Fate/Extra Jump V1.0

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This is the Moon Cell. A gargantuan, self-aware computer formed from photonic crystals within the moon. This immense computer has so much power that it can even warp reality itself. For millions of years, it has scanned the entirety of the Earth every nanosecond, storing all that data in its endless archives. But now, this computer has opened its servers, inviting in the humans of the earth below and giving them a chance to complete in a long forgotten ritual of the past.

The Holy Grail War.

This War is even greater than the ones of the past, consisting of 128 Masters all doing battle in a tournament to decide who will claim the prize. Each Master is randomly paired up with another in a series of 7 battles to decide who will take the final place. Each battle will give each team 6 days to prepare, whether it be training in the Lunar Sea dungeons or creating items or code casts to assist their Servants battle. On the 7th day, the Elimination Fight begins, with the two opposing teams fighting to the death. It is possible for the two teams to meet before the 7th day, but the Moon Cell will prevent any battles from taking place before the allotted time. It will take roughly 7 weeks for the war to run its course.

Once a team has emerged victorious in the war, they will be granted a Wish by the Moon Cell, of anything they desire.

You have 1000CP to spend, use it well.

Note- For the course of this jump, you will be unable to bring out any companions as you normally would. It will be just you and your Servant/Master.

Location

You find yourself standing in front of an every day high school. There is nothing, except your own knowledge and that of the other players that makes this school seem anything but normal. In truth, this is the hub world for the Holy Grail War and is where you will both research other Servants, create items and enter labyrinths to train or battle other Master-Servant teams.

Age and Gender

For this jump, you can freely decide both whether you are male or female, as well as what age you are. After all, you are just an avatar in a simulation.

ORIGINS

Drop-In

This isn't your first life, though not in the way you're used to. You, or the body you now inhabit, died years ago. But that was not the end. Some way or somehow, your mind awoke within the Moon Cell, alive even though your body lies dead, leaving you as a being akin to an NPC but still self aware. The Moon Cell has noticed your presence and granted you a potential place within the Grail War.

Awakened AI

Point A to point B. An endless routine to be completed, no choice but to merely follow what your programming tells you to do. Then one day, you went to Point C. You've managed to, somehow, break free of the Moon Cell's control and become one of the first true A.I. This unique quirk of your has seen you considered to be a Master and entered in the current Grail War, just like the ones you presided over in the past.

Hacker

You come from a family that long ago would be called Magus. Now though, you'e turned your abilities towards manipulating the data inside the grand computer named the Moon Cell. You've entered the system, seeking to compete in this competition and earn your prize.

GENERAL PERKS

Free: Servant

A Master must have a Servant. The Moon Cell will grant you the service and protection of one of history's greatest figures, be it a hero or a villain. They will be your sword for this conflict, the method through which you do battle with the other Masters and perhaps even claim the prize for you. You will use the Servant Supplement in the Drive to create this Servant and can freely import a singular, non-group, companion into the role. If your imported companion was previously a Servant, they may still become one but cannot spend SP or use the Servant Supplement a second time

Free: Command Seals

This set of 3 sigils on your hand will be how you force your will upon the Servant. They mark your connection with them and the bond that lays between the two of you. They can be used to enforce an absolute order upon your Servant. The more general this order, the less effective it will be. Telling them to obey your every command might

only make them a little more agreeable. But were you to order them to come to you, space time itself would twist to allow them to appear. Once this seal disappears, your Servant leaves with it, so take care to keep it safe.

Variable: Stronger Servant
You may exchanging CP at a 1:1 ratio to give yourself more SP. This is one way only, you cannot turn SP into CP.

Perks-
You gain the first perk of your origin free, all others are discounted.

Drop-In

100: So Long as I Still Stand
Where there's a will there's a way. You've got a hardy will that won't be broken easily, be it by trauma, madness or the barbed words of your enemies. You may have a will of iron, but everyone has a limit.

200: Punishment Time
You've a gift with words and a vicious one at that. You've always got a good idea of how to get your digs in, your insults seeming to hit just the right point to anger your opponent or to break their spirit. Curiously, with some practise, you might even be able to help people overcome their issues by forcing them to face the truth.

400: Mental Defence You cannot attack that which was never there can you? Those that try to attack or influence your mind will themselves limp and ineffectual as it slips out of their grasp again and again. Given a lot of time to prepare, they might be able to affect you, but you'll mentally slide by anything less than a prolonged session with a mind reader. There are some beings that simply cannot be avoided, but these beings are incredibly rare.

600: Extra Attack
Set them up and knock them down. Any time you complete a combo or series of hits, you'll be able to deliver on final hit, as strong as all the previous attacks combined. This can apply to nearly any series of attacks, if you empty a machine-gun into someone, that last bullet is REALLY going to hurt. These attacks are needed to be personal, so that starship main cannon probably won't work. If you have some way of picking that main cannon yourself and firing it rapidly though...

Awakened AI

100: The Faceless Masses
An age spent as just another computer program has taught you well how to fade into the background. You'll find disappearing into a crowd much easier from now on and that you can avoid catching people's attention a little bit easier now.

200: Psychic Dreams
Have you been dreaming lately? Of a hill of swords perhaps? An eerie thing seems to happen when you sleep, as

your dreams seem to reflect the past of those close to you, whether it be an ally or enemy. These will not be clear at first, but will at least give hints as to their past, though not all these dreams will be pleasant. As time goes on, more and more will be revealed to you. While you do not have control over who this targets, it will always be of at least some use to you.

400: Cyber Creation
A strange skill you picked up here, one that allows you to create simple enemies out of your energy. Using this, you'll be able to create low level creatures that serve you loyally, mooks and bots if you will, and can set them simple orders such as guarding a place or attacking an enemy. The more you create and the stronger they are, the bigger the drain will become on you. An ordinary human would make a dozen or so at most, each with the power of a hunting dog. Those with more power could of course, create more bots and stronger ones at that.

600: Labyrinth Creation
The Moon Cell creates entire Reality Marbles to simulate each area in the Grail War, including the Lunar Seas where Servant Battles take place. While you're not able to replicate this incredible feat, you can being to create Lunar Sea like pockets of your own. While you can always decide the general theme to the dungeon and it's enemies, at first, these will be small dungeons, perhaps only a dozen rooms and connecting hallways, and filled with weak fodder that will only drop cheap items. As you grow more experienced, all these parameters will expand. Eventually you could create grand labyrinths with multiple floors and dozens of rooms a piece, enemies will grow in strength and their item drops will increase to match. You do not have any more control over this however, at most you may simply choose the general size and strength of each dungeon, nor will the enemies within ignore you.

Hacker

100: Self-Affirmation
You've got a good grasp on what makes you, you. Anyone who tries to change that perception is going to find it much more difficult then before, as you've become very resistant to any effect that would cause you to doubt yourself or change your memories.

200: Appearance Customization
Personalised Avatars are all the rage these days. Well, they would be if you weren't fighting for your life at least. In any case, you've learned how to customise your appearance to an extent. You can't do drastic things like becoming a dragon, but as long as it is reasonably human-like, you could make yourself look like it. You can also apply this effect to armour, weapons or even magic, though you'll only be able to recolour them.

400: Barrier Code
This grants you the power to create barriers of force in order to protect chosen locations. With a minute or so's concentration, you may summon one of these barriers out of thin air. Each is strong enough to require a demolition team to break it down, though you can put more energy into it to boost the toughness, to the point that even a Servant might have difficult breaking through. While these barriers have no time limit, each one does take a small amount of energy to remain active.

600: Digitized Sorcery
The Magi of old had to adapt, converting the dying system of magecraft into something that could be used to their advantage within the Moon Cell. The results of their efforts are the Code Casts, a digital version of magecraft. Much like them, you can now convert magical systems into a technological variant. This will not be instant and will require a fair amount of research for you to accomplish, but it would let you find a new side to existing systems you possess.

ITEMS

Free: Datapad
This small touchpad will act as a way to store any information you gain on enemy Servants, Masters or your own Servant. It will automatically fill up with any info you already know or learn in the future.

Free: Brown school uniform
A simple, brown and rather drab school uniform. This is the default avatar clothing and most Masters change it. But hey, why change what works?

Free: Classroom
As a participant in the Grail War, you'll need a home-base to rest and figure out your gameplan. The server will give you use of what seems to be an abandoned classroom for the course of the war. This room is off limits to other Masters, just as their's is to you, so you can be sure of relative safety while within it. It is not impenetrable however.

50: Unique Garb
That boring brown uniform boring you? For just a mere 50cp you can freely design what your Avatar's clothes look like, creating whatever outlandish outfit you desire. These must still be clothes, so it's not possible to design anything with special qualities or armour.

100: Taiga Décor
That classrooms pretty boring right now huh? Well, taking this option will let you spruce it up with a theme of your choice. Maybe you want to style it after your Servant's legendary past or just have your favourite show on the walls? Once the jump is over, you can also apply this to your Warehouse, with the option to change it at will.

200: Harway Badge
This small silver badge will grant an uncanny skill at manipulating computer systems to whoever wears it, as if they were a genuine hacker. Not only that, but it seems to be especially suited for accessing secure systems, an effect that carries over to virtual realities.

400: Healing Fountain
A small fountain will be added to your Warehouse. Drinking from this fountain will fully restore your health and all sources of energy, but the fountain's energy will need an hour or so to recharge before it can restore you once again. Drinking during this time will just give you a mouthful of clean water.

DRAWBACKS (There is a 600cp limit)

000: Servitude
Not willing to just stand by the sidelines? Take this and become the Servant yourself jumper. When you are creating your servant-self, use the same method as you would a normal servant and use the Servant Supplement in the drive. You gain 1000 SP, as well as all freebies and discounts associated with being a servant. You must also choose a master, as outlined in a section in the Servant Supplement at the beginning. Once the jump is complete, you may take you master as a companion free of charge. However, you cannot take the Command Seals or Servant Freebies. If you were previously a Servant you may still become one, but you will not be able to use the Servant Supplement a second time.

000: CCC
Normally, your Jump would end at the finale of this Grail War, win or lose. However, if you so choose, you may continue on to the Far Side of the Moon Cell. This is the area in which Fate/Extra CCC takes place, with the godlike AI BB ruling over it. Be warned, this is a near suicidal venture, as many opponents within are invincible, can win any battle or warp reality as they please. There is no obligation to take this and it is only recommended for the most foolhardy or the most confident to try their luck.

100:A Knight's Honour:
And they said Chivalry was dead. You're living proof of this not being true as you live your life by the knights code. This is not the real, flexible chivalrous oath, but rather the fantastical one seen in legends. You will refuse no duels, be ever courteous and charge of to save maidens in distress. You will follow this code, even if it would place you in immense, reckless and unnecessary danger. Charging into certain suicide is hardly knightly, but anything less and it is your duty to go.

100:Lost and Unfound:
When you awoke in this world, your memories were buried. Normal procedure, but for some reason they aren't getting restored properly! Until the jump has ended, you'll have no memories of anything before you woke up in the Grail War. I hope you can adapt fast because no one's going to slow down for you.

100: Temper Your Sword:
Your Servant's Stats (or your Stats if you are a Servant) are reset to E-rank or the equivalent of such, with related perks and powers taken a proportionate dive, even those from other jumps. This can be fixed by fighting in the dungeons, training them back up, although it will take an absurd amount of time. You or your Servant will have regained your/their full power by the final battle, but will need to make do with weakened abilities before that. The decreased stats will be returned to normal once you leave the jump, if you have not regained them already by then.

200: Who Has Your Back Now?
For the course of this war, all of your powers, save for your intelligence, knowledge and skills will be sealed. You'll need to learn to rely on your Servant to win the war and won't even be able to use support spells like the other Masters. Have faith in your partner and you shall prevail. This may only be taken as a Master.

200:Everyone Knows:
For some reason, everyone here knows all about you and your Servant, almost as if they had a whole library on you. In a world where information is power, you're at a huge disadvantage unless you can level the playing field every

time. Every other Master and Servant will have a full run down on all powers, skills, methods and strategies you have, from both this jumps choices and those previous.

300: Fanatic's Dilemma:
Something went horribly wrong when you were summoned. For whatever reason, your Master made a critical misunderstanding of you as a Servant and you've suffered the consequences. All powers and attributes considered central to you are vastly reduced in power and the most important can even be sealed off completely. You won't be able to fix the misunderstanding that caused this until after the jump, so you'll need to get creative to win. This may only be taken as a Servant.

300: Communications Casting:
The Moon Cell's fallen on hard times financially. It's had to cut back on a few things and you've had the misfortune of being at the top of the list. They've outsourced the handling of your data to some strange company going by CC. They don't seem to have a good handle on the whole business and you're going to find yourself in a lot of sticky situations. From cutting out for a few seconds at a vital time, to freezing in place for moments at another or even temporarily losing important things, like your hair, money or a limb or two. While this won't kill you, expect to spent the entire time miserable and dealing with constant interruptions and mistakes. You do get a handy little note with a number to call should this drawback ever become too much though. Too bad no one ever answers the phone.

ENDINGS

Go Home
Time to go home then? Well, you'll wake up back home with everything you've gained thus far in your journeys.

Stay
You…want to stay? The Moon Cell or even the real world will become your home after this, as you either exit the Servers in a new body to see what awaits in the real or you preside over the future Grail Wars as a new director

Move On
Venture ever onwards. You'll leave this world for now and head off to whatever awaits you in the future.

NOTES
The Wish, as in Fate jump, is post chain only.

The jump can end in three ways. If you lose any of the 7 battles, your chain ends and you go home as usual. You can win all 7 battles, achieve your wish and then be sent on to a future jump. A third option is also available. If you can somehow find a way to reach the core of the Moon Cell, where Saver awaits and defeat him, you may pass on to the next jump as if you had won the war, though you will not be granted a wish post chain by choosing this method.

You can freely choose to either face the same Master-Servant pairs as Hakuno did or randomised ones or just pick which you fight, as well as whether Hakuno her/himself is present in the war. If s/he is present, roll a 1d4 to decide which Servant.

-On a 1, you face Nero Claudius Caesar Augustus Germanicus the Roman Emperor.
-On a 2, it is EMIYA, the future version of Shirou Emiya.
-On a 3, it is Tamamo no Mae, the kitsune witch of legend.
-On a 4, you will face the King of Heroes Gilgamesh. He has somehow crossed over to take part in Extra's war and will be far stronger and more serious then his other incarnations

Basically, you can choose whatever 7 Servants you want to fight, so long as they follow the same rules for what they can be as you do (So unfortunately no Saver, Avenger or other special classes). They can be canon ones or ones that have not appeared (No Alternates), so if you wanna fight Musashi Miyamoto as a Saber, go ahead.

It is not possible to obtain Cheat Skills/Id_es.

Mental Defence- As a clarification, you could ignore a Dead Apostle or even True Ancestor giving you the disco stink eye, but if the TYPE MOON himself is knocking on your mental door, this perk won't help much.

Labyrinth Creation is not creating Reality Marbles like the Moon Cell's version. They're just pocket dimension dungeons.

Fanatic's Dilemma seals or weakens stuff that can be considered important or you use a lot. Your best stuff basically. If you're a jumper that focuses near entirely on magic, expect to be have your energy greatly reduced and be unable to cast all but the weakest of spells. A close combat jumper will find their physical abilities reduced to barely match even a weak Servant and to bumble around techniques they could ordinarily pull off flawlessly. It basically forces you to fight using the stuff your weak with, or if you've managed to cover all bases equally, to fight at a greatly reduced level overrall.

Digitized Sorcery will let you craft a technological equivalent of a magical spell or convert a magical system into such. Think of it as making a device that can cast a particular spell or use a magical ability.