Lord El-Melloi II Case Files



Jumpchain by Ze_Bri-0n

v4.2

Three years after his defeat in the Fourth Holy Grail War (essentially depicted in Fate/Zero), Waver Velvet returned to the Mage's Association's secret Clocktower in London, to resume his studies in magecraft. After getting a job as a lecturer and revolutionizing thaumaturgic education, he became popular among the magical have-not's. He rescued his dead teacher's family from ruin, and earned the title "Lord El-Melloi II," the man who revived the house of

Archibald. His mediocrity as a magus prevented him from advancing in practical skill, but in time he became one of the greatest professors in the Clocktower,

Now if only the mages around him could stop murdering each other and getting him involved.

The Nasuverse is a deceptively familiar world, on the surface. Here, however, almost every myth and legend is literal - though incomplete - truth. Most of the World's mystery, and thus magic, has declined and faded, lost with the ancient Age of Gods, strangled by the engines of progress, though beneath the surface there are still some who cling to the remnants of ancient powers, hoping to advance their craft to the point where they can travel to the Root of the World, also called Akasha, and gain access to True Magic, a power beyond mortal ken in this era. There is nothing the mages of this world will not do to achieve this. No depth they will not sink to, no sin they will not commit. Fortunately, they are kept mostly in check by fear of the general public rediscovering their existence and a handful of other supernatural creatures and organizations, such as the Holy Church, who are fairly shady themselves.

This is the world you shall spend the next decade in, whether you choose to embrace the secret societies in the World of Magi or not. Here's 1000 CP to help you get settled. You enter this world at the beginning of the anime, sometime in 2003.

+1000 CP.

Origins

Students and Drop-Ins are 8+1d8 years old. Researchers and Teachers and 20+2d8. Executors may be 20+2d8 or 35+2d10. Any origin may pay 100 CP to choose freely. Likewise, your sex stays the same unless you pay 100 CP to change it. You may fill in the blanks yourself; you can be part of an existing family or a noncanon subfaction if you like, as long as you adhere to the guidelines.

Drop-In (+100) You arrive in this world with no history but whatever you brought with you. You are unchanged in every way, save the Elementary Thaumaturgy and single purchase of Magic Circuits everyone gets for free, should you choose to take them.

Student (100) You are a young mage, sent by your family to study at the Clocktower or equivalent in hopes that you will better yourself and your family's craft. Perhaps you're a member of the El-Melloi class? You receive a second free purchase of Magic Circuits, and one purchase of Family Research.

Teacher (100) After completing your own education, you turned towards the next generation, probably for political reasons. It is now your duty to educate young mages in thaumaturgy on behalf of a magecraft organization such as the Clocktower, Holy Church, or Spiral Manor. You receive one free purchase of A Mage's Craft, and one purchase of Family Research.

Researcher (Free) You are the magus distilled. Having completed your magical education, you hunkered down and started doing what every mage dreams of: searching for the Root and refining your family's magic through research and experimentation. You probably belong to one

of the major groups, but freelance researchers *do* exist. You receive one free purchase of A Mage's Craft, and one purchase of Family Research.

Policies Officer (150) You have abandoned the search for the Root in favor of protecting the World of Magi from crime and exposure. It's overly simplistic to say you're a magic cop, but it's not inaccurate. All magical organizations have their internal affairs departments, but the name comes from the Mage's Association. You receive 200 CP to spend on Self-Defense Training, plus a free purchase of A Mage's Craft and one Family Research.

Executor (100) Whether you're vampiring slaying nun or part of a knight order, you are one of the Catholic Church's witch killers, hitmen, and monster hunters; which usually makes you more soldier or bounty chaser than cop. You receive 200 CP to spend on Self-Defense Training, Bible Study, one free Ash Lock, and a free purchase of A Mage's Craft: Sacraments.

Coconspirator (200) You are a friend and ally to either Kurou Adashino, alias Doctor Heartless, who intends to restore the Age of Gods and its magic by destroying the Age of Man, or an associate of the ancient alliance that created Ergo some millennia ago. Both are dangerous, though your association is secret- for now. All else is to be determined. You receive one free purchase of A Mage's Craft, and one purchase of Family Research.

Location

You may choose to begin anywhere in England that you could rationally be at - even Avalon, its equivalent on the Reverse Side of the World, if you can come up with a passable excuse.

Perks

Discounts are half off, except for 100 CP perks, which are free for their origins.

Elementary Thaumaturgy (Free) You have the mental fortitude every magus needs, and a mastery of simple, basic spells, like Structural Analysis, Reinforcement, and foundational Formalcraft. You and any students you take will retain access to this timeline's mysteries and global foundations elsewhere, plus any formulae and mana local conditions would justify.

Self-Defense Training (Free / 200 / 400 / 600 / 800) Every modern mage has some training in mundane fighting, whether in hand to hand or with melee weapons, and that translates into magical combat. It's hardly unimpressive, but hardly a match for professionals. You get that much for free. For 200 CP, you may instead be one of those professionals, with fighting skills worthy of a rank and file Policies Officer, Executor, or mercenary spellcaster. For 400 CP, you are something truly special, like a Sealing Designation Enforcer, the members of the Burial Agency, or Shirou Emiya. While those examples have certain advantages, you won't need them to defeat the vast majority of modern monsters and magecraft as an ordinary mage. For 600 CP, you are one of the greatest living fighters, and one of very few humans who can comprehend an attack from a Servant without magical assistance. For 800 CP, you have surpassed what simple physics and biology should allow and developed a degree of Mystery, reaching an explicitly supernatural level of mastery over your weapon of choice and to a lesser extent martial arts. The trappings of modern society and the Age of Man should prevent this, but in your case, miraculously, they don't. You're still no Sasaki Kojiro, but you're certainly closer than most. Regardless of what tier you chose, any magical abilities and weapons you buy here are fully integrated with your fighting style, though some will give you better results than others.

Elemental Affinity (100, One Free) Everyone has an affinity for some component of the world, but you get to pick yours. All magic pertaining to this element - symbolically or literally - comes significantly easier. Most mages have affinities relating to one of the Five Great Elements of fire, water, earth, air, and ether, but some have more esoteric affinities like Imaginary Numbers or more mundane affinities like Swords, so you may choose whatever you'd like. This may be purchased up to five times total.

Refused Summoning (100) When someone tries to conjure or invoke you or your legend, they open themselves up your clairvoyant gifts. Even if you haven't normally got any, you get a certain amount of information from the attempt itself. From there, you can generally refuse to accept the summoning or petition, even if you normally can't. You'll never be summoned as a Servant if you don't want to be.

Ashes to Ashes (100) You are particularly good at selecting and preparing your magical reagents and sacrifices. You also get more out of them, have lower requirements, and may use similar catalysts in other forms of magic. They don't have to be destroyed, magical, or significant, but it helps if they are.

Chill Out (100) Using your circuits is supposed to be painful, but yours possess a special trait that prevents them from causing pain, generating heat, and otherwise hurting you unless you're pushing your limits or actively screwing up. Your other powers are also less unpleasant to use, when applicable.

Mix and Mingle (100) You are a student of the British tradition of etiquette, and will fit right in at all sorts of upper class soirées.

Master Compiler (100) You are naturally suited for building advanced spells out of rigid or basic magic, rather than creating more complex magic directly, as a Philosophy mage without a Key must. You can apply these principles to other magic systems, and if you or one of your students has a condition that enhances a certain specialty but makes most magic difficult, you'll prove a genius at negotiating that issue, or even redesigning spells to bypass it, which also applies to magic from other worlds, not that it'll be an issue for your purchase of A Mage's Craft and similar.

A Phantasm in Human Form (100) You have a human altform, or rather, you possess the ability to assume human form, even in jumps where you're supposed to be a centaur or something until the end. Furthermore, when your perks and origins or so forth conflict, you may choose which dominates your history.

Origin-al Soul (100) Every person has a spiritual "origin," around which their soul is formed. Understanding yours can grant great power, but also twists the mind. While you haven't discovered or awoken it yet, you're no exception, save being curiously immune to the mental effects. Additionally, if you should awaken someone else's, it won't dominate them in the same way, except when they lean on it, and for a bit after. This applies to similar circumstances as well.

Bible Study (100, Free Executor) You can often find comfort, guidance, and a sense of awe by reading Catholic scripture or praying to the Christian God, whose holy text and theology you've studied.

DIY (100) Magi often use tools called mystic codes, but these are expensive, bespoke items, often tailored to the specific family or discipline. Fortunately, while a specialist can generally do better, you are brilliant at creating your own basic tools, and automatically know how to craft any standard issue tool or equipment or weapon your magical skills imply, even in other magic systems, often without mystical resources, and generally in a timely manner. This goes triple for anything your particular branch of magic absolutely *requires*. Free with Brand, Quite Grand, or Visualization.

Magic Circuits (200, One Free) You have the equivalent of twenty average magic circuits, open and ready for use, which allow you to generate magical energy. They are also immune to atrophy. This perk may be purchased multiple times. Purchases may also be used to improve upon your Magic Crests or Philosophy Keys, including the spells within, instead of yourself.

A Mage's Craft (200, One Free to Teachers, Researchers, Policies Officers, Executors, and Coconspirators) You are a fully trained and experienced but ordinary mage, rather than an idiot-savant, and specialize in a particular style or discipline, though the lines between the two often blur. You may purchase this perk multiple times for additional specialities. See notes for examples to choose from.

Family Research (200, One Free to Students, Teachers, Researchers, Policies Officers, and Coconspirators) Mages pass knowledge down their lineage, and yours is no different. You have extensive knowledge of a subject such as magical archeology, the human genome, or Mystic Eyes. Furthermore, a Thaumaturgic Attribute of choice, with examples being “omnipotence,” “sisters," "the flow of power,” or “opening and closing wounds,” has been passed down your bloodline, which expands and adds meaning to elemental magecraft once your skills are up to snuff. This may be purchased multiple times.

Essential Humanity (200) Using the wrong branch of magecraft can have all kinds of crazy side effects, including madness and mutation. Fortunately, unlike Ergo and Le Chien, such things don’t apply to you personally. Sure, you’ll still die if you overspend your lifeforce or need blood as a vampire, but you won’t have to worry about erasing your own personality, becoming corrupted, or so forth unless you botch the spell, though you might still irradiate the area. This applies to other powers as well, and may be toggled; when it’s off, the effectiveness of your abilities increases dramatically.

Cogito (200) Like Alexander IV, you can absorb information at *blinding* speeds. The primary use for this is picking up languages and martial arts in mere hours, though if taken with Divine Body, you may choose to have devoured it for some godly power.

Generations of Effort (200) You know how to look at the world long-term, and have the mindset to plant a tree whose shade you’ll never sit under. Furthermore, you can intuit ways to accomplish impossible-seeming supernatural feats with generational effort. You can even work

around mystery's ironclad aging laws, and similar, given the right lineage or a willingness to establish one.

Still Myself (200) More than one person has lost themselves to vampirism, apotheosis, or the spiritual rot of a supernaturally long life, and those are not the only nor the strangest transformations a magus may endure. I mean, you'll probably still be yourself after becoming an incarnation of lightning and omen of death, but why risk it? Short of having your soul carved out and replaced outright, no transformation will ever strip you of your consciousness, essential character, or so forth unless you let it, though you may find yourself with new impulses, instincts, or perspective. You may extend this to those you import or transform in whatever way as well.

Freelancer (200) You have an in-depth understanding of modern tactics, weapons, and mercenary work. As long as your fighting skills are up to snuff, you'll be able to make a living as a hired gun, bounty hunter, or assassin, even without magecraft.

Hygromanteia (200) While you need a certain knowledge of the principles for it to work, and it isn't infinite, you have a special connection to the Christian God, who grants you a specialized form of divine revelation, which guides you when you try to make various forms of magic simpler and more accessible. This can mean anything from inventing C-Rank versions of A-Rank spells to fundamentally changing the nature of magecraft as a whole, as God and Solomon have done before you. Teamwork, sacrifice, and ritual magics are your friends in both process and result, as are personal skill and proportionate effort, though you can take multiple paths.

Universalist (200) A lot of magecraft has user restrictions, but those only apply to you if it relates to a specific bloodline or faith. You will never be magically handicapped for being of the “wrong” sex, age, ethnicity, culture, birthplace, or so on. You get around most of the remaining limits via religious conversions and political marriages or childhood adoptions.

Convergent Theories (200) A lot of magic systems reuse the same symbols and concepts, even if they don’t exploit culture like thaumaturgy does. You’re very good at taking advantage of this fact, and about half of your experience with and education in any given magic now carries over to its equivalents. For example, Touko’s runes aren’t the runes of legend, but they’re close enough to enhance your affinity for each other, and give you a head start.

Round Table Restrictions (200) You can place or build restrictions or geasa into your powers, items, and creations, including spells and magic systems. Even people can be bound if willing. The more inconvenient and chivalrous the restrictions and punishment, the more they proportionately enhance the subject. These taboos can be physically impossible to break, or they can curse the violator until or unless they somehow make amends, though they don’t have to be total.

I Am Your Master (200) You can telepathically communicate with your familiars, and freely donate your energies to strengthen or fuel them, even if mismatched. Personal compatibility helps. Similar bonds benefit in the same way, and free-willed, Servant-like examples might even gain an astral form if they haven’t got one already and it fits their themes. Free with the Subcategory Grail War Scenario.

If Red Shadows Have Offended (200) The Counter Force, whose twin aspects act to defend humanity and the world respectively, will never mark you as a threat simply for seeking or having True Magic. Similarly unconscious defenses also pass you by, and you have a talent for finding ways to hide yourself from higher powers, with or without magecraft. Free with the Reaching the Root Scenario.

Modern Hero (300) You have the vanishingly rare traits necessary to become a Heroic Spirit in the Information Age. Indeed, you seem almost destined for it. You are more bold, more cunning, and more powerful than your attributes imply, and since you have the mind, body, and spirit of a true warrior, they imply quite a bit. You also have the Luck to shape your own destiny, your actions have increased historical impact, and you can reach comparatively ridiculous heights of power through training and adventure, which never traumatizes you. Martial achievement will allow you to develop great strength and wisdom, often in defiance of social and magical conventions. Capstone booster. For double points, some version of you is already on the Throne of Heroes, and you have a unique, vaguely Sybil-like connection to the Heroic Spirit you have not yet become, allowing you to call upon the Noble Phantasms and Skills you have already earned, from your own linear perspective. Fame is also helpful in this instance.

Fairy Heart (300) Your heart was stolen by fairies. This does not have any physiological consequences, but does make you slightly more than human. You are now able to access mysteries that no longer exist on the planet's surface, enhancing your powers significantly. Unfortunately, relying on this is agonizing and dangerous. Post-jump, your heart is restored, and you may safely and painlessly tap into this power.

It's a Mystery (300, Free with any boosted capstone) In magecraft, power comes from mystery. Mystery comes from many sources; it comes from age, it comes from rarity. It also comes from secrecy and mysticism. Furthermore, greater mysteries override lesser ones. While conceptual weight varies and matters, magic generally trumps science, and divinity generally trumps magic. You can apply these principles to all of your powers and items, though unless you introduce it widescale, the original context usually overrides the local one for balance reasons. This also allows you to apply your magic resistance to other strange phenomena, like superpowers and clarktech.

Empty Jumper (300) You have a crude ability to travel between timelines and textures, which will allow you to access the myths and legends of any world or culture. Furthermore, you have a unique form of precognition, which warns you a few days before your timeline will be deleted or altered, as well as the ability to declare yourself or historically significant figures the timeline's "king". The king gains a sort of divine authority over the timeline - henceforth a "lostbelt" - which will endure so long as the king or their heirs/usurpers continue to dwell there. Its mere existence will not cause any of the issues an additional or aberrant timeline usually would, and leaving a jump doesn't count as leaving the lostbelt, though it may be wise to abdicate. With extreme effort and the right magic, you will eventually learn to restore destroyed histories in the same way, and crown their kings.

How Wizardry *Should* Be (300) The cruel truth is so long as talents differ, some people will get more results for less effort. Yet you've set it aside, and realized Waver's dream. So long as you've got a foot in the door, a good teacher and a devotion to the craft can override the lack of magical talent. In fact, innate traits generally don't enter into it; sources and dedication are the

only factors of note for you, and when desired, your students. This may be toggled - or written into the spells, grimoires, and magic systems you create. Capstone booster.

Kaleidoscopic (300) You know a fair amount about the nature of the multiverse, and have memorized the blueprints for several of Zelretch's mystic codes, including the Kaleidosticks, though you aren't a true magician, so actually creating them would probably be unreasonably difficult. The Wizard Marshall also regards you as an apprentice, and will likely teach you more with time.

Pride of the Clocktower (400) You are an exceptional magus of the third degree, especially in one particular specialty. This may be purchased multiple times, and is discounted when you already have some grounding in that discipline/style from another jump - even a noncanon version. This stacks with the discounts from Once a Century.

Brand (600) You are amongst the greatest living mages. While you are still specialized in an ordinary type of magecraft, you have reached the highest practical rank, and your skills are on par with such exalted figures as Rufleus Nuada-Re Eulyphis, Kayneth El-Melloi Archibald, and Inorai Valualeta Atroholm, even if your magic circuits aren't up to snuff. This can come with a ridiculous name, if you really want one.

Rank VII Dead Apostle (600) Whether you've actually unlived for millennia or you're some kind of ridiculous freak, you are a bloodsucking Dead Apostle, and amongst the most powerful in this world. You have the strength, senses, and reflexes to trade blows with a Servant - or a minor god. You can also levitate, turn invisible, and transform others into vampiric "corpses," which are

the earliest stage of Dead Apostle. Furthermore, you possess the mighty Curse of Restoration, which can heal almost any wound by turning back your personal timeline, though it is most effective when the moon is full. As an undead creature, your soul is fundamentally inhuman, which will progressively erase your ability to perform human magecraft, but we'll set that counter to one for now - perhaps you can find a workaround?

Making Friends (100, Free Drop In) You have a certain predisposition to making friends. For some reason, people simply like you more easily than you should. All of your traits and actions will be seen just a little bit more positively than they normally would be, even by your enemies.

Sybil (200, Discount Drop In) You have a high affinity for astral bodies and all sorts of spiritual magecraft. You have certain insights intuitively, and can easily learn to borrow the powers of Heroic or Divine Spirits. In future worlds, you may use magecraft to invoke local heroes and gods in addition to those from the Nasuverse.

Mysterious (400, Discount Drop In) Your soul is a self-updating Record of Mystery, akin to a Servant, only moreso. This makes whatever supernatural powers you use accepted by the World and similar as possible, if not as natural. While other mages have to worry about the decline of magecraft, the dilution of Mystery, and the degradation of their Thaumaturgic Foundations, such phenomena never weaken you, and you do not cause them. Furthermore, damage to the underlying system of magic never bothers you, so long as *you* do everything right. In fact, while you may need to adapt somewhat, none of your powers are weakened or inhibited by changing times or locations, regardless of how sensitive they ought to be. Still, a stable foundation can strengthen your thaumaturgy, not unlike a Servant's fame.

Gray (600, Discount Drop In) It seems you truly have the blood of the Pendragons, unlike a certain student. At some point in your youth, you suddenly changed into a copy of King Arthur - I mean Artoria. For now, this means your sex is set to female and you can reinforce your body to impossible levels. If you acquire Artoria's Noble Phantasms, they will accept you as their master, but that's all for now. You will eventually inherit Artoria's draconic nature and power, making you a phantasm in human shape, with incredible strength and magic resistance. You'll even be able to use Camelot's magecraft as well as the modern stuff. For an extra 100 CP, discounted to Drop In, you may be male and take on the appearance of Proto-Arthur instead of Artoria. Post-jump, your Saberface appearance becomes an alt-form, though you retain your power in any shape, and other forces will regard you as King Arthur or an acceptable substitute.

The Once and Future King (300, Requires Gray and either Modern Hero or How Wizardry Should Be. Free with all Three) You have come into your heritage fully, and become quite formidable. While you retain your own identity, you've ceased aging and can manifest Caliburn. You also have some of Artoria's fantastical sword skills, clairvoyant instincts, and personal charisma. You have a great mastery of the Chivalric code, and are a supernaturally skilled ruler or general, regardless of the era. You can call upon the Hammer of the Wind King, enhance yourself with jets of mana, and ride any beast or machine known to man. If Saber Lily were to appear before you, your ancestor would find herself equally matched, and she's somewhere between the third and fourth tier of Self-Defense Training.

Studious (100, Free Student) You are a professional student, if there ever was such a thing. You also have a deep seated love for discovery and learning, especially when it comes to the

supernatural, but you've also got the skills and mindset to manage your time, take excellent notes, efficiently search libraries, write great papers, and remain engaged with even the most boring of lectures and textbooks.

Natural Talents (200, Discount Student) You are particularly well suited for a specific branch or style or aspect or area of thaumaturgy, such as bounded fields or formalcraft; Catholicism or sheer efficiency. You find it quite intuitive, and in your hands it's not only stronger and cheaper, but safer and more precise. This may be purchased multiple times, and also applies to equivalent magics from older times and other worlds.

Mystic Eyes (400, Discount Student) You have an oracular mutation that grants moderate but unusual powers. They won't let you perceive the lines and points of death, but they may let you hypnotize people, light things aflame, petrify targets, or jinx opponents - but not more than one. If special eyes don't interest you, you may be a psychic, tradition carrier, or mixed-blood of the same magnitude. If you're willing to pay double, you can claim a set of the rarer and more powerful "Jewel" class Mystic Eyes, or be a God-Holder like Bazette. The lower tier may be purchased multiple times, but each purchase costs twice as much as the last in that grade, and there's a discount for those who restrain themselves to one purchase of this perk, which stacks with the discount for Students.

Once a Century (600, Discount Student) You are a rare magical prodigy, with talent and potential that appears only rarely. Not only are you a natural innovator, you do more and better magecraft with less training, less knowledge, and less energy. You get discounts A Mage's Craft and Pride of the Clocktower are discounted for you, as well as 200 CP to spend on them

specifically. You also have a lineage befitting your talent, so you get a free purchase of Family Research, and the equivalent of twenty extra, standard quality Magic Circuits.

Quite Grand (300, Requires Once a Century and either Modern Hero or How Wizardry Should Be. Free with all Three) Frankly, you are a literal genius, especially with thaumaturgy, wherein you rival Touko Aozaki. You learn and innovate with blinding speeds. Your potential is no lesser, and within a decade or two, you could be recognized as one of the greatest magi to ever live, even with subpar magic circuits. Additionally, because of magecraft's imitative nature, you yourself are a swift and natural copycat. Regardless of what system you use, you can magically reproduce or duplicate everything from technology and mystic codes to faeries and Flat Escardos, once you've studied them a little. Events and phenomena are harder, but not by much. Once you've emulated something, it is surprisingly easy to refine or expand on their principles. There are still limits, but yours are far beyond your peers'. Naturally, it would be easier to replicate Fragarach with Irish Ogham or Norse Runes than Numerology or alchemy, and mimetic arts are best, but don't let that stop you, especially if you've got the sword on hand.

Teaching Aid (100, Free Teacher) You might not have a teaching degree, but you deserve one. You know exactly how to organize a syllabus, grade papers, lecture effectively, explain clearly, and keep a classroom full of rowdy teenagers mostly in line.

Moral Magecraft (200, Discount Teacher) You have a talent for breaking people out of sociopathic mindsets, overcoming cultural inertia and turning people around to your way of thinking. When you earnestly endeavor to instill morals, even mages will pause to listen, and

perhaps even change their ways. This is most effective when you have the respect of those you are attempting to change, and a touch of authority doesn't hurt either.

Great Detective (400, Discount Teacher) While you don't have the skills of a true detective, you have a quick, analytical mind and are highly perceptive. You notice what others generally do not, and can find more information when need be, thereby narrowing down the perpetrator. You can also see through attempted cover ups and manipulations with incredible ease.

Visualization (600, Discount Teacher) You have superb visualization and description skills, which allow you to teach what you cannot do. Indeed, you are an absolute master of all magical instruction, even if you aren't much of a mage. You're also very good at coming up with efficient and unconventional applications and counters for magecraft, which also applies to powers from other worlds. Even if you're a hack, you could train some of the best in the whole Mage's Association. You also have a vast body of academic knowledge in almost every subject you'd care to name, which may prove useful.

Hero Creation (300, Requires Visualization and either Modern Hero or How Wizardry Should Be. Free with all Three) You've gone beyond Waver Velvet now. Like England's most famous mage, you know the techniques and arts necessary to create a truly exceptional king. You can also utilize these arts to turn ordinary folks into all sorts of other heroes, and you're still an incredibly skilled teacher outside that. You can instruct at astounding speed, such that even your students won't understand how they can learn so fast. Indeed, you could teach almost anything to anyone, regardless of their temperament and talent, and often despite your own skills and

disposition. When necessary, one thing or another can generally stretch. Even better, your students never forget what you teach them, even if you slow down a bit.

Experiment (100, Free Researcher) You are at home in a lab. You know all the procedures of experimentation, can keep detailed and accurate notes, and will never accidentally violate a safety protocol. You also have the ability to compose for the less educated, and a knack for correctly connecting cause to effect, which would make you a half-decent detective, though it is nowhere near infallible.

Funding and Grants (200, Discount Researcher) You are positively blessed with opportunities to find funding for your research, and unusually charismatic when you ask for grants. You could find any number of patrons, even in the world of magi, where secrecy is more precious than lifeblood.

Practical Eugenics (400, Discount Researcher) You know how to preserve and even strengthen supernatural traits across generations through strategic use of arranged marriages, even outside the Nasuverse. Additionally, whenever you beget a sapient being by natural or supernatural means, and whether or not you consciously realize you have, you can choose to give them and all their descendants copies of whichever perks you wish to share, save anything pricier than this one. This can also apply to certain items, races, and origins. If you wish to maintain a level of control, you may lay conditions, make it partial, or otherwise limit the inheritance. This also works on most mystical adoptions, vampiric sirings, and so on, including some imports, as long as it's relatively permanent.

Lord of the Clocktower (600, Discount Researcher) You have the position of the Clocktower's most elite, which makes you highly resistant to curses and often foils assassination attempts against you by happenstance. You can pick which department or invent a new one for yourself. You are also well trained in the subtle arts of politics, intrigue, manipulation, management, and negotiation. In this and all future worlds, you will have vast stores of connections, favors, influence, and wealth, both mundane and otherwise.

Old Nobility (300, Requires Lord of the Clocktower and either Modern Hero or How Wizardry Should Be. Free with all Three) Like Luvia, you carry yourself with a genuinely noble bearing. Indeed, none can question that you are a true and rightful ruler, though reactions may vary. Regardless, your skills as a leader and politician grow with your own thaumaturgic skill and might. Others will flock to your banner, if you should raise one, and you've an unusual talent for caring for and defending your domain or subjects with magecraft.

Investigator (100, Free Policies Officer) You are trained to carry out systematic and formal inquiry to examine and discover the facts and events of an incident or allegation, even when that incident or allegation is supernatural in origin. Unfortunately, such dictionary-definition detective work often fails in the face of magecraft.

Stability Above All (200, Discount Policies Officer) As a Policies Officer, it is your job to create stability in the Clocktower, and act as a deeply necessary check on the impulses of a fiercely competitive, heavily armed subculture with zero-sum goals that encourages a disregard for human life. Even from the Barthomeloi family's pocket, you've got what it takes to do your job, as you have the bureaucratic and social skills necessary to find unstable elements and strike

deals between opposing factions. Furthermore, you can almost clairvoyantly intuit what is necessary to maintain stability in any situation.

Witch Hunter (400, Discount Policies Officer) You're trained in both the mundane and mystical arts of tracking and discretely tailing suspects in the modern world. You've also got superb mystical senses and a high resistance to any sort of influence that hopes to throw you off the trail. When that fails, you're very good at invading bounded fields, and know the principles of counter magic.

High-Speed Incantations (600, Discount Policies Officer) You know how to speed up your spellcasting without sacrificing efficiency, effectiveness, or stability. Currently, you're only twice as quick, but with practice you might be able to do magic in a tenth the normal time. Also, neither nervousness nor the strains of combat will interfere with your spellcasting, and you're very good at anticipating or interrupting the spells of others.

High Speed Divine Words (300, Requires High-Speed Incantations and either Modern Hero or How Wizardry Should Be. Free with all Three) Your education can trace itself back to Hecate or another deity of your choice, even if they weren't a god of magic. Though such powers should have passed from the planet's surface, you can condense several minutes of chanting into a single word, and if you have the skills to use them, access some of your god's divine mysteries. Already, you know the very basics of ancient sorcery, and can pronounce the Divine Words of Greece, or whatever land your teacher called home.

Heretic Hunter (100, Free Executor) You're more of an exorcist than an investigator, but that's not quite right either. Rather, you have an informed but outside perspective on heresies like monsters and magic, as well as detective training meant to help identify and eliminate them while avoiding concealment breeches, among other skills.

A Mighty Fortress Is My God (200, Free Executor) In magecraft, crucifixes are most useful to Christians fighting ex-Christian monsters, but oddly, the latter seems to be the larger factor. This is not the case for you; all your religious defenses and weapons are primarily concerned with your piety, not your enemy's beliefs or culture sphere. Furthermore, the stronger your faith in a given religion is, the more effective and reliable magic drawn from it is when wielded by, helping, or defending you. Clerical rank, holy vows, and proper practice have similar bonuses. This may be added with any theistic magic system or organization you create, import, teach, or join.

Catholic Cyborg Master Race (400, Discount Executor) I'm not sure the Church has the technology for it in this timeline, but you have studied Father Hansa's sacred cybernetics enough to recreate them, given sufficient funding, a skilled surgeon, and some sacraments. In fact, you have already replaced much of your body with consecrated machines, enhancing your strength, senses and reflexes dramatically. The Lord has also given you a holy chainsaw, a fully loaded grenade launcher, a blessed blade, and some other tools for climbing walls, eating really spicy food, and extending your limbs up to nine feet. They also somehow heal over time.

Revelation (600, Discount Executor) While it does not work against the Sacraments of the Church, you have almost draconic levels of magic resistance, and are blessed with a degree of wordless divine guidance, sometimes including visions, though it helps to prompt them

somehow. This blessing, seated in your soul, ensures you always know the best way to follow your goals, particularly when united with the will of God, though it has its limits.

Sham of a Saint (300, Requires Revelation and either Modern Hero or How Wizardry Should Be. Free with all Three) Some would call it a modest blessing, and others divine providence, but your arms act as a sort of universal passkey in thaumaturgy, allowing you to skillfully perform all forms of magecraft by intuition and without training, though you need to know what you're attempting, and have the right resources. This blessing also strengthens your Christian magic and enhances your observation skills dramatically.

A Trustworthy Face (100, Free Coconspirator) You're very skilled at deflecting blame and ingratiating yourself to others, including the investigators chasing you. You will never confuse your alibis or expose yourself by saying the wrong thing at the wrong time unless you get blindsided or outsmarted.

Philosophical Hermit (200, Discount Coconspirator) You have the skills to survive on the run or in hiding. Even without a hint of magic, you could infiltrate and evade a surveillance state. You know exactly how to bypass borders and checkpoints, set up fake identities, disguise yourself, lose trails, and maintain a cover, among other things. When it comes to magic, you're quite talented and almost as skilled, and can evade tracking spells, hide from divination, or create false leads when necessary. You can even continue your work in secret.

WhyDunIt (400, Discount Coconspirator) You can predict what people will do long before they do it and with the benefits of such foresight, maintain the premise of your innocence, or at least

keep people out of your hair. Furthermore, you can create labyrinthine plans of such complexity and potency that a single elite mage and his Servant could bring all of modern magical society crashing down.

Living God (600, Discount Conspirator) The Age of Gods is over, but not all the old powers are gone. You are either a survivor from the ancient days, or a freak accident of a newborn deity. There are a variety of distinct types and pantheons to choose from, but all possess superhuman traits like divine cores and deific Authorities, though you're a minor god like Zagreus, so by default you only possess one of each. Worship enhances your power in regions where you're worshiped, though you don't strictly need it. Additionally, as a proper god of the modern age, you're unbothered by the mana drought and decline of mystery, as well as the Human Order and current Texture.

Shadow Ascension (300, Requires Living God and either Modern Hero or How Wizardry Should Be. Free with all Three) Whether angel, Olympian, or Xian, you're no minor god anymore. Where before you had one divine core, you now have three, each of which produces an even more colossal amount of magical energy. Where before you'd have one Authority, you now have five, each of which provides a wide variety of privileges and powers. Where before you could trade blows with the greatest vampires this world has to offer, you could now crush them underfoot through sheer strength. And so on. While all gods are immortal by default, you can even survive your own death as a divine spirit, given enough worship, though you'd live again next jump. You could easily restore the Age of Gods and its magic if you set your mind to it, though you can avoid doing so if preferred. You're no machine god, but you *are* a major deity on par with the godly Iskandar.

Items

Items in this section are restored or replenished a week after being destroyed or expended, unless specifically noted. You gain a 300 CP stipend to spend on this section alone, and one floating discount, to be applied to any one item of your choosing. If applied to a 100 CP or cheaper item, that item is free instead, though only once if it can be purchased multiple times.

Creature Comforts (50) Enough top quality booze, cigars, and tea to fill a large duffel bag, in whatever proportion you're in the mood for that week. Indulging a little will always make the day more bearable.

Fancy Shoes (50) A pair of fancy shoes, just your size and style, which never wear out or need cleaning. More importantly, they act as a memento for an important life decision of yours, and never fail to remind you of it.

Catalyst (50) A historical artifact left behind by a long dead famous or legendary individual. It doesn't have any magical powers, but it's got magical uses, and is particularly good for summoning apparitions of that individual. It also comes with enough authentication to prove it's the real deal. Unlike most items, this will not be replaced until the next jump or decade if destroyed, stolen, or sold. In exchange, you get a new one from your new setting every jump, corresponding to a dead individual of your choice, famous or otherwise, historical fact or heroic legend, though they may not line up with the Nasuverse versions.

Rail Zeppelin Ticket (50) A standing invitation to Rail Zeppelin's exclusive, annual mystic eyes auction. You may bring one guest, and they will allow you to send someone else in your stead,

or even sell it. Post-jump, you may invite yourself to a similarly exclusive event or auction once per year, or trade away the chance, and no one will mind. You can even choose to continue attending annual Rail Zeppelin auctions, which will have and wish to buy local equivalents to mystic eyes, and be willing to transplant them for a price.

Mystic Eye Killers (50) Something Father Karabo, Reines, and probably Wills would have benefited from. These glasses are just your size and prescription, perfectly fitted to your face and style. All of those features are self-updating, but they are joined by one other quality; the ability to nullify any and all of the wearer's ocular powers or curses, thus preventing uncontrolled usage. As added bonuses, they also protect you from spells cast through eye contact, and dial other sensory abilities down to whatever level is manageable. Comes with instructions for creating more.

Ash Lock (50, One Free Executor, One Free with Scriptural Weapons) A weapon of your choice, such as a sword or pair of gauntlets, prepared by the Holy Church to oppose supernatural evil. While less powerful than a Black Key, they don't require as much training. These also have a tag which can be used to disguise it in a more innocuous form. This may be taken multiple times, and treats you as an acceptable wielder, regardless of your faith.

New Crest (50) It doesn't contain any magecraft yet, but you have a completed magic crest either in your body or in your possession. Either way, it's remarkably adaptable by crest standards, so you don't have to worry about rejection or poisoning, but it's fundamentally a blank slate with a paltry number of magic circuits. This may be purchased multiple times, and you get a new one every jump, in case you want to sell it or something.

Knighthood (50) You belong to a knight order of your choice or design, which entitles you to be addressed as sir or dame, but not much else in this setting. I mean, what kind of jump about “King Arthur” going on adventures with a magical mentor and fighting evil wizards, monsters, English nobles, and other such villains doesn’t offer a knightly title? Certainly not this one, please ignore all prior editions. You retain this title in future jumps, and may choose to give your background a more chivalric twist, potentially giving your order a local equivalent. If your order is aligned with the Holy Church, you will have the option to turn any Catholic priest origins or perks into a layman knight sworn to serve the Church temporarily for the jump’s duration.

English Soil (50) Magical workshops tend to be placed high in the air, to draw power from the Heavens, or deep in the Earth, to draw power from the ground. In England, the Earth’s power is particularly potent, so you may upgrade any one property you own to share Britain’s unusual strength. This may be taken multiple times, and transferred between properties every jump or decade.

Family Library (100) A collection of several dozen valuable, mystical texts and hundreds of notebooks which contain all the information necessary to learn common magecraft, and a great deal of information about your family’s magic and research in particular, or one of choice, if you have none.

A Cell Phone and Computer (100) Exactly what it sounds like, and as a bonus it can be updated into each new setting’s equivalent. They will never be out of date or need recharging.

Military Ordnance (100) A collection of rifles, pistols, grenade launches, and combat knives. You have three of each, and plenty of ammunition, plus carrier cases. It also comes with a few dozen landmines, some C4 explosives, and an RPG. The whole collection is weirdly easy to sneak through airports and across borders.

Nice Clothes (100) A full and fashionable wardrobe that somehow continues to fit you perfectly no matter your form. It can even update for whatever the current local fashion is.

Grant Money (100) All experimentation demands resources. You receive a monthly stipend to spend on whatever supplies you need, and it's large enough to purchase a small pile of diamonds if that's what you're looking for, but you can't spend it on anything you don't genuinely intend to use for research.

Hostage Crest (100) Through some apparently legitimate means, you have come into possession of another mage's family Magic Crest. While you can't bear it yourself, you could take it apart to steal their knowledge, but they haven't discovered too much yet, so it's much more useful to use it as leverage. Per whatever agreement you've come to, you'll need to return it after a decade if they serve you satisfactory, but until then they're fully under your power, and will do almost whatever you ask. They aren't an incredible mage, but they are reasonably skilled, intelligent, and influential. Post-jump, you get a similarly valuable piece of leverage on someone similarly useful every jump or decade.

Black Keys of Providence (100, Discounted Executor, Free with Scriptural Weapons) A collection of several dozen hilts equipped with fragments of the bible, which are capable of

utilizing your ~~magical energy~~ prayer power to manifest holy blades of varying size and solidity as weapons. While are primarily meant for throwing, these swords reinforce the laws of nature - or rather the laws of divine providence - which can prevent vampiric healing and defeat evil spirits, among other supernatural evils or heresies. They may also be used in a variety of sacraments, and are known for pinning certain monsters by their shadows.

Familiars (100) You control a small group of relatively minor magical minions, such as magically augmented bats, the man-eating, artificial magic circuits called crest worms, or formless, low-level spirits which have been given the image of fairies. They require no upkeep from you through fiat, but mentally commanding them or seeing through their eyes is simple magecraft. You also get the instructions to create more, if you need them. This may be taken multiple times.

Magical Tobacco (100) A lighter and case of high quality cigars. Each cigar has been imbued with a particular effect, which makes it easier to perform a particular discipline of magecraft while or shortly after smoking them.

Foundational Text (200, One Free) Spells often fail in foreign lands, unless they're founded in specific theories like Christianity or black magic. Fortunately, this book contains rituals to bypass the issue by manually carving a single set of formulae into a region. They're pretty user-friendly, and a Grand magus might even make them a permanent and natural feature of the human order. This may be taken multiple times for different styles.

Magic Crest (200) A collection of magic circuits has been implanted into your body, and perfectly integrated. It adds the equivalent of twenty extra circuits to your arsenal, and has several useful

attributes. Most famously, it has a series of familial spells engraved upon it, which can be cast intuitively, or learned from the crest itself. Additionally, as long as magical energy flows throughout your body, crests are very good at keeping you alive. Of course, they are fragile and difficult to repair, but this one is special in several ways, and will regenerate to pristine condition a year after it is damaged or destroyed, including any later additions. As Crests are transferable by nature, sections that are given or traded away won't regenerate in this manner unless destroyed or reclaimed. You also won't need to worry about it decaying with age, poisoning a relative of yours, or being rejected. If taken with Brand or Lord of the Clocktower, it has an additional fifty circuits or equivalent. In any case, this may be merged with any other Magic Crests you possess, now or in the future, and you get the many benefits from upgrading a crest you already possessed with Magic Circuits above.

Philosophy Key (200) The Eastern answer to Western Magic Crests, a transferable organ that grants access to the Spiral Manor's Philosophy Foundation, also called the Disc, which is essential for Philosophy magecraft. This one will allow you to retain access outside this jump, and is discounted if you learn Philosophy magecraft using the perks above. Free with either version of the Disc.

Divine Body (200) With the gods dead, the magicians who once called upon them had to find alternate power sources - or learn to draw power from their carrion. This particular fragment of deific flesh is perfect for the task, even if it's not a full organ, and places no restrictions on bloodlines or magic styles. It'll never decay, and even otherworldly mages can tap into its power in lieu of a godly patron. Some people eat such organs to take divine authority for themselves, but doing so will make it unavailable until the next jump- or destroy it permanently, if a jumper or

companion consumes it. You will need this - or Mysterious - to make Shugendō and omnyodo function in other worlds. You may choose the god and the type of flesh. This may be purchased multiple times.

Collection of Mystic Eyes (200) A dozen sets of random eyes with unusual powers, which are extracted and preserved well enough to be implanted into others with the proper spells or medicine. Most are the common or noble rank, like those of flame and fairy sight, though one is of the mighty Jewel category. This item does not replenish, but you receive a new collection every jump or decade, which may contain local equivalents when preferred and possible.

Mage's Workshop (200) An isolated structure, which you may design, perfect for an aspiring thaumaturgic researcher, as it is the size of a manor house and set up for magical experimentation, with all the standard equipment provided. It's also self-maintaining, has all the relevant utilities, and retains England's unusually potent ground. As a bonus, something about it reduces the severity of any and all laboratory disasters by an order of magnitude, though resources, samples, and test subjects will have to be procured elsewhere. This may be imported into each setting or used as a warehouse attachment.

Volumen Hydragyrum Meido (200) An autonomous mystic code designed with a simplistic personality, created with the appearance and function of a maid, though it also has some pretty impressive combat and computational abilities. It can also be condensed into a vial for easy transportation. Naturally, it comes with blueprints as well.

Scriptural Weapons (200) A vast collection of holy armaments, including enough Ash Locks and Keys of Providence to equip a dozen Executioners. You get Black Keys of Providence and an Ash Lock for free if you take this, but the other weapons retain their usual restrictions against nonbeliever use. They're not *incredibly* powerful, but they can kill most ghouls, vampires, or magi easily enough. You also get the instructions to create more.

The World of the Magi (200) You don't have any special place in it or authority over it, but there will always be a Nasuverse-style magical underworld in every future jump, unless you specifically choose otherwise.

Summoning Codex (200) A relatively successful attempt to create a more… wholesome version of Prelati's infamous spellbook from more… conventional materials. Given the occasional chicken or goat to fuel its internal mana reactor, anyone could practice the reasonably-potent formalcraft and spiritual evocation detailed within. It also contains its own blueprint, but you'd need a real mage to recreate it.

An Argument for Arrogance (200) While the ritual requires a skilled tuner, you possess a literature of research capable of making a Magic Crest the ultimate justification for magical elitism. Once the upgrade detailed is complete, the crest actually does make the bearer a more talented mage. Larger and more stable crests are better, but this also applies to later additions, and may be applied to your Crest at purchase, if you have or buy one. It'll never make you a Tradition Carrier, but you'll learn whatever spells, styles, and principles are inscribed on it noticeably faster. You'll also find those mysteries to be safer, stronger, and more precise, which is always helpful.

Family Fortune (300) Every first rate mage but Lord El-Milloi II is wealthy, both in currency and holdings. By purchasing this, you receive similar wealth, which can be converted into local currency and possessions, then adjusted for inflation and deflation at the beginning of each jump, at which point it is replenished. You may purchase this a second time to be as wealthy as the Marisbury who won a Grail War, which puts you on par with a small nation.

Add - Grim Reaper (300) Being Morgan le Fey's replica of the Atlas superweapon known as Logos React, this Mystic Code takes the form of a talking box in a bird cage, with a personality designed by you. At your command, it can transform into a massive and surprisingly dangerous scythe known as Grim Reaper. In this form, it can consume both magical energy and spiritual bodies to boost the user's physical abilities. It grows as it does so, somehow without reducing your combat effectiveness. It can also be turned into a hammer, a shield, and probably a few other forms as well. You do not require a specialized magic crest to control Add, unlike others.

Variant Grail (300) A miniaturized, but effective, knockoff of the Fuyuki Grail System, complete with blueprints, which are edited as necessary. When provided with vast quantities of mana and a suitable catalyst, this chalice can manufacture and dispense Command Seals, then summon a powerful familiar called a Servant, complete with modern knowledge. Unfortunately, it cannot maintain more than one Servant, grant wishes, or reach the Root. Furthermore, since the Chaldean system was never invented in this history, Servants do not remember subsequent summonings, though their main bodies on the Throne of Heroes will. Post-jump, this may be used to summon local heroes, even if there is no Throne.

Holy Church (300) A small and simple Catholic chapel, complete with a priest. This temple may be imported into future jumps, and has several benefits to each world it visits, as it ensures that the Church's holy mysteries will never decline or dilute past this point, no matter how many use or understand them. Furthermore, it ensures that barring excommunication, any person who dedicates themselves to the church, and particularly celibate, lifelong clerics, can practice those mysteries effectively, even if they have weak bodies, no natural magic circuits, mismatched elements, or other issues. At your discretion, it can also ensure that there is a Roman Catholic Church in later worlds, complete with a supernatural subfaction, and that it is a major religion, even if it has to make some adjustments to history, church discipline, population numbers, or magic systems, which you may dictate to an extent. If the native church already has a magical underbelly, the two may merge, coexist, or be overwritten as desired. You can also import previous moral, magical, or doctrinal arrangements, including your homeworld's, though Nasuverse thaumaturgy is the default for magic.

Extended Family (300) Only one child can inherit the family's Mage Crest, and thereby continue approaching the Root. At least, that's the way it is in most families. Yours, which roughly recurs each jump, has a unique trait, similar but infinitely more potent than the Edelfelt's Sisters Attribute. So long as the family regards itself as a single clan or house and remains one political institution, any member may utilize portions of family Crest implanted into other members, even simultaneously. Helpfully, the bearer finds this process painless, the connection is quite difficult to exploit otherwise, and you know rituals to limit access to this inheritance. Furthermore, for the purposes of mystery dilution, the family counts as a single individual. Unfortunately, the family only numbers about two dozen, but while not completely obedient, they generally respect you as the household's head or heir, and care for you on a personal level. Dead members do not

respawn, but upgrades (unlike numerical growth) carry over, and each jump you may determine how sociopathic they generally are. Just to confirm, you do have a Magic Crest, right?

Black Dogs (300) You are served by a group of about twenty bestial fairies associated with the Wild Hunt. These creatures are incarnations of death and lightning, which makes them reasonably deadly, but nothing too special. If it doesn't fit you, you may choose an equivalent, if perhaps differently sized, group of other familiars, such as Ploy Kickshaw or the Dead.

Rhongomyniad (400, Requires Add- Grimm Reaper) You gain access to the Mystic Code's true form: the Lance That Shines to the Ends of the World, the holy spear of the King of Knights. Besides being an incredibly powerful polearm, it is capable of launching beams of magical energy at one's enemies, which are stronger when one acts in accordance with certain knightly ideals. It is also a pillar of the World, meaning it can seal mysteries away, given practice. Unfortunately, that also means breaking it will unleash the Age of Gods again. In that case, Rhongomyniad will reform post-jump, optionally restoring the barrier between reality and illusion in the process. Will not turn you into a sociopathic goddess. Rhongomyniad has an even more powerful second form, but you'll need King Arthur - or a passable imitation - to unlock it. Will not turn you into a sociopathic goddess.

Backdoor to Albion (400) Beneath the Clocktower is a monster-infested, mystical labyrinth of enormous danger and opportunity. This is the Spiritual Tomb of the dragon Albion, and you have a secret way in and out of it in your warehouse, plus one in the world, allowing you to bypass the Clocktower's customs and tariffs. In future worlds, you retain access to a similar catacomb

or other structure of choice, and may use it to access realms where local myths or legends reside, a Reverse Side if nothing else.

The Disc (400) The supermassive mystic code which is simultaneously a path and a particle accelerator that makes all Philosophy magecraft possible. Or at least, a perfect copy which maintains itself and may be added to any property you own, or made into a warehouse attachment which facilitates Philosophy magecraft in the current jump. As the ultimate owner, you have complete access to all of its mysteries and privileged domains, as well as the right to manufacture and distribute Philosophy Keys.

Magical Organization (400) You are part of a magical organization far larger than a simple bloodline, possibly on par with the Mage's Association or Holy Church as a whole, which will recur in roughly the same way in later jumps, whose goals and nature you may design. See the Faction Builder section for details.

Companions

Old Friends (50 / 300) You may import one companion per 50 CP you spend, or eight for 300 CP. They gain 600 CP to spend on origins and perks, and 300 to spend on items. They may not, however, take drawbacks.

Canon Character (100) You may select any character other than Iskandar who appeared in Lord El-Melloi Case Files or Adventures for more than a cameo, and if you can convince them to join you, they become a companion. You are guaranteed to meet them at least three times and make a good first impression. This may be taken multiple times.

Your Own Gray (200) When Gray was young, her village's cultic practices and her own distant relation to the Pendragons caused a sudden and painful metamorphosis into the image of King Arthur. The locals intended to use her as a vessel and sacrifice to revive the ancient monarch, but Waver - you in this timeline - saved her from that fate, winning her loyalty. Alternatively, you saved a completely different child from a similar scheme, possibly to restore a completely different hero, whose powers and appearance they now echo. You cannot buy Gray through this option as well as Canon Character; it's one or the other, though you can get Gray through Canon Character *and* an original character.

Best Friend (200) A magus the same age as you. They get a free Magic Crest, and you have 600 CP to build them, and 300 CP to buy them items.They are a trusted friend and companion from your past in this world, and will be more than happy to follow you to strange new realities.

The Jumper Classroom (300, Discount Teacher) A group of eight young and bright students that count as a single, collective companion. They're fiercely loyal to you and more than willing to follow you on your adventures. This may be taken multiple times for a larger group, which still shares one slot.

Demonic Castle (400) A massive and sapient golem equipped with a magical reactor core, who can easily shapeshift into a human-like form and regards you with filial affection. You may design their personality, and if you ever find yourself incompatible with humanity or its mysteries, they can puppet you into performing any spell you know, given consent. Yes, even forms of magic from other worlds, which are also incompatible with vampirism and so on. This may be taken multiple times.

Wizard Marshal Kischur Zelretch Schweinorg (600) A student of King Solomon who invented jewel magecraft and defeated the Crimson Moon Brunestud, only to become a vampiric Dead Apostle in the process. At least, in some worlds- he has a different sort of immortality here. In any case, he has mastered the Second Magic, which concerns the operation of parallel worlds and gives him all sorts of unique powers, but suffers an undeserved reputation as a cruel prankster in some universes (like your homeworld). Discounted with Kaleidoscopic.

Faction Builder

Only those who purchase the Magical Organization Item have access to this section. You may discount any one of these aspects, but it does not stack with any of the specific discounts offered. You may select an existing faction if you buy the right aspects.

Numbers (Free / 200 / 400 / 600) For free, your organization has a hundred or so members- like a crime family or a security company. For 200, it swells to the size of the Clocktower, Wandering Sea, or Atlas Temple. We never get hard numbers, but I presume a few thousand each. For 400, the ranks triple, leaving it on par with the Spiral Manor or the Mage's Association as a whole. For 600, it's as large as the Holy Church, which is the largest single organization in the World of Magi, though obviously still smaller than the Catholic Church in its entirety. Larger groups are probably but not necessarily more widespread, and will adjust to population sizes in later jumps, without diluting the mystery more.

Authority (Free / 200 / 400 / 600) This one is less about the organization, and more about your ranking within it. For free, you are a simple member in good standing. For 200, you hold authority over a small but significant portion of it, like a Department of the Clocktower. For 400, you are like the Director himself, being one of the biggest wiggs around, if not the ultimate leader of your group. For 600, you are *de jure*, the absolute ruler of your organization, like the Pope in Rome, though a lack of unity may make you a figurehead. All levels discounted for any jumper who spent less than 600 total points on Numbers, Influence, and Unity before discounts.

Influence (Free / 200 / 400 / 600) For free, your organization is a crime family, in stature if not in truth, with little more than the threat of violence to offer. For 200, it has the status of a

government agency or bureau, allowing it to call in favors, compel major legislators, and demand certain actions through legal channels. For 400, its membership is remarkably wealthy on the whole, leaving it with a lot of pull in mundane life and the World of Magi. For 600, it's like a small nation unto itself, in both public and occult spheres.

Magical Diversity (Free / 200 / 400 / 600) For free, your organization is focused on a single thaumaturgical theory- and using different spells or foundations outside that theory is heavily frowned upon, though not unheard of. For 200, the magic styles are mostly consistent, but branching is regarded merely unusual, rather than immoral. For 400, the group uses whatever is accessible to their bloodlines and within their geographical region, leaving them with at least twelve competing departments worth of magical arts and sciences, possibly more. For 600, your organization uses everything, having done away with even the division between Eastern and Western magecraft.

Unity (Free / 200 / 400 / 600) This controls the amount of infighting and backstabbing you should expect, as well as how effective its safeguards against treachery or corruption are. For free, the organization… isn't. Oh, the magi exist, but they're a class, identity, or movement rather than an order, with a few common customs and taboos, but nothing truly tying them together. For 200, they are a loose collection of collaborators like the Mage's Association, with a shared set of laws and agreements, but no common cause or loyalty to one another. Betrayal is discouraged but expected and incentivized, so some eighty percent of all disputes are entirely internal. For 400, the group occupies a midpoint between the fragmented Association, and the unified Church. It's not likely to fracture, but the fault lines are there, probably around different clans or political factions. For 600, the is united as though by a common and truly held faith.

While individual exceptions may exist, the only internal conflicts you should expect are reasoned, if occasionally heated, debates. All levels are discounted at the free or 200 tier of Numbers.

Military Strength (+200 / Free / 200 / 400) For an additional 200 points, which must be spent in this section, your organization is remarkably bad at violence for a group of its size and structure, possibly due to poor training, bad command infrastructure, lackluster equipment, or rewarding connections over skill. For free, it's about what you would expect; not a powerhouse or anything, but the grunts can work together to handle peer groups who would threaten it, and there's the occasional relative elite warrior in your midst, though you'd need vast numbers to produce something like the Burial Agency. For 200, your group has a comparatively large number of terrifyingly skilled warriors and powerful superweapons like the sacred scriptures or Logos React on top of their normal troops, who are remarkably well trained, equipped, and commanded, with excellent infrastructure allowing them to take on and defeat far more numerous opponents with ease. For 400, your organization has the above, *and* military assets on par with a company of Heroic Spirits- possibly including a company of Heroic Spirits.

Morality (+200 / Free / 200 / 400 / 600) For 200 extra points, your organization consists of monsters that need slaying by a hero. Zouken and black enchanters galore, is what I'm saying. For free, you have fairly normal mage culture; sociopathic and hidebound, but not usually *monstrous* per se, though there will be exceptions. For 200, your organization is more consistent with ordinary society, albeit with a bent towards your moral code rather than the patchwork we see in mainstream culture. For 400, they are a remarkably moral group of people,

but still men, not angels. For 600, your organization are saints and heroic paragons, true embodiments of your particular morals - with some outliers.

Educational Infrastructure (+200 / Free / 200 / 400) For an additional 200 points, your society is focused purely on the master-apprentice model of magical instruction, with nothing more organized or standardized. For free, there are classrooms and academies, but they're the exception, not the rule, and teachers are generally not well supplied, well respected, or well paid. For 200, your organization has made major strides in educating the youth universally, and almost every young mage gets a very similar, basic curriculum from competent, dedicated, and *well-organized* professional teachers with substantial resources, on top of anything else. For 400, your organization runs both magical and mundane education like a well oiled machine, with teachers and universities all over the world ready for almost any challenge.

Technology (+200 / Free / 100 / 200) For 200 additional points, which must be spent in this section, your organization is actively technophobic, like the Tohsaka writ large, or the worst of Mage's Association. For free, it is 'merely' run by old fogies who have trouble getting with the times, like every other world power. For 100, it actively races to embrace every new technology or idea it can manage, and takes pride in all the ways it can leverage humanity's newest advancements. For 200, it's at the bleeding edge of scientific progress, and has access to a variety of technologies that are not yet public knowledge- though nothing *too* game changing. This adjusts to local conditions in each future jump, and never supersedes the goals or nature of the group.

Intelligence Apparatus (Free / 100 / 200) For free, your organization is reasonably good at acquiring information and finding infiltrators, but nothing special. For 100, it has a service record going back centuries, and would reluctantly impress the major world intelligence agencies, and is remarkably difficult to infiltrate. For 200, spying upon and infiltrating them is a fool's errand, even for major world powers, who always seem one step behind your organization.

Hierarchy (+200 / Free / 200) For an additional 200, your organization openly caters to the members of families with long histories within it, as well as those with great wealth. It's not impossible for someone to succeed from another background, but it's rather unlikely. For free, it's not elitist, but it's not really egoless either. Family name may not count for *everything*, but it does count. For 200, your order is a place where people of all backgrounds can succeed, become respected, and gain positions of authority. Nepotism isn't unknown, but it's rare, and not generally accepted.

Local Knowledge (100 / 200) For 100, your faction is aware of any supernatural conspiracies or communities with any jump it is imported into. For 200, your faction is vividly familiar with those same groups, while optionally being secret from them.

OCP (200) In future jumps, your faction is familiar with and adapted to any local powers or forces that may exist, and prepared to either exploit or try to counter them if need be and precepts willing.

The Disc (200) Your organization possesses a supermassive mystic code which is simultaneously a path and a particle accelerator that makes otherwise impossible magecraft

easy. The Spiral Manor's Disc facilitates Philosophy magecraft, but yours can enable something totally different if you prefer.

Spiritual Tomb (200) Your organization controls a structure equivalent to the Spiritual Tomb of Albion, which is the Nasuverse counterpart of a DnD dungeon; an underground cavern full of traps and monsters, where incredible treasures can be found and a passage to the realm of myths and legends is hidden, though you may design it if the undead dragon cave doesn't fit your taste. Maybe a fairy tale forest or a murderous valley or something sounds more interesting? This may be taken multiple times if you want more than one.

Textural Headquarters (200) Your faction's headquarters is situated on another of Earth's textures entirely, which is kind of like living in another dimension. Unlike the Wandering Sea, your group is rather good at moving between the two, but is still nearly impossible to siege.

Sacred Mysteries (200) Your organization's mysteries do not dilute or decline for members thereof, though those outside it are stuck with however much you'd expect. They're also guaranteed a supply of atmospheric mana, even in worlds which are meant to be depleted.

Divine Bodies (100) Your organization controls one or more divine bodies, depending on its size. These are essential for certain types of Thaumaturgy.

Second Ownership (100) Your organization has access to a variety of spiritually rich lands, which supply it with magical resources in excess of its innate powers.

Lore Cache (100) Your group has access to a large supply of ancient and alien technology, as well as the expertise to maintain or manage it. Time has rendered it mostly nonfunctional, but there are many secrets to be gleaned…

Drawbacks

Take as many as you like.

Continuity Shift (+0) The original novels and the anime based on them are subtly different. You may use this to freely pick which one you land in, as well as which version of Tsukihime is canon.

Remember the Past (+0) All of your previous Type-Moon jumps now took place in the same continuity as this one, though you won't be able to encounter your past self during your time here.

Zero Apocrypha (+0) Canonically, Fate/Stay Night and Fate/Zero take place in similar but distinct timelines, as justification for inconsistencies between the two. This story takes place in the former, but is primarily informed by the latter. Or, it would have, as you are now in the Fate/Zero timeline. Just as something roughly like Fate/Zero happened in the Fate/Stay Night timeline, something roughly like Lord El-Melloi II's Case Files and Adventures will now happen in the Fate/Zero timeline. Alternatively, you may choose to go to the Fate/Apocrypha or Fate/Strange Fake timeline, wherein something *else* vaguely Fate/Zero-like occurred, and something very much like Lord El-Melloi II's Case Files and Adventures will now occur.

That's Just Not Right (+0) Look, I'm a casual fan, not a Nasuverse expert. Some of what I say is probably going to be wrong. It happens. I also think Artoria is a better name than Altria. If you want to ignore my fallacies and cling to canon, you can. If you recognize them for what they are but want to stick with some or all of them anyway, you can do that too.

Garish Fashion Sense (+50) You have an outlandish, ugly fashion sense that simply doesn't fit with the rest of society, and while you can dress up properly on formal occasions and if you force yourself to, you won't like it.

Great Big Ben London Jumper (+50) You have some kind of nickname that really annoys you. Unlike Dirty Red, you're probably not a dangerous sociopath with quantum immortality, so you probably won't fly into murderous rages every time you hear it, but there's nothing you can do to get over or erase it - or even keep it contained to a small group.

Shy (+100) You are shy and easily embarrassed due to a lack of social interaction in your formative years.

Someone Else's Face (+100) Your face… it isn't yours. It belongs to someone else, and this will bother you every time you look at it. No amount of illusions, surgery, makeup, accessories, or shapeshifting will change this.

Haven't Lost It (+100) And you won't. Fate will conspire to keep you from getting any form of R-rated fun or intimacy with others for the duration of your stay.

Inserted (+100) Instead of having your own in-jump identity, you are now inserted in place of a canon character of your choosing and must make sure things go at least as well as they originally went - from that character's idea of "well."

Beastly (+100) Beast Magecraft is nearly extinct because it has highly detrimental effects on its user's sanity long-term. Specifically, it makes them more animalistic over time. You have learned its basic practices, and are already feeling the effects. No perk or item, Essential Humanity included, will help you mitigate, undo, or ignore them for the duration of the jump. On the up side, you may keep your understanding of Beast Magecraft after the jump, and any degradation you've accumulated will be removed, but unless you have something for it I'd advise against practicing.

Physical Frailty (+100) Like a certain substitute lord, you've neglected to exercise properly, and have been left physically weak with poor stamina as a result.

Sadistic Little Sister (+100) You have a younger sibling, possibly by adoption. She, along with being a talented mage, is a sadist with worryingly sociopathic impulses that never misses an opportunity to torment you. If you take a liking to her, you may make your little sister a Companion at the end of the jump for free.

Wrestling Fanatic (+100) You're crazy about wrestling. You know dozens of pros off the top of your head and won't stop going on about it.

Family Feud (+100) One of your grandparents belonged to a powerful and respected family of magi. Then they ran off to get married without family approval, eventually resulting in your bloodline. The other side of the clan holds a bit of a grudge, and one of your cousins has struck up a particular rivalry with you specifically. They aren't actively malicious or violent, but they are your equal as a mage, and have a personality that conflicts with yours. They also may

complicate your romantic pursuits, as they have a similar taste in partners. Annoyingly, the two of you tend to run into each other. Post-jump, you may take them as a companion if you really want to.

Passed Over (+100) One of your younger siblings was the more talented mage, and therefore became the family's heir. You're immensely jealous, though this doesn't mean you don't care for them.

Engrish Name (+100) Your name doesn't make any sense. Strangely, people will actually notice this, which will get on your nerves. Attempts to change it will result in even more ridiculous aliases.

Stalker (+100) While they're not as bad as the title may imply, one of your colleagues is romantically interested in you, and kinda pushy about, which is unfortunate, because you're not interested in them that way.

Smoker (+100) You are addicted to nicotine, and while they won't carry over to the next jump, you are not immune to the health effects. Hopefully you can kick it.

Caffeine Junkie (+100) You have a great deal of trouble getting out of bed in the morning and functioning properly without a daily dose of caffeine, probably coffee or, given the location, tea. There is no escape.

King Arthur Was a Young Girl With a Laser Sword (+100) You have a poor understanding of history; or rather, you understand public history very well, but never had the chance to adjust your knowledge of history for the existence of magic in any formal way. At best, you vaguely know most legends are somewhat true. Fortunately, your understanding of magecraft and magical modernity are mostly unaffected. You can work to correct this as well.

Someone Once Known As Jumper (+100) It might actually be your birth name, but you share the name of someone you respected and wronged or failed - or at least someone you feel that you have wronged or failed.

That is Not a Name (+200) It's hard to follow the naming schemes of other cultures, so it makes perfect sense that a lot of people around here have such…unique names. Unfortunately, you are wholly unable to take such linguistic butchery seriously, and will definitely laugh the first time you hear each ridiculous moniker. Unfortunately, many of the people attached to those names are both powerful and petty, so…

Technophobe (+200) Many magi hate modern machines, and are consequently terrible with them. Normally, you'd be an exception, for obvious reasons. Now, you aren't. In fact, you're one of the worst. You think email is some kind of mystic code for telepathy.

Heartless Alliance (+200) You have allied yourself with Doctor Heartless, and become part of his plan to restore the Age of Gods, and with it both mystery and magecraft. You fully believe in his mission and will not be turned aside, but unfortunately his - and now your - greatest enemies now know your plan.

Hunted (+200) Something about you has attracted the attention of a group of particularly unscrupulous magi. They want to rip it out and use it as a research sample. They aren't so brazen as to act against a fellow magus openly, but they're more than willing to torture, kill, and politic to get what they want from you, if they think they can get away with it.

Untraditional Magecraft (+200) Your style of magecraft is of a particularly modern variety. Its short history makes it less effective, less stable, and less predictable than more orthodox schools, which mainstream mages will scorn you for.

Amnesiac (+200) Something went wrong about your entry into this world, because your out of jump memories were left behind, and won't be returning until the end of the jump.

The Jumper Case Files (+200) You just can't seem to stay out of trouble. Wherever you go, you seem to find danger or disaster. But more importantly, mysteries that will interfere with your personal and professional life unless you can solve them promptly.

Seriously Though, Why Did They Do That (+200) All your perks that grant investigation skills are disabled for the duration of the jump, and if you haven't got any then you're just a terrible detective all around. Only worth half if you don't take The Jumper Case Files.

Talentless (+200) To your eternal shame, you're simply not any good at practical magecraft. No matter how much you work, no matter how much you know, you will never be better than average. Helpfully, this does not account for your magic circuits, and there are ways to

circumvent talent, most of them immoral, but it will haunt you, and is worth double points with Once a Century, and triple with Quite Grand. Incompatible with Grand Aspirations.

In the New Century (+200) As a young man, Waver astonished, amused, and infuriated his mentor and classmates with a paper rejecting the magical aristocracy and the importance of bloodlines to magecraft. It seems you read it, and took its central message to heart, far more than he ever did. You are now an outspoken critic of magical elitism, and the prevalent attitudes against those with newer lineages. Unfortunately, as the objects of your criticisms are both mages and elitists, you'll probably be dealing with scorn at best, and the occasional assassin at worst. Good luck. In lieu of points, you may take How Wizardry *Should* Be for free.

Justice! (+200) Unlike most mages, you are burdened with a genuine sense of morality, and cannot seem to ignore it completely. It'll always at least nag at you when innocents become collateral damage, when children are punished for the sins of their ancestors, or when you compromise with sin and ally with devils, even if it is necessary on some level.

I Actually Do Hold a Grudge (+200) You virulently *despise* vampires, or rather Dead Apostles, but while they generally deserve it and you probably have a very good reason, certain political necessities may make this… inconvenient. I'm not saying they're common, but even the Holy Church has a few of the more reasonable ones on their payroll in some timelines. You're not obligated to hunt them, but again, you hold a grudge and hate the things.

The Budget of a Hollywood Movie (+200) That's how much debt you're in. And no, nothing you have from out of jump will pay for it, because you've lost those for the duration of the jump. You

don’t strictly have to pay it off, but operating under it for the duration of your stay will be a major hassle.

Mysterious Jumper X (+200) The menace of the Saberface has spread to include dozens of individuals across the world, even in modern times. You hate this fact with a burning, but not necessarily murderous, passion. Their very existence just makes your blood boil from how dumb and unoriginal it is. And you keep running into them! You get double points for taking this with Gray, but that does mean you can’t use illusions or shapeshifting or surgery to remove your own Saberface.

Daddy Issues (+200) Like Melvin and Olga Marie, one of your parents cut ties with you at a young age. This has left you with some abandonment issues, and possibly a desire to prove them wrong.

The Strange Attracts the Strange (+200) Scaled leveled encounters are a physical law in the Nasuverse, and you’ll be getting a personal demonstration. Your nature as a jumper is now counted towards this, and even if you’re on jump one you will consistently encounter the weird, the supernatural, and the dangerous in day to day life, by apparent coincidence.

Magibabble (+200) You have an exceptionally difficult time parsing thaumaturgical jargon, almost like it’s being badly translated from one language to another before it actually reaches you.

Self Study (+200, Student Only) None of your thaumaturgy instructors are actually invested in you mastering the craft. They're not hostile or working against you or anything, but their hearts are never in it and they're clearly just phoning it in. Their personal lives and research will always come first. Annoyingly, they never get reprimanded for this, and other students get their normal attention.

As Seen in Medieval Bestiaries (+200) Jumpers are a known phenomenon in this version of the Nasuverse, and while they might not suspect what you are, mages and lore masters have a rough idea what you're capable of out of jump, and can find details or identify you if need be. They might even have countermeasures. For double points, your status is public knowledge in the World of Magi, though most people won't be particularly interested in you.

Trollretch (+200) Canonically, Wizard Marshall Kischur Zelretch Schweinorg has never shown himself to be a particularly unserious person, yet the fandom regards him as a vicious and constant prankster. He did create the Kaliedosticks, but he also considered them a failure. Annoyingly, one of the fanon versions of the Second Magician has gained access to this multiverse, which he will use solely to pull cruel and esoteric "jokes" on you. It won't be constant, but it will be occasional. No one will be more confused than the actual Zelretch.

Thirteen Seals (+200) Your OCP are bound by the thirteen seals of the Round Table, making them partially or completely inaccessible if you fail to act with sufficient chivalry. If you don't have any, this applies to your magecraft, with the exception of formalcraft, if and only if you bought some non-standard powers or items, such as mystic eyes, being Gray, or the sacred lance.

Failure (+200) Like many of Waver's old classmates, you are hounded by the feeling that you have fundamentally failed to reach your potential, and it will never fully go away.

I'm Sorry, What? (+200) While you're aware of magic, and perhaps the ghost-deathathon, you are genuinely unfamiliar with how *weird* the Nasuvere gets, with its randomly identical individuals, mecha gods, moon vampires, Quantum timelocks, and mysteries which solve mana shortages by spending more mana. You will never fully internalize it, but you will encounter several bizarre tropes during your time here.

Feeling the Burn (+200) Opening and using your magic circuits is fundamentally unnatural, and therefore painful. The pain never fully goes away, but it usually decreases the more you use them. Unfortunately, your circuits seem to be particularly sensitive to pain, and anything that would let you outright ignore it fails to do so. Your other active powers are equally unpleasant.

Strange and Fake (+200) Rather than the FSN timeline, you land in the Fate Strange Fake timeline, or at least something like them, where the various super-vampires are both more common and more powerful than expected, which makes the human order metaphysically weaker, though surprisingly not so much weaker that it's impossible to summon Heroic Spirits. Most timelines have Dead Apostle Ancestors *or* Servants, but this one has both. The bloodsuckers don't have any particular grudge against you, but they and their progeny are out there, and think slaughtering a city is a fun weekend activity. It's also a terrible place to be a member of the El-Melloi Class.

Keep the Faith (+200) You are a genuine devotee of an organized, modern, and relatively strict major religion, such as Catholicism. You will live under its strictures as best you can and feel guilt for your sins or failures. You make an exception for magecraft, but you'll be somewhat uncomfortable with thaumaturgical theories or formulae outside your faith.

A Body Too Weak to be a Mage (+300) You have clinical albinism, and a terribly weak constitution. You will vomit blood when stressed, among many other health issues, which will make it very difficult for you to do magic. For double points, you're in exactly the same boat as Melvin, and need constant magical medicine to survive.

Moriarty (+300) Before you inserted, your in-jump self committed a murder, and covered it up to the best of your own cunning. Unfortunately, the Great Detective will soon be on your tail.

Third Generation Mage (+300) Your lineage is as old and venerable fresh toast. Your family's wisdom is as deep as a puddle. Your power is as vast as a thimble. Or so the rest of the World of Magi will say, often to your face. Whatever the truth, your family research hasn't turned up anything worthwhile yet, and your Circuits are half as potent and half as numerous as they should be. If you have a Crest, this applies to it too, but it does not apply to any circuits you may have from previous jumps, nor other means of generating magical energy you may possess.

Phantasm (+300) The World destroys that which contradicts its laws. Apparently your out of context powers were just that, because until you finish this jump they're all suppressed, and short of totally rewriting the world's laws, that's not going to change. It has also taken offense to your items and technology, so any out of place in the Nasuverse's version of modern Earth is

inoperable or inert. You keep your warehouse, and this can be fought, but remember; while it can be slow to react, you're fighting the entire world, which is also its own self contained multiverse. For double points, it is now absolute, and your warehouse is sealed shut. Fortunately, the Counter Force still hasn't marked you as a threat - and won't unless you get up to something threatening.

Flattened (+300) There's something wrong and alien about the way your mind works, Jumper. Like having a gun barrel where a camera lens should be. You have no empathy or conscience, and your moral compass is just plain weird. Hopefully you'll find someone reliable to latch onto and keep you in line.

Grand Aspirations (+300) Grand is the highest level of magical achievement there is. It is the level beyond Brand - which is the point where one's very existence can revolutionize an entire field. It is also the level you must reach before you're allowed to leave or end the jump. All out of jump knowledge of magecraft is sealed for the duration. Hope you're got something for the time and talent, because only a handful of magi have become Grand in the Association's history.

Flanderize (+300) Mages have plenty of sociopathic tendencies in canon, what with all the murder and disregard for innocent life, but now it's being turned up to 11. Every single mage in the world is a baby killing serial killer who only works with others out of *very* begrudging enlightened self-interest (with some Type Moon protagonists being the only exceptions), while Holy Church is populated by zealous and deranged fanatics more fit for Warhammer 40k than the Nasuverse. Somehow, this ridiculous amount of evil will not cause them to collapse under

the weight of their own insanity, nor will it damage their ability to interact with / hide from the outside world.

Escaped the World of Magi (+300) Only to be drawn right back in. Someone you care deeply for, probably a child, has been struck by some curse or affliction that you cannot cure. Nor can most magi. It will take exceptional, specifically magical resources to save them, but you're willing to seek them out, at great personal cost and risk.

Sealing Designation (+300) The Mage's Association has declared you to be an unimaginably precious research specimen. Significant resources are being turned toward pickling your internal organs, but if you're scary enough, they just might back down… or at least become more reasonable. For double points, this is your second time around. Apparently you have previously gotten out of it, only to land in hot water again. Unfortunately, they're unlikely to trust you a second time, but you never know.

Five Years (+300) Within five years, the Concealment of the Mysteries will fail, and ordinary people at large will once again realize that magic and monsters exist. Neither you nor other mages will be able to prevent this, nor the chaos that will ensue, but perhaps you can soften the blow or prevent it from getting too bloody.

Actually Pay it Off (+400, Requires The Budget of a Hollywood Movie) You must now pay the debt off before the decade's through or chain-fail. Maybe some of the mages would be willing to help for a few favors?

Panic at the Disco! (+500, Requires Five Years) Humanity will now react unnaturally badly to the unconcealment of the mysteries. Rioting and witch hunts will be common, and government crackdowns on magecraft are guaranteed- and far worse than expected.

Scenarios

You may choose one of these. Failing will not end your chain, but it does mean you won't get any reward. You gain 600 CP for selecting one.

Reaching the Root

Sometime within your decade here, and opportunity will arrive to reach the Swirl of the Root. You won't know what it is until it arrives, but you'll know it when you see it, and gain the If Red Shadows Have Offended perk for free. Unfortunately, so will several other mages of varying skill and politics. It will devolve into a bloodbath to claim this power. You must obtain sole ownership of whatever research or artifact makes it possible, and then actually go through with it. If you succeed, your reward is the following perk:

True Magic (Exclusive) You possess one of the Five True Magics of the Modern Age, or a new Sixth True Magic all your own. These are the highest level of mystery now accessible, and allow the user to do impossible things like ignore conservation of energy, travel the multiverse, and materialize souls. Unfortunately, each one has its specific area, but the power involved should never be underestimated. It will take a very long time to truly master it, but who cares? It is yours, and as a special dispensation, it will never dilute or degrade.

SubCategory Grail War

You're in the wrong timeline for it, but somewhere in the world, someone outside Snowfield is preparing a DIY Grail War. You have been invited to participate, and accepted, becoming one of the seven Masters in said war. You have been provided with the ritual to summon a Servant, the I Am Your Master perk, and three command seals; mystical tattoos which allow you to give said

familiar nearly absolute orders. When the time comes, which it will within a year, you and six other Master/Servant pairs will duel for supremacy, throughout whichever city is selected. The final pair left standing will be granted almost any wish they each desire. Killing Masters will be discouraged, but let's not kid ourselves here. The chalice isn't as powerful as Fuyuki's and cannot alter jumpchain's rules, but this is a prize worth killing for. If you win the war but forgo your wish, you may gain this item instead:

Subcategory Grail (Exclusive) When provided with sufficient energy and given the right command, this chalice can begin a Subcategory Grail War in any city. With the right spells, it can even make them recurring and global, even after it is removed. The entire process is automated, right down to selecting and informing the Masters. It also adapts to local magic, though the Grail can directly grant basic thaumaturgy if there is none at all. In any event, the war's winners each receive a pair of wishes. Still, the ritual rebels against those who try to stack the deck, and a Ruler Servant will manifest if there's no trustworthy overseer.

The End.

Now that you have reached the end of your decade in the Nasuverse, your drawbacks are removed, and three options lie before you.

1. Go Home - You tire of adventure and strange, foreign worlds. It is time to return to one of the worlds you have previously known, to make yourself a permanent home.

2. Stay - Despite its flaws, this version of Earth has grown on you, and you intend to stay the rest of your days.

3. Onward - The end of one chapter of your life, and the beginning of another in another jump.

Notes

Canon styles of magecraft include Egyptian alchemy, Western alchemy, angelology, astromancy, beast magecraft, curse arts, druidcraft, formalcraft, gravekeeper secrets, jewelcraft, kidou, kabbalah, numerology, onmyoudou, Philosophy magecraft, modern runes, holy sacraments, Shugendō, Apache shamanism, spiritual surgery, spiritron hacking, witchcraft, zoology, and many others. I recommend black magic and the sacraments, since they are among the few global theories Elementary Thaumaturgy ensures won't have foundation issues in other jumps, even without Mysterious or Foundational Text. I'll also note that while some religious styles or mysteries (including Black Keys) may be more effective for / normally restricted to devotees, you can bypass that by buying them here (other than most the arsenal provided by Scriptural Weapons), and the Tsukihime remake might have made that noncanon anyway. Also, Philosophy magecraft needs a Philosophy Key or the Disc to function in other jumps, while Shugendō and onmyoudou require divine organs.

Magecraft disciplines include (but are absolutely not limited to) alteration, bounded fields, combat, displacement, divination, familiars, golemancy, gradation air, healing, illusion, material transmutation, mental interference, mystic codes (magic items), magical energy sensing, necromancy, the personification of concepts, puppet mastery, rayshifting, reinforcement, shapeshifting, shell projection, summoning, spatial transportation, spiritual evocation, Sybil's magecraft, tuning, and thought acceleration. They don't need to appear in your specific continuity for you to buy them, however. You can also get more specific for some specialization bonuses, if you'd like to focus on self-reinforcement rather than reinforcement in general, or broom flight instead of witchcraft, for examples. That also goes for styles, and I might have mixed up a few anyway. Obviously, reality marbles and true magic and so forth are not on the

table. Tracing is, but Shirou Emiya is a special case. You might be able to project specific mystic codes, but spamming noble phantasms is probably off the table without a whole lot of research.

Of course, the last two paragraphs were about basic abilities, not the special things specific family secrets can accomplish, which are too variable to be listed here, but you can probably figure them out.

DIY is intended to allow Executors of average competence to make their own Ash Lock or a pair of Black Keys with a few days of work in a workshop they set up in their own backyard sheds with a week of work, though if Harry Potter needs a new wand, or Vento of the Front needs to replace her medallion, both could be done in the same time, with the same resources, though Harry may need to use some of his own hair in the wand.

Hygromanteia is particularly well suited to recreating your metamagic perks, such as those many jumpers use to eschew components or fuel spells with another power pool instead of mana, and may do so as techniques or specific spells, though the latter is easier.

As a mercy, the dead of failed Lostbelts are not erased from existence with their timelines. They'll find their ways to surviving afterlives, or their own will persist, as applicable, without causing issues or benefiting things. Also, a Lostbelt King's Authority will not erase the Age of Man in most cases, and in the case of competing claims, the most historically significant or magically powerful becomes king.

How Wizardry *Should* Be applies to any magic system you can use, but it doesn't help if you can't use it at all. It's also best suited for becoming a powerful but ordinary mage, rather than a freak of nature. On the upside, devotion to a religious source is just as good for religious magic, and it doesn't prevent specialization.

You need to be in the same general area to give a familiar or "familiar" extra strength with I Am Your Master, but Nasuverse mana will be pretty universal. I wrote it while coincidentally watching Daemons of the Shadow Realm by Hiromu Arakawa, so I'll say that bond is definitely close enough, and will provide daemons with an astral form. Please note that supernatural entities/forces (particularly those of a similar type) *can* see and interact with those in said astral form. Targaryen dragon riders will get the bond, but not the intangibility.

Mysterious will help deal with things like your Foundation degrading, your patron dying, or your Divine Body wittering, but not mana shortages or power seals. Generally speaking, if the mechanisms of magic are damaged or missing, but there's nothing wrong with the caster, Mysterious will compensate, but it can't provide magical energy, material components, specific dates / times, individual locations, or anything like that. So you can't build a workshop where your magic's easier and enjoy its benefits everywhere and forever, or something like that. Normal is the operative word in normal potency. Adaption may be necessary - mind the leylines - but to name a few other examples, Mysterious would allow Vetch from Earthsea to use spells from Roke and the Reaches interchangeably, a Toran from Deltora Quest to retain the bulk of their power away from their marble city, a Trollkarl to retain spells they teach, Dresdenverse common ritualists to share their lore, Katara to bend after the moon spirit died (though she wouldn't have the full moon's strength or any special protections against the other issues killing

an actual god causes), and TH White's Merlyn to avoid whatever undetailed issues prevented him from transforming Wart past the first book. It would not help Mr Wednesday with his belief drought, but an Old One from the Dresden Files would automatically win the Oblivion War if they had it. The difference is that the first has a mana shortage, while the second's connection to the human plane is subject to mortal awareness. That isn't to say Wednesday would not benefit from it at all; popular gods can lose coherent identities, and certain powers may be lost as beliefs change and are forgotten, which are both fates Mysterious would sidestep.

If you become a Heroic Spirit with Mysterious, you could potentially be summoned as a Servant, even in a Tsukihime world, or a timeline where the Servant Summoning System has degraded past usability. Mages could also use you as the foundation of a new summoning system, which would work under such circumstances. In fact, depending on the details, you might have very broad applicability.

If you visit Raildex with Gray or Once and Future King, you'll be the Arthurian equivalent of a Saint or Valkyrie. In Kieron Gillen's Once and Future, you'd be an Arthur (take Essential Humanity to avoid getting lost in the story). You'll get the appropriate Legend background in the Classic World of Darkness, plus some add-ons which let you add your Avatar rating to Legend rolls and alter the laws of paradox when you're acting appropriately. Other examples may occur as well.

Magic Resistance in the Nasuverse has more to do with a spell's sophistication and the mystical / conceptual "weight" of a mystery than raw power.

If you combine Hygromanteia with Convergent Theories, and have the ability to combine or alter magic systems, any ability to import or share magic systems can be used upon combined/altered variants. This includes faction items and the Holy Church.

In case Quite Grand wasn't clear enough, while you could probably reverse engineer most "normal" magical items with a single Structural Grasp or Identify spell, not everything is actually replicable with every magic system, or at all. Rules can be bent, but not broken per say, and just as the entire system of magecraft is generally inferior to what came before, knockoffs may be fundamentally lesser than their originals. This depends on a number of factors, the most notably the mystery's rank or metaphysical weight. Furthermore, it's usually easiest to recreate something supernatural with the magic system and style it runs off of, though imitative systems like magecraft get a leg up.

Also, replication (and expanding principles) can mean multiple things. For instance, duplicating microwaves might mean *projecting* a microwave, enchanting a box to *act* as a microwave, or reproducing a microwave's *effect* through spells. Equally, recreating Faye could mean producing minor fairies whole cloth (which is beyond the realm of modern magecraft under normal circumstances), but it could also mean turning people into such by studying Waletta's precedent. Of course, you could also give formless spirits the shapes and power of woodland fairies, but that hardly requires *your* sort of genius. Regardless of your exact goal, you'd probably have an easier time if you based your creations off of the great fairies called A-Rays, but lower ranked fae are generally more accessible. It's also generally best to have eyes on the original when you're replicating them, but you can do without if you know enough. Naturally, a broader knowledge base and multiple examples helps, as do alternate methods of creation, and

you can shorten the development time further by sacrificing aspects, quality, longevity, and efficiency, but that's almost besides the point. And yes, you can invent all of the options, given time.

Re; Practical Eugenics. Perks with variable benefits, such as Elemental Affinity above, may be made to fit themselves to the individual, or to reflect your own decision. There are two exceptions; ancestry and knowledge are locked in.

You may determine when or how Practical Eugenics perks manifest. It can bypass some restrictions on powers and abilities, but not all of them. Inbreeding will not allow a descendent to receive multiple copies of a perk.

If a hereditary perk or power is somehow altered or upgraded, then you may pass on either the original or altered form, unless that upgrade is reliant on another perk, in which case you must pass on both to achieve the same result.

Practical Eugenics resists attempts to "jailbreak" it or otherwise remove its CP limit. You can get to 1000 CP max.

A Mighty Fortress Is My God also makes it easier to assist others using magic based on or drawn from their religion.

I'm going to officially remain silent on whether or not God and His intervention counts as a holy power, a member of the Church, or neither, at least until we get more information about the

canonical Church. But I would assume that, in any setting where belief can create deities, and there isn't a local version already, importing the Holy Church will create one retroactively, if you didn't bring one with you. If you yourself have the ability to create deities through worship, then you may do so retroactively by importing.

The Holy Church item can overwrite factions which ape Catholicism (including fictionalized depictions of Catholicism) with the real deal, or give *them* magical groups at the user's discretion, though it can't import anything but Catholicism into other worlds. It may reflect modern Catholicism from OTL if you prefer it to Nasuverse Catholicism. In case it wasn't clear, the moral part can extend to the church as a whole as well.

Changelog 4.0. Fairly extensive general rewrites. Decreased price of Researcher. Renamed Off the Grid to Philosophical Hermit, Mastery to Pride, and Student's Lifestyle to Studious, and Bloodlines to Practical Eugenics. Replaced Fast Learner with Natural Talents. Buffed Holy Church. Added Freelancer, Essential Humanity, Fairy Heart, Modern Hero, boosted capstones, Creature Comforts, Fancy Shoes, Catalyst, Rail Zeppelin Ticket, Mystic Eye Killers, Military Ordnance, Hostage Crest, An Argument for Arrogance, Divine Body, Variant Grail, Spiral Manor, Extended Family, Zero Apocrypha, Family Feud, Engrish Name, That is Not a Name, extra levels of Talentless, How Wizardry Should Be in the New Century, Mysterious Jumper X, Daddy Issues, A Body Too Weak to Be a Mage, Moriarty, Third Generation Mage, second level of Phantasm, Escaped the World of Magi, Sealing Designation.

Changelog 4.1:

- General wording changes.

- Decreased price of Researchers and Policies Officer, but raised the price of Coconspirator.
- Magecraft is now A Mage's Craft and Pride is Pride of the Clock Tower. Added Refused Summoning, Ashes to Ashes, It's a Mystery, Cogito, Generations of Effort, Round Table Restrictions, Hygromanteia, Universalist, Convergent Theories, Kaleidoscopic, a cheaper version of Modern Hero, How Wizardry *Should* Be, and Rank VII Dead Apostle general perks. See notes about that last one. Buffed Essential Humanity.
- Lostbelt King and Jumper of Emptiness are now one cheap(er) general perk called Empty Jumper, and have been replaced as the Conspirator Capstone with Living God and Shadow Ascension.
- Slightly boosted Mysterious. Rewrote Once a Century so it now comes with a second copy of Family Research instead of a generic "new mystery." Mystic Eyes was also rewritten, and now has an upgrade for better eyes and being a God-Holder (but only those options) Buffed Visualization, Practical Eugenics, and Witch Hunter.
- Added Foundational Text and Collection of Mystic Eyes item. Cut price of Divine Body. Boosted An Argument for Arrogance, but grandfathered the pricing in. Upgraded Catalyst and added an RPG to Military Ordinance. Note about Rhongomyniad Mythos on the item. Second tier for family fortune.
- Black Keys item is now the more costly Scriptural Weapons, and I have added separate Black Key and Ash Lock Options.
- Added Wizard Marshal Kischur Zelretch Schweinorg and Demonic Castle companion. Added two more Students, but slashed the price.
- Added That's Just Not Right, Five Years, Panic at the Disco, Passed Over, Magibabble, Self Study, Thirteen Seals, As Seen in Medieval Bestiaries, and Trollretch Drawbacks.

Also an upgrade for Mysterious Jumper X and renamed How Wizardry Should Be in the New Century to just In the New Century

- Added Scenarios.

Changelog 4.1 to 4.2

- Expanded Origins. Added stipend for Drop In.
- Added Executor Origin
- Added Mix and Mingle, Master Compiler, DIY, A Phantasm in Human Form, I Am Your Master, If Red Shadows Have Offended, Origin-al Soul, Chill Out, and Still Myself perks.
- Added New Crest, Knighthood, English Soil, Familiars, The World of the Magi, Philosophy Key, Black Dogs, Magical Tabacco, Summoning Codex, Disc, and Backdoor to Albion Items.
- Added Your Own Gray companion.
- Added Great Big Ben London Jumper, Someone Once Known As Jumper, Garish Fashion Sense, Stalker, Failure, I'm Sorry, What?, Justice!, King Arthur Was a Young Girl With a Laser Sword, Keep the Faith, I Actually Do Hold a Grudge, Strange and Fake, Smoker, Caffeine Junkie, and Feeling the Burn Drawbacks.
- Rewrote Family Research.
- Magic Circuits can now improve upon Crests and Keys from previous jumps without the Magic Crest item, which also gives them the fiat-backing benefits.
- It's a Mystery now lets you apply your magic resistance in new ways.
- Natural Talents is slightly expanded/clarified, for those who want to be Aoko.
- Once a Century now comes with more/better magic circuits.

- Rewrote Holy Church, Research Supplies (which is now Grant Money), and to a lesser extent Mage's Workshop.
- Servant companion removed. Demonic Castle and Zelretch prices raised. Students group companion is renamed to the Jumper Classroom, and may be taken multiple times. Canon Characters may also be taken multiple times.
- Decreased price of Magic Crest, Scriptural Weapons, Add- Grim Reaper, and Extended Family. Rail Zeppelin Ticket is slightly buffed. Some items also now contain the information needed to recreate them.
- Rewrote Elementary Thaumaturgy, and bundled some notes into it. Theory and unnamed, fundamental spells are still included, though no longer described.
- Removed Clocktower and Spiral Manor in favor of the new Faction Section. Credit to the reddit community for help with that one.
- Scenarios now come with points.
- General format and wording changes. Added page breaks.
- Credit to Nixion_Umbra for ideas and criticism.