+100cp]: You tend to get into embarrassing situations a lot. Things that'll leave you blushing are a weekly occurrence.

Clone [+200cp]: Something strange happened when you started this jump. For some reason the background you choose retained it's own mind or if you were a drop in it gained one, they also gained a body and for some reason the desire to kill you. All purchases you made in this jump are greatly weakened due to being split off. With some effort you may be able to reason with them and stop them from trying to kill you but there will definitely be a few attempts. At the end of the jump you will gain the full power of the perks you bought and the option to take them as a companion.

Imprisoned By Your Knowledge of Physics [+200cp]: A magical girl's power is the power of fantasies… If you can't remove your rationality, you can't get through. You have difficulty using abilities that seem outlandish and require imagination. After all; human beings aren't meant to fly.

Need Prana [+300cp]: Your nature as an outsider has caused Gaia to reject you. You will need an outside source of mana to prevent yourself from fading away. Your natural stores of energy will also need to be recharged in the same manner. Without excessive use of powers you will be able to go a week between recharges.

Prisma Jumper [+300cp]: Something about this world has restricted your powers. You have a magical wand that must be used to to undergo a magical girl transformation to access your powers. The wand is indestructible but has no other powers. If separated from the wand for over 30 sconds then the transformation will be cancelled. You'll need to look like a magical girl/boy as well if you want to use your powers. If you've bought a Kaleidostick you can use them instead of the drawback-supplied wand. You can also upgrade this drawback to:

> **Prisma Jumper: Beast Mode [+100cp]:** This has the same restrictions as the above drawback with the caveat that the transformation is into a ridiculously skimpy animal based costume. It also comes with a posing brace that will periodically force you into seductive poses…

Doll [+400cp]: Something went wrong. You start this jump with your consciousness implanted into an Ainsworth doll. While your mind inhabits the puppet it will take the form of your body. However the process is difficult and your mind was damaged in the process; you may have lost 90% of your emotion, you could suffer memory disorders that leave you unsure of your past or berserk rages while ignoring injury when in a fight.

> For an extra **[+600cp]** your mind was instead implanted into a stuffed children's toy and you have the durability of one with your strength and magical power reduced to the point that it would be difficult to fight an average human.

Every Servant Wants To Kill You [+400cp]: The incarnated class cards are filled with madness and will attack anyone who goes near them. Now they've got a target. You. They will break out of mirror worlds and attack you if you are anywhere near them and any other blackened servants will focus on you.

Brainwashed Companions [+400cp]: Somehow your companions were captured and have had their minds replaced with false personalities that want to kill you. To restore their minds you will need to discover what their minds were sealed into and find some way to return them to their bodies. Supernatural means to divine the location won't work. You need to have companions to take this drawback. If you don't restore your companions by the end of the jump then you fail the jump.

Jumper Card [+400cp]: For some reason the majority of your powers were sealed into a card, you need to use this card like a class card to use them to their full extent. Without the card you are reduced to a tenth of your full power.

Magus Killer [+400cp]: The Holy Grail war was dismantled in this reality when Kiritsugu Emiya decided to choose his family over saving the world. He has taken care of the people who where responsible for it in an attempt to ensure that it will not occur. In the dismantling of the war he came into contact with the corrupted grail, which showed him a vision of your arrival. He believes that you will destroy the world and his family. He will have full knowledge of your capabilities and will be utterly unable to be reasoned with. You will be entering the jump after he has had ten years to prepare for your arrival.

The Darkness Will Spread Until It Turns The World Into a Prison [+600cp]: The source of the Ainsworths power is a massive black cube that they use to create the class cards and has currently gone out of control. You begin the jump in the world of the Ainsworths and are unable to leave until the cube is dealt with in some manner. It will spill forth a dark mud that if not stopped will cover the world with the mud solidifying into corrupted heroic spirits. Those who were all unable to obtain the holy grail, each and every one is a mindless animal whose only purpose will be to kill you. More and more of them will come forth from the mud over time. If you've also taken **Every Servant Wants To Kill You** then they'll be incredibly determined to kill you, think levels of determination that are extremely unsettling.

The King of Heroes [+800cp]: The process by which the Ainsworth create class cards require them to crush the wills and personalities of the heroic spirits they personify. The attempt to create a class card of Gilgamesh went horribly wrong and caused him to manifest with his full power. He requires no mana from a master to function and has decided for some reason that you need to die, he will take this seriously and won't hold back at all.

His noble phantasms includes Sha Nagba Imuru (He who Saw the Deep): The Omniscient Omnipotent Star a form of clairvoyance that allows him to discern heavily concealed truths with a glance, from that of his opponents true name and abilities to being able to gaze upon a chess game and have the correct move always visible to him. He also possesses the Gate of Babylon: a noble phantasm that contains all the treasures of the world as well as the original bases for all of humanities developments allowing him to use the original prototypes of the noble phantasms of all the heroes of various myths with few exceptions.

If by some miracle you manage to defeat him then he will be reduced back to a class card. This card will follow the rules of the others in that it will be powered by your magical energy and require rest when disengaged to recuperate. Keep in mind that accessing this card will require an extraordinary mind to prevent being corrupted by Gilgamesh's ego. The class card will also only be able to access the gate of Babylon and not Gilgamesh's other abilities.

Knowledge of the Gates contents is also not included.

At the end of your time here you must make a choice.

Go Home: You choose to return back to your world of origin.

Stay: You choose to stay in this world and gain an extra 1000cp to use as you please.

Continue: You continue your journey onto another world.

Class Card Supplement

Abilities:

Include: Limit Expand
This allows you to summon a noble phantasm that is in the form of a weapon.

Install: Phantasm Summon
This allows you to gain the abilities of a servant and their noble phantasms.

Further Information:
Parameters: E = 10 x peak human, D = 20, C = 30, B = 40, A =50
Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants.
Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used again.

Caster (Medea)

Parameters:

Strength: E
Mana: A
Endurance: E
Luck: C
Agility: D

Class Skills

Item Construction: B
Item Construction is a Caster-class skill. It is the skill to manufacture magical items.

Territory Creation: B
Territory Creation is a Caster-class skill. It is the skill to build a special terrain that is advantageous to oneself as a magus. At rank B creation of a "Workshop" becomes possible.

Personal Skills

High-Speed Divine Words: B
High-Speed Divine Words is the power to activate Thaumaturgy without the use of Magic Circuits. The language of the Age of Gods, back when words played a heavy role in spellcasting. As such, it is power long lost by modern magi.

Noble Phantasm:

Rule Breaker: C

Rule Breaker: All Spells Must Be Broken is a weapon that materializes the divinity of the witch of betrayal. It is an iridescent and jagged dagger that is thin, brittle, and blunt. Its effectively nonexistent capacity as a weapon is that of a regular dagger at most, and it would not be suitable for even killing a single person.
Greatly differing from other Noble Phantasms, its unique ability is that it is the ultimate anti-magic Noble Phantasm capable of dispelling and destroying any kind of thaumaturgy, an effect suitable to the Noble Phantasm that is a manifestation of Caster's nature as the "Witch of Betrayal". It "transgresses" on all the magecraft of the targets it pierces, contracts made from magical energy and life born from magical energy. Once it comes into contact with the ensorcelled item or person, enchantments, connections bounded through contracts, and creatures created and maintained by magical energy will all be returned to their original components in a state "before they were made." Contracts will be wiped clean and those with life will immediately cease to exist. There is a limit to what it is able to dispel, meaning artifacts on the rank of Noble Phantasm will never be returned to their original state no matter how low their rank.

Assassin (Hassan -i- Sabbah)

Parameters:

Strength: C
Mana: D
Endurance: D
Luck: E
Agility: B

Class Skills:

Presence Concealment: A
Presence Concealment is the capacity to hide one's presence as a Servant. It is a common skill to the Assassin class. It is possible to disappear completely and become almost impossible to be detected. However, efficiency will decrease once preparations to attack are taken.

Personal Skills:

Projectile (Daggers): C
Projectile (Daggers) is the expertise for throwing projectile weapons; in this case, daggers. At rank C thrown projectile weapons are now comparable to bullets.

Protection from Wind: B
Protection from Wind is a charm (spell) originated from the Middle East, used mainly for protection against sandstorms and Jinns. It protects from all wind based attacks under rank B.

Self-Modification: D
Self-Modification is the aptitude to merge one's own flesh with body parts of others. The higher the ranking in this skill, the further away one is from being a proper hero.

Noble Phantasm:

Zabaniya Delusional Illusion: C+
This noble phantasm is able to make thirty copies of yourself that only possess the capabilities of the Class Card. The copies restock after death when you uninstall the card.

Lancer (Cú Chulainn)

Parameters:

Strength: C
Mana: D
Endurance: D
Luck: E
Agility: B

Class Skills:

Magic Resistance: D
Magic Resistance grants protection against magical effects. Differently from
the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank D Cancels *Single-Action* spells.

Personal Skills:

Battle Continuation: B
Battle Continuation is the strength of vitality for predicaments. Also, the ability to withdraw from combat and reach allied territory alive after being defeated. At rank B Makes it possible to fight even with deadly injuries.

Disengage: D
Disengage is the ability to break away from combat.

Divinity: C
Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own rank as a *Monster*, *Demonic Beast* raises. It can also decrease due one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as *Protection of the Faith* and *Enlightenment of the Sacred Fig*.

Rune Magic: C
Rune Magic is knowledge about this type of Magecraft that originated in northern Europe. At rank C this is the capacity to use the 18 original runes. By making proper use of this, powerful and varied effects are mastered. Other than attacks, this is mainly employed for effects corresponding to the Skills Magic Resistance, Clairvoyance, for raising parameters, and etc. All of those are merely temporary and cannot you employ multiple of those simultaneously.

Protection from Arrows: C
Protection from Arrows is an increased defense against ranged attacks by predicting the projectiles' trajectories through exceptional means, such as hearing the sound of air being cut, or sensing the killing intent of the enemy.

Noble Phantasm:

Gae Bolg: Barbed Spear that pierces with Death: B

Gae Bolg: Barbed Spear that pierces with Death is an attack focused on a single target, created by Lancer to suit his own style, that strikes a fatal blow that always pierces the opponent's heart and ruins their body from within with its thousand iron thorns. It literally freezes the mana in the air, and it can easily be perceived as a sure-kill technique by all those around simply from being charged with magical energy. Once Gáe Bolg's name has been called, the cursed spear reverses the nature of causality, the meaning of "cause and effect" in the order of things, to make it so the cause of the "lance being thrust" comes from the effect of the "opponent's heart being pierced" by it. It determines the opponent's fate simply through its use, an always fatal move that pierces the heart with one thrust. It is also possible for him to activate it without actively striking the heart. It is an attack on destiny itself, and while not a surprising fact due its wielder's demi-god heritage, it is a top-notch power even with its seeming limitations in power due to being a step away from the Authority of the gods.

Gae Bolg: Soaring Spear that strikes with Death: B

Gae Bolg: Soaring Spear that strikes with Death is the true use of Gáe Bolg, is the largest and most powerful attack delivered using the spear. It is the "attack that unleashes countless darts at the enemy" that is spoken of in the legends. It is the attack that made him a hero which utilizes the full potential of the lance's curse, converting all of Lancer's magical energy into energy and releasing the accumulated power after the spear is hurled, detonating on impact with enough power to blow away a multitude of enemies. It does not carry the property or concept of "always pierces the opponent's heart", but both the power and the area of effect are increased.

Archer (Shiro Emiya)

Parameters:

Strength: E
Mana: C
Endurance: D
Luck: E
Agility: D

Class Skills:

Independent Action: C
Independent Action is the ability to remain independent even when rejecting the Magical Energy supply from the Master. At the higher ranks, it is also possible to remain for extended periods of time in this world without an established contract. For the purposes of the Class Cards this allows you to keep them installed for longer.

Magic Resistance: E
Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank E it cannot cancel spells, but magic damage is reduced somewhat.

Personal Skills:

Clairvoyance: D
Clairvoyance connotes superior visual perception and dynamic occipital capture, such as to supplement the long-range aiming of projectile weapons. At higher ranks, it is possible that the bearers of this skill have acquired such abilities as precognition ("future vision") and other forms of perception beyond standard eyesight (X-ray vision and so forth). At rank D Capable of keeping track of fast-moving object within a range of two kilometers.

Eye of the Mind (True): C
Eye of the Mind (True) is a heightened capacity for observation, refined through experience. At rank B it is capable of calm analysis of battle conditions even when in danger and deduce an appropriate course of action after considering all possibilities to escape from a predicament. So long there is even a 10% chance of a comeback, this ability greatly improves the chances of winning.

Magecraft: C
Magecraft is knowledge about
modern Thaumaturgy. At rank C is capable of using orthodox Thaumaturgy. Archer's rank in using Projection Magic when the target falls under the category of "sword" is A+.

Noble Phantasm:

Unlimited Bladeworks: E~EX
Unlimited Blade Works: Infinite Creation of Swords is the Noble Phantasm of the Heroic Spirit EMIYA. Emiya does not have a true Noble Phantasm that is the crystallized embodiment of a hero's existence like many demonic or holy swords, but if a Noble Phantasm is considered to be a symbol of the Heroic Spirit, then the Reality Marble is his Noble Phantasm. It is high-class thaumaturgy that embodies their internal worlds and imprints them upon the world as a bounded field. It is their one true specialization of magecraft, the result of "Sword" being both their Origin and their Elemental Affinity, and the basis of their projection and reinforcement skills. It is the definite answer obtained by someone whose life was saved by a sword, actually merged and lived with a sword, and acted as a sword all of his life. Emiya has no penalties from the world while utilizing his version of Unlimited Blade Works.

The Reality Marble's purpose is a steel manufacturing factory that produces the countless famous swords without owners that extend into the horizon. It contains all of the raw materials and sorcery needed for the formation of the weapons, and it records and analyzes all weapons and defensive armaments encountered. The number of unique weapons encountered and recorded by Archer exceeds numerous thousands, most of which are Noble Phantasms. Their entire histories, compositions, and designs are all perfectly recorded, allowing for instant proficiency with the weapons by inheriting all combat skills and techniques utilized by their original owners. This allows for the reproduction of Noble Phantasms, which would generally be impossible for a faker.

They can also be modified to the user's taste with reinforcement as shown by Archer's Caladbolg II and Kanshou and Bakuya. Close combat weapons such as swords, spears, and halberds are the main focus of the Reality Marble in accordance with Emiya's Origin of "Sword", which also makes it impossible to record or reproduce modern weaponry like guns and other mobile weapons. Shields and defensive armaments can be reproduced with a much greater struggle, as the cost in magical energy is high, two or three times greater than a sword, and the effects are merely transient compared to the originals.

Weapons encountered are immediately analyzed with a single glance, enabling them to be projected immediately afterward, and once projected, they are stored within the Reality Marble for later use. Shiro is able to instantly recognize dozens of weapons being fired from the Gate of Babylon at an extremely high rate and instantly counter with projections of the same weapons before they can strike.

The analysis of weapons is limited only to the direct use of human senses, meaning that blueprints and materials will be unable to provide the necessary information for a proper analysis. Shared memories, such as dreams shared with a Servant, can allow for weapons to be analyzed and projected, even if they have been lost like Caliburn. The quality of projected weapons will always be degraded by one rank due to humans being unable to fully conceptualize the existence of an object through only one sense, and they will never equal the originals without a technique such as detonating them as Broken Phantasms. The Reality Marble allows for projection and reinforcement in the real world. Weapons are produced within Unlimited Blade Works and then brought into the world, greatly lowering the cost of reproducing them and allowing for numerous weapons to be prepared at once to be projected. Weapons can be summoned directly to the user's hands, or they can be summoned to levitate within the air and fire upon the enemy as arrows much like the Gate of Babylon. Once the Reality Marble is deployed, all of the weapons are available for use, and any weapon can immediately be called to the user's hands or levitated even while the user is in direct combat. The weapons reproduced once the Reality Marble is first activated will not consume magical energy, but those used or destroyed within it will add to the cost of maintaining the bounded field. The amount of energy used to reproduce weapons that did not exist after the bounded field was expanded and the amount of energy used to recreate weapons destroyed while it is activated is extremely costly

Berserker (Heracles)

Parameters:

Strength: A
Mana: B
Endurance: B
Luck: C
Agility: B

Class Skills:

Mad Enhancement: B
Mad Enhancement is a rank up for all parameters, but takes away most of your sanity. While active the user will have to rely on brute force rather than any technique. Toggleable.

Personal Skills:

Battle Continuation: B
Battle Continuation is the strength of vitality for predicaments. Also, the ability to withdraw from combat and reach allied territory alive after being defeated. At rank B Makes it possible to fight even with deadly injuries.

Bravery: A
Bravery is the ability to negate mental interference such as pressure, confusion and fascination. Not usable under the effects of Mad Enhancement.

Divinity: B
Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own rank as a *Monster*, *Demonic Beast* raises. It can also decrease due one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as *Protection of the Faith* and *Enlightenment of the Sacred Fig*.

Eye of the mind False: C

Eye of the Mind (False) is a natural talent to avoid danger on the basis of an innate 6th sense, intuition, or prescience, where accuracy of instinct has been augmented by experience—somewhat overcoming the problem of visual obstructions that appear in the course of combat. The difference between Eye of the Mind (True) and Eye of the Mind (False) lies in that the former is an ability that humans can obtain through accumulation of experience.

The 'False' version is superficially similar, but in fact represents a natural instinct that cannot be obtained regardless of effort or experience—even though experience can refine its accuracy. Calm analysis of battle conditions, by which competent grasp of the status of the self and the opponent are obtainable even in the midst of danger; utilization of such to deduce the appropriate course of action that permits escape from a lethal predicament. (Even though Heracles's sanity was lost due to Mad Enhancement, this skill remained effective as it is nearly an instinct. When crossing swords with a seasoned swordsman like Artoria, he would not fall for half-hearted feints.

Noble Phantasm:

God Hand: C

God Hand is a blessing of the gods representing immortality, as well as being a curse, that was granted to him for completing his Twelve Labors in life. It is the ability that required attacks of the highest grade to harm him and prevented him from even being scratched by anyone during the Age of Gods, described as "nearly foul play" even by acquaintances at the time. It lacks an overt external manifestation such as a weapon or armor, but, in attributing a shape to it, can be said to be the body of the user itself. It transforms the body into a tough suit of armor that acts similar to a conceptual weapon in practice, coloring his body like lead and covering it with strange protrusions.

It provides three effects of resurrection, attack-nullification, and the ability of "immunity against an attack he has experienced previously." This ability nullifies attacks under C-rank and gives an extra life. This extra life restocks once per jump.

Nine Lives: The Shooting Hundred Heads: C~A

Nine Lives: The Shooting Hundred Heads is the most trusted of all of Heracles's Noble Phantasms. It originally had the form of the bow and arrows used to simultaneously exterminate the one hundred heads of the Hydra, an immortal nine-headed serpent that would grow back no matter how many times they were cut down. Upon slaying the Hydra, he became able to utilize techniques that emulate the ability of the Noble Phantasm with other weapons, transforming it into Style: Shooting the Hundred Heads, an all-purpose Noble Phantasm capable of adapting and changing how it appears depending on the target and circumstances of its use. Regardless of whether this technique is delivered with a bow, large sword, shield, spear, axe, or possibly even unarmed, the technique boasts power on the level of Noble Phantasms by drawing out the maximum power of the weapon. It can display power from Anti-Unit to Anti-Army, even up to fortress sieging all depending on the circumstances. In essence, it is “a high speed attack consisting of nine consecutive strikes, as swift as if the attacks are overlapping.

Rider (Medusa)

Parameters:

Strength: C
Mana: C
Endurance: E
Luck: E
Agility: B

Class Skills:

Magic Resistance: C
Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank C it cancel spells with a chant below two verses. Cannot defend against Magecraft on the level of *High-Thaumaturgy* and *Greater Rituals*.

Riding: A
Riding, the Class Skill of Rider and Saber, is the ability to ride mounts. Rider-class Servants will typically possess a high rank, and A-rank can allow for Phantasmal Beasts and Divine Beasts to be mounted.

Personal Skills:

Divinity: E
Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own rank as a *Monster*, *Demonic Beast* raises. It can also decrease due one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as *Protection of the Faith* and *Enlightenment of the Sacred Fig*.

Independent Action: D
Independent Action is the ability to remain independent even when rejecting the Magical Energy supply from the Master. At the higher ranks, it is also possible to remain for extended periods of time in this world without an established contract. For the purposes of the Class Cards this allows you to keep them installed for longer.

Monstrous Strength: C
Monstrous Strength is an ability possessed by monsters and beasts, temporary boost of the *Strength* parameter by one rank for a time limit determined by the ranking of this skill.

Mystic Eyes: A
Mystic Eyes is the possession of Mystic Eyes that are capable of interfering with the outside world. The Mystic Eyes of Petrification are Rider's Mystic Eyes, said to be a "curse of the gods sealed by the powers of shrines." Though petrification sorcery is no strange thing for modern Thaumaturgy, even if its users are rare and few in numbers, Mystic Eyes capable of petrifying others are something that nobody, human or not, possesses in the present era. They are designated as *Jewel* under the Noble Colors system, which surpasses the *Gold*-ranked Eyes of the Dead Apostles and are exclusively possessed by Holy Spirits and Magical Beasts from the Age of Gods. Those who possess Rank D or lower in *Mana* will be immediately petrified, while those with Rank C may or may not be affected depending of the conditions. Those with Rank B or higher won’t be petrified, but will sustain "pressure" from the Eyes and receive a one rank-down to all parameters. The entire body of the target will be affected, including clothing and weaponry, "killing them while alive" as they are turned to stone. The ability is viable in petrifying a group of enemies, but it would not be useful against an infinite number like the horde of shades spawned by Avenger. The amount of energy it uses is comparable to also fighting them off with her Noble Phantasms, so it would quickly drain her faster than simply fighting them off in melee combat.

Noble Phantasm:

Bellerophon: Bridle of Chivalry: A
Bellerophon is a shining golden bridle and whip paired as a set that is capable of fully controlling a Divine Beast. It is an oddity even among Noble Phantasms, having no effect without a mount. Its power is great, providing extraordinary offensive and defensive capabilities of the highest level. You also gain the ability to bring forth the Pegasus given to medusa by Poseidon

Breaker Gorgon: Self Seal, Temple of Darkness: D-
Breaker Gorgon is a powerful Bounded Field on the scale of another world used by Medusa. It was a complement to the temple of blood that "enveloped the world" on the Shapeless Isle, having "sealed the world" instead. It only requires a steady supply of energy from the user to affect a target, unlike Mystic Eyes that require a direct line of sight. It has the ability to "seal all magical properties", catching its targets inside to become trapped within the mind of the user and removing any abilities they possessed in the outside world. Those trapped within are said to see a nightmare mixed with both delight and taboo.

Saber (Artoria Pendragon)

Parameters:

Strength: B
Mana: B
Endurance: C
Luck: A
Agility: C

Class Skills:

Magic Resistance: B
Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank B it cancels spells with a chant below three verses. Even if targeted by *High-Thaumaturgy* and *Greater Rituals*, it is difficult for them to be affected.

Riding: C
Riding, the Class Skill of Rider and Saber, is the ability to ride mounts. At rank C one can flawlessly ride animals and vehicles that received a proper training and adjustment.

Personal Skills:

Charisma: C
Charisma is the natural talent to command an army. Increases the ability of allies during group battles. A rare talent, and an ability inherent to Servants of the Saver class. It is said that a rank of B in this skill is sufficient to lead a nation as its King.

Instinct: B
Instinct is the power to "feel" the most favourable developments for oneself during battle.

Mana Burst: B
Mana Burst is the increase in performance caused by infusing one's weapons and body with magical energy and instantly expelling it. Simply put, recreating the effect of a jet burst by expending large amounts of Magical Energy.

Noble Phantasm:

Excalibur: A++
Excalibur is a Divine Construct, the pinnacle of holy swords, and the strongest holy sword; one of the ultimate god-forged weapons, a Last Phantasm, forged by the planet as the crystallization of the wishes of mankind stored and tempered within the planet. While there are many other Noble Phantasms crafted more splendidly and with better skill, Excalibur is an illusion far superior to them. It cannot be called beautiful because of its appearance, for the description of "beautiful" will only dirty it. It is instead sacred, made from people's conception, legends weaved only out of hope. It is not a myth or inhuman work, but a "crystal trained by the heart alone", making it reign as the strongest fantasy. It is the crystallization of the prayer named "glory" and everything etched in the hearts of those who are scattered at the sword's radiance; the nostalgic, sorrowful, and hallowed dream of those who were placed on the bloody hell called a battlefield, of all warriors past, present, and future fully exposed to the fear of death and despair, and who still cling to a desire: "to be exalted.". Excalibur is a "sword that amplifies", converting its user’s magical energy into offensive power and releasing it. It is a weapon of directive energy that converts the magical energy of the wielder into light by accelerating it with her factor of the dragon, intensifying the kinetic energy by convergence and acceleration, allowing for the use of Divine Spirit-level thaumaturgy. It is an "ultimate killing technique" that releases light holding energy equaling Artoria's total amount of magical energy from the tip of the blade once the sword is swung. While the result is what looks like a large beam of light, only the tip of the attack, which is a wave of light that can mow through the surface of the Earth, is capable of doing damage, as the beam is the result of the "dislocation" of everything the attack destroys in its path.

Invisible Air: Bounded Field of the Wind King: C
Invisible Air is a sheath of wind that covers Excalibur and conceals it so that it cannot be easily recognized as the famous holy sword of King Arthur and expose her identity. It is a bounded field closer to magecraft than a Noble Phantasm that is made up of multiple layers of wind compressed into super-high pressure air with a massive amount of magical energy, which distorts the refraction of light and renders what is inside completely invisible. Upon Excalibur, it takes on the shape of the blade and renders it as an invisible sword that doesn't appear even as sparks fly off of it. It lacks the capacity to annihilate the enemy like Excalibur, being more suited as a "sharp tool" in battle. It isn't used for any particular strength, but it is easier to use in battle than Excalibur and it is a trump card that can bring about victory if used well. It is also possible to implement the barrier on something other than the sword. She can form the barrier in the area around her or as a quick defensive wall of wind, which she can keep active for a number of minutes with her magical energy.
Once the barrier is released so that Excalibur can be used, the previously compressed wind surges around her chaotically, creating a vacuum as it diffuses into the air with enough force to knock over normal people and shake heavy, firm trees like a typhoon. The compressed wind can also instead be released as a single use projectile weapon called **Strike Air: Hammer of the Wind King**. Acting like a hammer made out of wind, it creates a gale made out of super high pressure condensed air that is powerful enough to easily crush and blow away armies and fling a stone slab weighing several tons into the air as if it were nothing.

Notes:

Runes:
Ansuz: A Rune that makes fire spread over a target.
Ath nGabla: A Runic spell that locks the caster and their target into a death match that cannot be stopped unless one of them dies.
Berkano: A tracking Rune.
Ehwaz: A Rune of Hardening.
Kenaz: A Rune that enhances it's users sight.
A number of unnamed Runes: also exist including: One that can erase memories, a speed enhcaning Rune and Runes that can be used to create a perimeter alarm.
There's probably more but they aren't mentioned in canon so feel free to use others as long as they don't outstrip the others.

Wishcraft allows you to recreate a magical effect through sheer power, skipping any of the steps required to get there. You could use it to instantly perform any magic that is within your capabilities to learn at far more than the magical cost that it would usually take. For example you might not know how to cast a fidelius in Harry Potter or how to fly using magecraft from Fate but you could use Wishcraft to brute force it.

*Zelretch's Student means that Zelretch will be teaching you how to use the kaleidoscope and he will provide you with enough information to master it in the future. How long it will take you is up to the jumper but keep in mind that when the Tohsaka family recreated a mystic code that used the Kaleidoscope Zelretch was impressed that it only took them six generations of work to achieve.

Class cards are artifacts created by sealing a portion of a Heroic Spirits power inside a card. Either using a mystic code or the users own body as a medium can then channel the Heroic Spirits power. Part of the process of creating Class Cards involves polluting the ego of the Heroic Spirit and reducing them to being mindless. The parameters of a class card as compared to a servant are usually a rank or two down. At the start of the series the Class Cards are displaced into Fuyuki and absorb magical energy from the land around them causing them to manifest as a blackened versions of servants who have lost all reason and will attack anyone they see. If defeated they will be returned to their original card form.

Origin Bullets will cripple magic users who have some form of spiritual/physical/whatever organ or body part that they use to channel magic.

If you take Class Card Heart as a drop in you're free to fanwank that like Gilgamesh you are a Class Card that gained a form.

Noble phantasms are the crystallisation of a miracle. What this means is that they are based on something that a historical/mythological figure achieved and given a physical form so that the miracle can be repeated.

With Tanaka I don't feel that at this point there has been enough information to have perks based on her. Depending on how it plays out there may be an update with an additional origin or a scenario or something. It'll contrast with possibly getting Pandora's Box/Card seeing how that develops in the future in the manga.

If you are a lesser grail candidate and choose to be a child of god your children will not gain the reality warping powers that children of god possess.

Changelog
V.0.4. Changed magus and grail origin to 100 each, changed Zelretch's student to 800cp from 600cp and altered beast modes drawback cost.

V0.5. Removed the restrictions to Gilgamesh, altered the King of Heroes drawback and changed the Origin Bullets item to have the gun enhance magical enhancement's to it.

V1.0. Changed magic circuit price to 100cp and changed the formatting for the King of Heroes drawback

V1.1. Added the supplement in with the jump.

V1.2. Changed the Assassin card to its proper name. Clarified the Card creation perk to being able to create cards that hold the abilities of a singular jump or style of fighting/magic/whatever.

V1.3. Spelling errors fixed.