Generic Fate Redux Version 1.0 (Crockpot Edition)



By ChatGPT Anon
Original by Accelve

Welcome to the moonlit world, a place of beauty and danger in equal measures and a vast history. This is the world of Fate, though perhaps not entirely the one you may or may not know given both the great and small changes you'll likely encounter on your travels here. Of course, for all the greatness of the world here that's not the focus you'll have, after all, it's eyes on the prize and in the Holy Grail War there is only one winner, and you'll be lucky if second-place awards you with merely surviving mostly intact. The Grail War you'll be participating in is the real question here, what it is, where it is, and so on are going to be from the world of fanfiction, perhaps one of your choosing or something built from the best parts of the Kaleidoscope.

To aid you in this journey you receive 1000 CP.

Locations:

You may choose your starting location for free or roll to gain 200 CP.

1. **First Holy Grail War** - Where it all began, at least in Fuyuki. No other participant truly knows what to expect from this war, but you will be fighting against the very creators of this system, and the ancestors of some characters you may well know.
2. **Third Holy Grail War** - The last pure war in Fuyuki, but also where the Masters began to wise up to the holes in the system. You'll be facing several threats here, including a pair of Saber class servants working together. But you may just be able to stop the grail's corruption in its tracks, if you're lucky that is.
3. **Fourth Holy Grail War (Fate/Zero)** - Easily the most brutal war in Fuyuki city, everyone knows the rules now, and exactly how to break them. You'll face some of the strongest servants and the most cunning masters. It all ends in tears though, unless you step in and change that.
4. **Fifth Holy Grail War (Fate/Stay Night)** - The last of the Fuyuki wars, and the first one to see the screen in the form of Fate/Stay Night. Your opponents will be strong, but you may find some close allies along the way. Persevere and you shall emerge victorious.
5. **Great Holy Grail War (Fate/Apocrypha)** - A war unlike any other, this takes place in an Alternate Romania. There are two teams of servants and masters, 7 vs. 7 each, and this war will be a challenge indeed. Watch out though, as not everyone is here solely to fight...
6. **False Holy Grail War (Fate/Strange fake)** - Are you sure? This may be the most dangerous war of them all. This war will take place in Nevada and has more than its share of surprises, as well as its nightmares. Be careful, for the two oldest heroes are taking part in this war, and getting between them may prove to be your end.
7. **Tokyo Holy Grail War (Fate/Prototype)** - What's this? I do not believe we have ever shown this war to anyone. I wonder what you will find in this unknown war?
8. **Free Choice** - You can freely choose which of the above 7 Grail Wars you take part in.

Origins:

Age and gender may be chosen freely. Any Origin can be used as a Drop In

Hero

You're going to be a hero now! That may not have been your goal previously or even now but it's going to take becoming a hero to survive this. Before this, you didn't have much experience with the moonlit world beyond dabbling and practicing Magecraft regularly. This has changed, the command spells on your hand have drawn you far deeper than ever before and have given possibility to even your wildest dreams. Of course, giving them up is possible but well, that may work out just as poorly as it did for a certain redhead.

Magus

You're no dabbler and you're no stranger to the moonlit world given your profession it would seem. In this life, you're a Magus, a practitioner of the Thaumaturgical arts of the Clocktower and other such organizations. The goal of most Magi is to reach the Root, otherwise known as Akasha where they believe all knowledge may be found, though this needn't be your goal. Still, the spells on your hand mean you have an opportunity to achieve greatness or even skip the whole generations-long struggle to reach the Root in one go. The question is, how far are you willing to go to achieve your goals?

Overseer

The Holy Grail War is destructive and a massive waste of life, as such it was decided that to limit such destruction an Overseer would be appointed, normally from the Holy Church as was the precedent set by the Fuyuki Wars, or if need be a Ruler class Servant (normally a Christian Saint) appointed by the Grail. That is what you are, an Executor of the Church and the man or woman put in charge to herd the group of psychopathic cats that many of the participants are around. While you are meant to be impartial, the Church would hardly mind if the Grail fell into their hands, though you might have designs of your own.

Alternatively, you may simply be an Executor who was chosen by the Grail to participate in the War.

Servant

A man or woman out of time it would seem, or in those rare cases in your original time. You're a Heroic Spirit, someone whose achievements managed to land themselves a spot on the Throne of Heroes, a very lofty position and a very hard-to-reach position. Your first moments in this world will be the rush of information filling your head about the specifics of the Grail War and period as the Grail always does, and the sight of whoever summoned you to this time and place. That Master of yours will remain your lifeline in this world so you must keep them alive, so I hope you get along with them or manage to find a replacement in time if not.

You gain 1000 SP to use in any Servant Supplement of your choice. CP may be converted into SP in a ratio of 100 CP: 200 SP.

Perks:

Perks are discounted to their respective origins; 100 CP perks are free to their origins.

General:

Origin and Element - Free/200 CP
Your Origin and Element are two of the most important things for a person in this world. Your Origin is who you are and what defines you, it can be a concept, an object, a feeling, an action, and so on, and holds some sway over who you are so picking something like worthless is likely a poor idea, though so long as it's not awakened it is minor. Your Element determines what you hold the most talent and aptitude for magecraft and it can be any of the Western or Eastern elements.

Just about anything is possible with a single exception, you may not pick Void or Nothingness as your Origin, such an Origin would normally result in you being erased at birth.

For 200 CP you may take Void or Nothingness as your Origin.

Command Spells - Free
The sign of a master in the Holy Grail War, these three tattoos have taken shape on your body somewhere, though normally on one of your hands. They signify your contract with your Servant and more importantly, allow you to give them three commands which are absolute over your Servant allowing even for feats that would breach into the realm of True Magic such as teleportation. Remember you only have three, and unless you find more once you're out of them you're done.

Overseers will start with an additional twelve command spells given to them by the Grail to assist in controlling the war.

Not purchasing this perk opts you out of the Grail War.

Magic Circuits 100/First Free/2 Free for Magus
Magic Circuits are a pseudo-nervous system that spreads throughout the body of all Magus and allows for the usage of Magecraft. Without proper training they can be dangerous to use and using even the most basic of magecraft is inadvisable. You'll start with the ability to use them properly at minimum, as well as 50 Circuits of top quality. Each 100 CP spent here will net you 50 additional circuits.

Magus gain an additional free purchase, leaving them with a total of 100 Circuits for free.

Dead Apostle - 200/600 CP
You're no human for sure, not anymore now that you've given your humanity up in the pursuit of power. For lack of a better term, you're now a Vampire, a child of the Crimson Moon and the Night. In return for your humanity, you receive quite a bit. The power to move faster than the eye and even outrun and catch machine gun fire with relative ease, greatly increased strength to the point that smashing through thick concrete walls and even armored vehicles is easy for you now, and most importantly the Curse of Restoration which reverses your time to undo damage sustained by your body. There are natural weaknesses, such as a need for blood, the sun, and holy weapons which can deal grievous damage to you.

Of course, that is hardly the height for Dead Apostles, though most don't go farther than that. For 600 CP instead of 200 CP you've become something else entirely, to be more precise you've become a Dead Apostle Ancestor, one of the twenty-seven arch vampires that rule their race. With this, your powers and abilities have skyrocketed to a level that lets you swat the previous tier around like annoying gnats and even keep up with Servants, though most Ancestors contest Servants more through versatility than raw firepower. Most importantly you've gained an Idea Blood, or the Mandate/Original Cause engraved on your soul which grants you an incredibly powerful ability. Such as a grand Cathedral thirty km in diameter that allows you to isolate everything within from the outside world, or the ability to control temperature allowing for the immediate creation of a blizzard that freezes entire cities and other cryogenic and even heat-based attacks if developed properly. You may pick one that already exists or make up your own that follows the rules of the Nasuverse.

Unified Energies - 400 CP
You can use power from other worlds in place of this world's magic, as this perk links all of your energy pools together, and enables perfect conversion between them. Chakra, Ki, Mana, Cursed Energy, etc. all these energies will be treated as the same energy for you and will be combined into a single energy pool. All past and future energy pools will be affected by this perk, combining them into one.

Furthermore, you have some tricks that let you get the maximum possible use out of all this power. You can use raw energy to boost any spell, ritual, or attack to ridiculous, unbelievable degrees, always achieving proportionally greater results instead of wasting your power. Put in enough juice and you could create a Rasengan the size of the moon, or create a Domain Expansion that traps the entire planet.

Finally, combining these energies means that similar techniques can also be combined. For example, your Reality Marble and Domain Expansion will run on the same principles with all of the benefits and none of the drawbacks that would entail.

Fire those Unlimited Blade Works swords at your opponents with a domain's surefire hit!

Lamyros - 500 CP
A Phantasmal Species are more similar to the historical depictions of Vampyres than the likes of Dead Apostles or True Ancestors. Possessing strength, speed, regeneration, and resistance as is appropriate for their kind; they can effectively combat three lesser Servants with ease and grow more powerful with age. As creatures of Myth, they are hauntingly beautiful, ageless, and capable of wielding magecraft and magic similar but distinct to that of a magus, but more importantly, they grow more powerful with the expansion of their myths and stories and possess a truly horrifying ability to take and consume the myths and stories of others to grow more powerful resulting in a unique skill to rip out, preserve, and eat the cores of servants to empower themselves further.

Hurt By Marbles - 600 CP (Discount Dead Apostle Ancestor)
Okay so maybe you weren't hurt by marbles but with this, you're certainly going to be hurting others with marbles. You possess a Reality Marble, an incredibly powerful and advanced form of forbidden magecraft normally only seen in Dead Apostle Ancestors, TYPES, powerful Magi, and some Servants. In reality, these Marbles are your internal world manifested overwriting the world of Gaia with your internal world. Though it need not always be projected that way, some Marbles may be manifested internally allowing for them to be used continuously without cost. What this manifests as is up to you, it could be a world of unlimited swords where every one you've encountered and could comprehend is stored for your use, or it could work on the principle of memory remodeling allowing you to manipulate the memories of everyone you encounter and completely erase yourself from their minds making it seem as though don't exist. One final note is that since you're paying for it the Marble won't require your mind to be warped to use, nor will it warp your mind.

Heroic Descendant - 600 CP per
A living miracle is what you are, something like you shouldn't exist and yet here you are. You're the direct descendant of a Heroic Spirit. A human who inherited their knowledge, skills, and Noble Phantasms, although a weakened version of them.

How this came to be is a question everyone will want answered if they find out about your nature.

Pick one Servant to be your ancestor. You'll find the available ones in the Supplement at the end of the jump. Can be purchased multiple times.

This perk is a Capstone Booster that boosts the 600 CP Perks of all Origins.

Marble Phantasm - 800 CP
Embrace the esoteric art of the Marble Phantasm, an ability hailing from the elementals and True Ancestors, intertwining spirit with nature to sculpt reality itself. This mystical power grants you dominion over the malleable threads of probability, enabling the transfiguration of the world around you within the bounds of nature's embrace.

In the grand dance of manipulation, you possess the prowess to warp elements and shape probabilities to your whims. The air itself becomes a canvas upon which you can etch sharp, cutting blades or weave intricate formations. However, the limitations of this power are bound by the immutable laws of nature and the scope of conceivable possibilities.

Imagine a pile of 100 marbles—half black, half white. Lift them skyward and, with the finesse of a Marble Phantasm adept, rearrange their descent to form a picture upon impact with the ground. Your mastery over probability and the manipulation of elements allows for intricate creations, akin to crafting a 3D sculpture made of marbles through the subtle dance of air currents and calculated chance.

Yet, amidst this artistic manipulation, know that your influence is harmonious with nature's flow. You can't turn a white marble into black one or vice versa, as such changes defy the bounds of probability dictated by nature. Your mastery lies in orchestrating the dance of marbles within the intricate patterns nature allows, leaving an indelible mark on the canvas of reality.

Hero:

A Man of Determination and Steel - 100 CP
Forge your destiny with an indomitable spirit, a willpower that transcends the trials of the Mud of All the World's Evil. Your inhuman resolve empowers you to weather any tribulation, pushing through the darkest depths of trauma and adversity. Whether confronting the weight of all mankind's evils thrust upon you or enduring the agony of a sword erupting from within, your unwavering determination allows you to persevere as long as breath remains.

Talented - 200 CP
While your skills as a Magus may not be extraordinary, you've harnessed exceptional mastery in a mundane skill of your choosing. Whether it's Archery or Cooking, your proficiency transcends ordinary bounds, elevating you to the status of a certified master. Your prowess in this chosen skill is of such caliber that it can garner global recognition, akin to renowned chefs or Olympic-level archers. Your expertise shines, marking you as a standout in your chosen field.

Harem Protagonist EX - 400 CP
Just like the legendary heroes of this world, you possess the charm of a harem protagonist. Everywhere you go, an air of romance surrounds you, effortlessly attracting any individual you'd be attracted to. Whether you're traveling or simply going about your life, you'll encounter individuals naturally compatible with you, forming bonds in the most unlikely circumstances. This isn't about quantity but rather quality, as those drawn to you often hold powerful stature and nature. Remember, this charm isn't mind control, so treating them poorly may result in swift retribution. Embrace the allure of a harem protagonist as you navigate the complexities of relationships.

Nerve Damage - 600 CP
Your unyielding determination to push the boundaries of magecraft has led you to undergo a grueling procedure each day, risking your life for the pursuit of magical prowess. You've turned a number of your nerves into artificial Magic Circuits, with seemingly no negative downsides. The result is an extraordinary 2600 circuits at standard quality. While these circuits may not be of the highest grade, the sheer quantity you've amassed makes you a living mana battery, equivalent to hundreds of circuits of superior quality. Your tenacity and willingness to take extreme measures promise the potential for similarly remarkable returns in the future, although success is never guaranteed. Embrace the indomitable spirit that propels you to new heights in the realm of magecraft.

> **Capstone Boosted**
> Your relentless pursuit of magical enhancement has reached new heights. Instead of the standard 2600 circuits, you now possess a staggering 5200 Magic Circuits, and they are of the highest quality possible. Not only has the count of your previous Magic Circuits doubled, but they, too, have transformed into circuits of the highest grade. This unparalleled magical reservoir empowers you to achieve feats beyond the reach of ordinary magi.
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> Moreover, your mastery extends to the point where you can bestow others with artificial Magic Circuits akin to your own. While this process demands time and concentration, the outcome is the creation of high-quality circuits for those fortunate enough to receive your magical gift. Embrace the mantle of a magus whose circuits surpass all others in both quantity and quality.

Arsenal of Kings: Unlimited Blade Works: Royal Arms - 800 CP
Within the infinite expanse of Arsenal of Kings: Unlimited Blade Works: Royal Arms, your reality marble transcends the mundane, housing an infinite array of weapons within a magical subspace. The process of "registering" these weapons transforms them into your Royal Arms. With a mere thought, you can summon these armaments and propel them at your opponents with the speed of thought.

Instantaneous teleportation to any Royal Arm is within your grasp, enabling unparalleled strategic flexibility on the battlefield. Unlike its legendary namesake, this reality marble refrains from creating copies of weapons, focusing solely on the registration and transformation into Royal Arms. Should you register a temporary copy, like those conjured by Shirou Emiya, these copies can ascend to permanence within your arsenal.

A unique trait of your Royal Arms lies in their symbiotic growth with your own strength. As you ascend, so too do they, evolving into formidable extensions of your prowess. These arms are exclusive to you, and resistant to replication by others.

(This perk seamlessly integrates all subspace inventory and weapon creation abilities, harmonizing abilities like Sword Birth, Unlimited Blade Works, Gate of Babylon, and their ilk seamlessly into it.)

Magus:

Charming Grace - 100 CP
Whether it's a quirk of genetics or the enchantment in your very essence, you possess a captivating allure. Your beauty is more than skin-deep, drawing admirers and commanding attention wherever you go. Be it in a crowded street or the grand halls of high society, your presence is noteworthy.

This charm isn't just for show; it serves as a subtle advantage in non-combat situations. While you may not be a masterful fighter, you possess enough combat proficiency to handle untrained adversaries with ease. Your movements are graceful, and you can navigate social scenarios with finesse, effortlessly blending into high society.

Your refined manners and ability to conceal your true feelings make you adept at navigating various social strata. Whether interacting with elites or commoners, you can maintain an air of sophistication and control. Moreover, should your emotions run high, you gain an increased capacity to keep them in check, preventing your temper from getting the best of you.

In essence, your charm extends beyond mere aesthetics, influencing your interactions and providing a tactical edge in both combat and social settings.

Magecraft Specialization - 200 CP
Within the vast realm of magecraft, you've honed your focus on a specific magical art, delving into one of the many schools of mystical knowledge. Choose from a variety of disciplines such as Alchemy, Memory Partition, Thought Acceleration, Transmutation, Jewelcraft, and Curses, or even venture into the intricate Emiya art of Time Manipulation.

This specialized knowledge grants you a foundational understanding of your chosen magical art, providing you with the basics to begin your journey. While you won't immediately reach the pinnacle of mastery, your growth potential is vast. Dedicate years of study and practice, and you may surpass even the most accomplished practitioners in your chosen field.

It's important to note that this perk excludes the selection of any True Magic, ensuring that your focus remains within the boundaries of achievable magecraft. Additionally, you have the option to acquire this perk multiple times, allowing you to broaden your expertise or specialize further in your chosen discipline with each subsequent purchase.

Magic Crest - 400 CP
As the bearer of an ancient and revered magical legacy, you possess a Majutsu Kokuin, a mystical tattoo adorning a chosen part of your body. This crest encapsulates the cumulative magecraft knowledge of your prestigious family, a repository of centuries worth of research, discoveries, and arcane wisdom.

Whether rightfully inherited or acquired through more unconventional means, this Majutsu Kokuin is a testament to the prowess of your family across countless generations. The focus of this accumulated knowledge is centered around a specific magical specialization of your choosing. You can freely access this wealth of information at will as if it were an integral part of your consciousness.

In addition to the vast reservoir of magical insights, the crest contributes significantly to your magical capacity. The equivalent of 100 Top Quality Circuits, donated by the past Family Heads, seamlessly integrates with your magical circuits. This infusion enhances your innate magical potential, providing a substantial boost to your spellcasting abilities and overall magical prowess.

Embrace the responsibility and power that comes with the Magic Crest, since it not only connects you to the legacy of your family but propels you to new heights in your chosen magecraft specialization.

Average One - 600 CP
You transcend the realm of ordinary magus, standing head and shoulders above your peers. For you, magic is as instinctive as breathing, and the intricacies of magecraft unfold effortlessly before your discerning gaze. Absorbing magical knowledge occurs at an accelerated pace, twice as swift as any other student of comparable skill.

Crafting new spells is a task measured in weeks or months, a testament to your innate mastery that defies the conventional notion of years. When it comes to casting, your magic surges forth with unprecedented strength, doubling the potency of your spells without an increase in the usual energy expenditure.

Delving into the elemental arts, you possess an affinity for Fire, Earth, Water, Air, and Ether. Spells involving these elements not only become more effective under your skilled manipulation but also manifest as readily absorbed knowledge, making them easier for you to learn and master.

In the world of magic, you are not merely proficient; you are a virtuoso, effortlessly navigating the complexities of magecraft with unparalleled skill and finesse.

> **Capstone Boosted**
> Elevated to the pinnacle of magus prodigies, you now embody the epitome of modern magecraft prowess. A Sorcery Trait, the coveted Blue Blood Magic Circuits of the illustrious Bartholemoi family, has become an integral part of your being. Whether by bloodline or mystical acquisition, you possess thrice the magic circuits and double the control compared to previously.
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> This influx of magical power sets you apart as a Supreme Magus, granting you a reservoir of energy three times larger than expected for someone of your age. Channeling and controlling this immense magical energy becomes second nature to you, as the Blue Blood Magic Circuits seamlessly integrate into your very essence.
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> As a result, your mastery over magic reaches unprecedented heights. Casting spells of immense complexity becomes a task of unparalleled ease, and your magical prowess becomes the stuff of legend. The legacy of the Bartholemoi family, whether inherited or seized, propels you to the forefront of the magical world, marking you as a true paragon of arcane might.

Exception - 800 CP
In the grand tapestry of the human world, where Gaia shuns magecraft and unnatural occurrences, you stand as the solitary anomaly, bearing the mantle of Exception. The cosmic judgments that sift through the threads of existence find no fault in you or the powers that course through your veins. You exist beyond the scrutiny of management systems and celestial forces, uniquely exempt from their discerning gaze.

In this realm of exceptionality, your powers are not only accepted but embraced. Enchantments become permanent, and your mastery of magic eclipses the norm, rendering you unparalleled in the arcane arts. You wield the ability to permanently infuse enchantments, crafting wonders that defy the constraints faced by your peers.

Bask in the singular privilege of Exception as you navigate a world where cosmic forces bow to your inherent right to wield magecraft without hindrance. Revel in the freedom to shape reality with unrivaled magical potency, standing as the sole custodian of arcane mastery in a realm where others falter under the weight of rejection.

Overseer:

Kotomine - 100 CP
Do names like Kotomine or Hortensia resonate with you? If so, the gift of a silver-tongued virtuoso is yours. Your words weave a tapestry of understanding and manipulation, a talent most would envy. Utilizing this skill for benevolence positions you as a revered community figure, a trustworthy source for advice and assistance in resolving personal matters.

However, this prowess is a double-edged sword. Your innate ability to decipher people's motives and emotions can be a force for both good and ill. As easily as you mend wounds with your persuasive tongue, you can inflict deep wounds with the same artistry. A Black-Hearted Priest, your words carry the weight of both solace and strife, making you a masterful puppeteer in the delicate dance of human interaction.

See-No-Evil - 200 CP
In the sanctified halls of the Church, where magecraft is often deemed heretical, you walk a fine line as a practitioner of useful heresies. The organization, in recognition of your commitment to its cause, turns a blind eye to your unconventional methods. So long as your employment of heretical tools aligns with the betterment of the Church and its overarching objectives, your superiors are willing to overlook most transgressions against their codes and regulations.

Your unique position grants you a measure of leniency, allowing you to navigate the murky waters between orthodoxy and heresy. This latitude, however, comes with a caveat. Stray too far from the path of Church doctrine, engaging in deals with infernal entities, or wielding forbidden tools against the very principles the organization upholds, and you will find yourself facing consequences as severe as those imposed upon any heretic.

In this delicate dance of faith and forbidden knowledge, your usefulness may shield you from immediate censure, but the line between sanctioned deviation and outright apostasy is one you must tread carefully.

Bodily Sacraments - 400 CP
Once considered miracles, now a replicable boon bestowed upon the faithful within the Church and now, you. Your body has transformed, rendering you a vessel of supernatural might. Your physical prowess transcends the limits of the mundane, allowing you to unleash blows that shatter concrete and steel as if they were mere glass. Fleet of foot, you move with a speed that rivals, if not surpasses, the swiftest of sports cars.

In the face of danger, your enhanced durability renders small arms fire a trivial concern, providing a protective buffer against conventional weaponry. But your body is not just resilient; it has become a sanctified weapon in its own right. Each strike you deliver carries the weight of divine judgment, affecting the unholy with the same potency as a holy weapon.

The aura of holiness that envelops you is both a weapon and a shield. It affords you protection from the malevolent forces of evil and demons, creating a barrier that repels their influence. As a bearer of the Divine Aegis Enhancement, you are a living testament to the intersection of the supernatural and the mortal, a force to be reckoned with in the ongoing battle against the forces of darkness.

Short-Lived Mastery - 600 CP
Within you lies an existential void, an emptiness that hungers for purpose. This unique trait allows you to channel your focus on a singular subject at a time—whether it be a combat style, magecraft, academic discipline, or a sport. As you delve into the chosen field, the void compels you to absorb knowledge at an extraordinary pace, condensing the learning process to a mere tenth of the time it would take others.

With each chosen subject, you swiftly progress through the stages of skill and understanding, racing toward mastery. However, just as the zenith of proficiency beckons, the void within you shifts its appetite. The chosen skill, having reached the threshold of your newfound mastery, becomes unaffected by this ability. It is at this juncture that you must bid farewell to your current focus and select a new target for your accelerated learning.

The void's desire for purpose is insatiable and capricious. While you may yearn for continuity, the void craves variety. Thus, even if you seek a single, unchanging purpose, the nature of this ability compels you to embrace the ever-shifting quest for knowledge and mastery across a diverse array of subjects.

> **Capstone Boosted**
> Your purpose transcends the confines of singular subjects. Bolstered by your ancestry, the hunger for knowledge becomes your all-encompassing quest. Though accelerated learning still halts just shy of mastery in any skill or knowledge field, you are no longer confined to a single task or area.
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> With the boundless scope of the pursuit, you can simultaneously pursue a myriad of disciplines, each unfolding before you with the swiftness granted by the void within. Whether it be combat styles, magecraft, academia, or sports, your unresting appetite for knowledge propels you through all realms. The pursuit of mastery becomes a tapestry woven from countless threads of understanding, with the void's hunger sated by the ceaseless acquisition of wisdom across a multitude of domains.

Divine Core - 800 CP
Your unwavering faith in God has bestowed upon you a blessing of extreme magnitude. Your Magical Circuits have transformed, evolving into a Mana Core that rivals the potency of 6000 high-quality magic circuits. This immense reservoir of mana grants you unparalleled magical capabilities, setting you apart as a true master of the arcane arts.

Embraced by divine heritage, you are now the child of both a God and a Demigod, marking you as two-thirds divine. Your physical form, while not reaching the heights of ancient beasts from the Age of Gods, holds tremendous power. Your body is a force to be reckoned with, capable of laying waste to cities and mountains with the might of a demigod.

Despite the raw power of your body, your magical prowess is the true essence of your celestial heritage. The ocean of magical energy emanating from you dwarfs even the ancient dragons that roamed the planet. Your potential for mastering magical knowledge is boundless, and your magical energy will continue to grow in abundance over time.

For mortals, your charismatic presence exudes an influence akin to enchantment, subtly affecting the minds of those around you. In the company of others, you are destined to tread the path of a ruler of men and a prophet of God, as your charisma weaves a captivating aura that draws people under your sway. Embrace your divine lineage and ascend to heights beyond mortal imagination.

Servant:

Ownership - 100 CP
In the face of necessity, where kingly artifacts may be of humbler origin, your royal bearing shall not waver. With this perk, any item under your ownership—be it armor, blade, mount, or any possession—shall assume the appearance befitting your choice. Though the transformation is purely cosmetic, the aesthetic resonance with your kingdom's regal style is unmistakable.

This enchantment extends to anything within your grasp, allowing you to bestow the illusion on borrowed or temporary possessions. The regal facade persists as long as the item remains under your dominion. Whether a monarch of opulence or one of more modest means, this perk ensures that the appearance aligns with the noble essence within, casting an enduring regal aura across your realm.

Loyalty's Insight - 200 CP
In a world where Heroic Spirits have met their demise at the hands of those they served, discernment becomes your greatest ally. With this perk, you possess an uncanny ability to evaluate the character of individuals, gauging their suitability as leaders or sovereigns. The qualities that define a good leader are laid bare before your discerning gaze.

Yet, the fickle nature of circumstances may sow discord even with the most virtuous of leaders. However, when you pledge your allegiance to another, a transformative aura accompanies your loyalty. Those whom you serve will regard you with a more favorable disposition, fostering trust and closeness. Though not a blanket pardon for all transgressions, this enhanced perspective ensures that the bonds of loyalty you forge are resilient, and your commitment is met with reciprocated trust.

Ethereal Allure - 400 CP
In the vein of legendary beauties like Helen of Troy and the divine Aphrodite, your allure transcends mortal limitations. While Heroic Spirits are renowned for their stunning appearances, your visage is so mesmerizing that it commands attention even in the heat of battle. Even battle-hardened warriors, including other Servants, find themselves momentarily entranced by the sheer beauty you radiate.

Your ethereal charm possesses the power to captivate mortals with weaker wills, inducing a profound infatuation with a mere glimpse of your presence. With this perk, the need for traditional charisma wanes, as your attention alone can reduce admirers—both men and women—to stuttering devotees eager to please you in any way possible. This enchanting beauty is a force that transcends the battlefield, weaving its magic through the hearts of those who dare to gaze upon your visage.

Draconic Core - 600 CP
The ancient essence of dragons courses through your veins, transforming your Magical Circuits into a formidable Mana Core. This magical reactor dwarfs ordinary circuits, akin to comparing a single machine on an assembly line to an entire factory. This perk grants a reservoir of mana equivalent to 3000 high-quality magic circuits, a wellspring of mystical energy unparalleled in its potency.

Yet, the true boon lies in the unparalleled restoration speed. Unavailable to a Servant without a living body, this Mana Core restores the user's magical energy to full capacity within a mere 24 hours. Regardless of the initial magical energy level, the rejuvenating power of Draconic Vitality ensures a swift and complete restoration, making you a formidable force in the magical realm. The blood of dragons that courses through you is not just a legacy; it is a source of enduring power and vitality.

> **Capstone Boosted**
> Draconic Core now transcends mere magical augmentation, infusing your blood with the very essence of dragons. Your once-human blood has morphed into a Draconic Elixir, endowing you with a body as strong as steel. This newfound durability makes you nearly impervious to harm, a living testament to the indomitable power of dragons.
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> The mystical properties of your dragon-infused blood extend beyond self-enhancement. Those who partake of it experience a temporary surge in magical power and regeneration. Drinking your blood becomes a ritual of empowerment, a fleeting taste of draconic might.
>
> Additionally, your blood can be harnessed for more profound transformations. By spreading it on others, they gain temporary stone-like skin, an armor of draconic resilience. For those seeking a more enduring connection, consuming a piece of your heart—though perilous—permanently elevates magical power and regeneration rates. This extraordinary act is not to be taken lightly, as the essence of your heart holds both incredible power and inherent risk.
>
> Draconic Ascendancy is not merely a magic-imbued lineage; it is a transformative force that grants you dominion over the very essence of dragons, shaping your blood into a source of extraordinary power and vitality.

Selfmade Hero - 800 CP
In the crucible of your own story, you defy the predetermined scripts of destiny. Born without the trappings of chosen artifacts or bestowed titles, you rise to legendary heights armed only with your mortal self and the weapons you uncover. Amidst a world of entitled monarchs and privileged nobles, you carve your saga, defying the odds to become the hero of humanity's folklore.

Your once-ordinary fists transcend the limits of human potential, evolving into weapons of mythical stature. A gun wielded by your skilled hands is perceived by the world as a magical marvel, its awe-inspiring capabilities defying mundane comprehension. The mastery of your swordsmanship bends space and time in an attempt to match the unparalleled finesse you exhibit.

Limits hold no sway over your ascent in skill, and each stride toward mastery imbues your prowess with an enchanting touch. The more you push the boundaries, the more the ordinary transforms into the unordinary. Witness the transformation of your skills, potentially culminating in the manifestation of ordinary abilities as Noble Phantasms—a testament to your self-proclaimed status as the hero of your own narrative.

With this perk, the power to declare yourself the protagonist of your story is yours to wield, an ode to the transcendence of mortal capabilities into the realm of the fantastical.

Items:

Items are discounted to their respective origins, and 100 CP items are free to their origins.

You gain a 300 CP Stipend for this section only

General:

The Grail of Heaven - 1000 CP
The great prize itself, the goal of all (or well most) participants in the Grail War. The Holy Grail itself. This is a copy of the Fuyuki Greater Grail forged by Nagato Tohsaka, Zolgen Makiri, and Justeaze Lizrich von Einzbern with the assistance of the Old Man of the Jewels. It has all of the abilities of the original grail minus the corruption of Angra Mainyu unless for some reason you want it. The form it takes currently is that of a golden goblet easily carried around in one hand, given carrying around an immense orb made from the Rhinegold that took two airships to lift is a tad inefficient. Currently, it has one full charge, enough to do just about anything you want in this world ranging from creating a World Gate leading directly to the Swirl of the Root or perhaps using even True Magic on a grand enough scale to turn even something as inefficient as the Third into something capable of giving all mankind True Immortality at once, while simultaneously erasing all evil from man's heart. Or if you're from another school of thought it could easily be used as a virtually infinite prana battery where magical spells and attacks that require enough energy to power an entire Department of the Clocktower for a century can be thrown around like candy. It could also be used to make a really big boom, if that's what you're into. Whenever you use magical energy from the Grail it will naturally replenish itself over time, taking around three decades to return to a full charge from empty, or replenishing fully at the start of each Jump, whichever comes first. Though it can be charged faster should you actively look to feed it prana?

Hero:

Legacy Bow - 100 CP
Once wielded by a red-haired student, this longbow is a timeless masterpiece with distinctive properties tied to its former owner. Imbued with an enchantment, the bow remains perpetually pristine, resilient to the rigors of any abuse it endures.

The true marvel of this longbow unfolds in the art of precision. When the archer dedicates a mere moment to aiming, they are guaranteed a flawless shot. A testament to its magical heritage, the bow ensures that no arrow loosed will ever miss its intended mark.

Suit - 200 CP
Every Hero needs their suit, thus you have one of your designs, engraved with runes to enhance your physical abilities. Further improvements you make to it with magic will also be slightly enhanced.

Bakuya and Kanshou - 400cp
The Weapons of Shirou EMIYA. They boost the magic resistance and physical endurance of the user by one rank. These two weapons attract each other like magnets and one will return like a boomerang if thrown. They are far stronger than reinforced regular swords, and they can be overloaded with prana for a big explosion. They will reappear in your possession after a day if they are destroyed.

Avalon - 600 CP
Crafted in the utopia of the faeries, Avalon is the legendary sheath of Excalibur, a relic steeped in ancient magic with unparalleled healing properties. This mystical artifact cradles the essence of the faerie world within its depths, radiating an ethereal power that transcends mortal understanding.

When wielded, Avalon unfurls a protective barrier, a celestial shield that wards the user from all forms of harm. This enchanting defense is accompanied by extraordinary healing abilities, capable of mending wounds with a swiftness that defies the natural order. The sheath's healing powers extend to the most grievous injuries, mending broken bones, closing deep wounds, and even resurrecting those on the verge of death.

Avalon's pure and potent energy possesses the remarkable ability to cure diseases and afflictions deemed incurable by conventional means. It stands not only as a symbol of hope and resilience but also as a beacon of life in the face of insurmountable odds. Possession of Avalon is a blessing that transcends the boundaries of mortality, a testament to the intertwining of magic, myth, and the unwavering strength of those who bear its grace.

Magus:

Familiar - 100 CP
You gain a small animal, no larger than a cat or dog, which you can now share your senses with, seeing through their eyes and hearing through their ears. You may import any non-sapient animal you have to take this role for the same cost.

Legacy Gem Amulet - 200 CP
This small but potent Legacy Gem Amulet features an inlaid jewel that harbors an extraordinary reserve of mana within its crystalline confines. Though its power is accessible only once a year to enhance a spell, the potency it bestows is nothing short of miraculous.

Drawing inspiration from Rin's extraordinary feat, the Legacy Gem Amulet enables the caster to infuse a spell with an unprecedented surge of mana. While the usage is limited, the potential is awe-inspiring. With a single, seemingly ordinary healing spell, the amulet allows for feats that transcend the boundaries of life and death, restoring the recently departed to the realm of the living.

A testament to the legacy it carries, the Legacy Gem Amulet is a rare and cherished artifact, a conduit for magic that echoes the profound miracles wrought by its predecessors.

Magus Abode - 400 CP
Your familial inheritance manifests as the Magus Abode—a two-story red brick home adorned with lavish German-style furnishings. The exterior exudes an air of timeless elegance, while the interior boasts a self-sustaining magecraft that ensures perpetual cleanliness. Regardless of the chaos within, each room restores itself to pristine condition overnight.

Yet, the true allure of the Magus Abode lies beneath its unassuming exterior. Concealed from all but the most potent supernatural senses or explosive investigation, a hidden basement harbors an extensive magical workshop. This clandestine chamber is a treasure trove of magical resources, stocked with both common and rare reagents and ingredients that replenish over time.

Numerous magical tools for crafting and enchantment adorn the workshop, catering to a variety of mystical disciplines. A fair-sized, empty summoning chamber awaits your magecraft endeavors, shielded from prying eyes as the magic cast within remains undetectable to those outside the basement. While the enchantment shields the basement's activities, it doesn't render the structure indestructible. Destruction would still attract attention, but within the confines of the Arcane Abode, your magical pursuits can unfold in secrecy and splendor.

Zelretch's Tome - 600 CP
Possessing the hallowed Zelretch's Tome, you hold the collected wisdom of Kischur Zelretch Schweinorg, unraveling the intricacies of constructing the enigmatic Kaleidosticks. This mystical codex unveils the secrets of the Multi-Dimensional Refraction phenomenon, empowering you to fashion a mystic code capable of drawing in limitless magical energy.

Armed with this profound knowledge, the Kaleidomancy Codex enables the creation of a mystic code with unparalleled capabilities. Instantaneously refilling a magus's magical reserves becomes a reality, a feat deemed impossible by conventional magical means. The codex grants you the power to harness and channel vast amounts of magical energy, transcending the limitations imposed by mundane magical practices.

Moreover, as you delve deeper into the mysteries inscribed within Zelretch's Tome, the potential to create entities akin to the legendary Kaleidosticks unfolds before you. With time, mastery over this arcane knowledge grants you the ability to craft and manipulate existences reminiscent of these mythical artifacts, cementing your place among the elite practitioners of kaleidomancy. The legacy of Zelretch lives on through the boundless possibilities offered by the Kaleidomancy Codex.

Overseer:

Black Keys - 100 CP
Endowed with the arsenal of the Executor group within the Church, the Black Keys are a formidable collection of long, weighty swords adorned with cross-like guards. Symbolic and potent, these spiritual weapons possess a keen edge, capable of effortlessly slicing through metal.

The magical essence within each Black Key allows for remarkable versatility. By infusing them with magical power, the blades can be augmented in size, durability, and sharpness. This mystical enhancement extends further, enabling the Black Keys to manifest different properties. From pinning shadows to the ground, and immobilizing targets, to imbuing them with the scorching fury of fire—these blades become versatile instruments of divine justice.

While Black Keys may appear as awkward as conventional swords, mastery can transform them into formidable melee weapons. However, their true proficiency lies in their utility as large throwing knives. The physical guard, coupled with the spiritual manifestation of the blade, allows for effortless concealment, permitting one to store dozens or even hundreds under a coat with ease.

The power of the Black Keys is not easily extinguished. Each Black Key regenerates within an hour after being broken, ensuring a relentless and unyielding supply for the wielder. As the inheritor of this sacred armament, you possess a versatile and inexhaustible arsenal fit for the pursuit of divine justice.

Vest - 200 CP
Enveloped in the sanctified embrace of the Vest, this enchanted priest's cassock emerges as a formidable safeguard in the perilous terrain of the modern magical world. Extending from the neck downward, this holy artifact boasts potent protective enchantments, rendering it impervious to all but the most high-powered sniper rifles among mundane weapons. Anything of lesser caliber is fortunate to leave anything more than bruises in its wake.

The true might of these vestments reveals itself against unholy weapons. Imbued with defenses against malevolent forces, this sacred cassock significantly diminishes the potency of any evil or unholy attack or spell directed toward the wearer. Its divine aura acts as a shield against the dark arts, allowing you to stand resolute in the face of malevolent forces.

For those with a specific ensemble in mind, the magical protections of the vestments can be seamlessly transferred. Whether the cassock or another cherished outfit, the Vest ensures that you walk the world clad in divine armor, a beacon of righteousness shielded from the taint of the unholy.

Church on the Hill - 400 CP
Located in the nearest town or city, the Sanctuary of Souls is a well-built church under your ownership, dedicated to the faith of your choice. It draws a fair-sized following and features living quarters and a mysterious basement. In the basement lie motionless yet living bodies, each a constant source of prana connected to you. The prana replenishes your magical energy at their speed, and in emergencies, you can draw more energy, though it may endanger them. The children can be replaced with different or superior sacrifices, with additional bindings needed for beings greater than normal humans.

Mud Heart - 600 CP
A parasitic force, the Mud Heart, derived from Angra Mainyu's Black Mud, courses through your body. Free from corruption, it sustains your life and grants unparalleled resilience. You can survive almost any physical injury, as the black mud replaces damaged parts, preventing a final death. The defense works against physical wounds, even magical ones, but purely magical or esoteric attacks may bypass it.

Servant:

Inviolable Reach- 100 CP
A somewhat ornate enchanted iron halberd, Inviolable Reach, graces your possession. Crafted with enchantments, this halberd boasts near-unbreakable resilience against anything short of a Noble Phantasm. Its edge slices through metal with the ease of cutting cheese.

However, a peculiar curse afflicts this weapon. It is perpetually too long for anyone to wield comfortably, presenting a challenge even for someone of your size. The oddity of the curse ensures that users find the halberd slightly unwieldy, forever eluding perfect mastery.

Despite its size-related quirk, the enchanted iron halberd holds potential for those with magical abilities. Perhaps someone adept in magecraft can unlock its true potential or even find creative uses for its persistent lengthening. Embrace the dual nature of Inviolable Reach—a weapon of unyielding strength, tempered with a touch of enigmatic inconvenience.

Shroud of Shadows- 200 CP
Possessing the fabled Shroud of Shadows, also known as Hades's Concealment Cap, grants you access to the prototype of all concealment Noble Phantasms. This mystical cap, the precursor to all concealment artifacts, shrouds anything covered by it from magical and optical observation.

The cloth doesn't obscure anything beyond the visual spectrum, allowing the concealed entity to remain unseen by both magical and optical means. This extraordinary concealment extends even through bounded fields and magical protections, enabling the wearer to navigate hidden realms with unparalleled stealth.

Crafted from a weave so complex that it purportedly reaches five dimensions, the Shroud of Shadows stands as a testament to the arcane prowess of its origin. Complete reproduction of such a fabric remains an impossible feat for mere mortals, underscoring its unique and otherworldly nature. Embrace the elusive capabilities of Hades's Concealment Cap as you traverse realms unseen and untouched by prying eyes.

Balmung - 400 CP
The legendary sword Balmung, once wielded by the hero Sigurd in Norse mythology, now rests in your hands as the Divine Purifier. This anti-demon weapon possesses the ability to effortlessly slay any demonic or supernatural creature. With a mere flash of light, Balmung can be summoned into your grasp, eternally bound to your side.

Despite its massive two-handed design and incredible weight, the sword becomes as light as a feather in your hands, allowing you to wield it with unmatched ease. The blade, crafted from a special indestructible metal, remains impervious to dulling or breaking, regardless of how extensively it is used.

Balmung's true potency unveils itself in its ability to purify demonic and cursed beings. Each strike releases a holy energy that eradicates the creature's demonic essence and purifies its soul, sending it to the afterlife. This divine power makes Balmung an unparalleled weapon against supernatural foes.

Remarkably, the sword's versatility extends further. By inverting its power, Balmung transforms into a demonic blade with comparable abilities, offering a dual nature to suit your needs. Embrace the divine and demonic might of the Divine Purifier as you vanquish both infernal and celestial adversaries alike.

Fragarach - 600 CP
Bearing the mythical blade Fragarach - Retribution's Gale, once wielded by a red-haired spirit of legend, you now command the very wind itself. This divine sword emerges from a floating sphere above your right fist, gleaming with celestial radiance.

The legend of Fragarach speaks of its unparalleled ability to penetrate any shield or wall, inflicting piercing wounds from which none can recover. As the wielder, you harness the ultimate Retaliator's power. The sword becomes a symbol of swift and absolute vengeance, a force that cannot be evaded once an opponent launches an attack.

With Fragarach - Retribution's Gale in your grasp, you inherit the authority to command the wind, transcending conventional defenses. Any enemy foolhardy enough to assail you will meet their demise, as Fragarach guarantees a retaliation that is both swift and inevitable. Embrace the legendary might of Retribution's Gale as you become an unstoppable force, striking down adversaries with the inexorable power of wind and retribution.

Mystic Eyes:

Mystic Eyes may be purchased here.
Every Origin receives a discount on a single set of eyes.

Discounts Stack.

Buying Mystic Eyes here means all your special eyes from previous or future Jumps combine into a single pair with combined powers.

Pure Eyes - 100 CP/Free with discount
Embodied with the enigmatic Insightful Gaze - Pure Eyes, you possess a spiritual trait that transcends the physical realm. These eyes, distinct from Mystic Eyes, enable you to perceive the unseen—familiars hidden from non-magi, manifestations of psychic abilities, and the ethereal presence of ghosts.

With practice, your vision expands to discern auras enveloping individuals. These auras serve as windows into their emotional states, alignment relative to you, and even the subtle currents of their thoughts. The unique nature of Pure Eyes, born as a mutation of the soul rather than the body, often manifests alongside Mystic Eyes, forming a harmonious tandem.

The defining feature of Pure Eyes lies in their azure hue, a distinctive trait that transcends racial boundaries. Embrace the mystical perception granted by Insightful Gaze - Pure Eyes, delving into the hidden layers of reality and unraveling the secrets concealed within the auras of those around you.

Mystic Eyes of Force - 200 CP
Infused with the dynamic power of Impactful Sight - Mystic Eyes of Force, your gaze harbors the ability to unleash bolts of concussive energy. After a brief charge, a mere second or two, you can release a forceful blast capable of sending objects hurtling over several meters. Initially, your prowess may be limited to displacing items akin to the weight of a dumpster over a short distance, but with dedicated practice, you'll ascend to the capability of launching small cars over the horizon.

A distinctive pale orange glow emanates from your eyes as they wind up for the impending release of force. Embrace the might of Impactful Sight - Mystic Eyes of Force as you harness the kinetic energy within your gaze, becoming a force to be reckoned with in both precision and raw power.

Mystic Eyes of Flame - 400 CP
Within your gaze lies the dominion over heat, embodied as the Inferno's Gaze - Mystic Eyes of Flame. In their nascent stage, your eyes wield the ability to augment the heat of individuals and objects, potentially causing burns or even setting them ablaze. Yet, with diligent training, you can ascend to a mastery that grants you precise and potent control over heat.

As you progress, manipulating heat becomes second nature, allowing you to set things ablaze instantly or freeze them solid with a mere glance. Your eyes, now conduits of elemental power, spark with the potential to unleash both destructive and chilling forces upon the world. Embrace the evolving might of Inferno's Gaze - Mystic Eyes of Flame, becoming a true master of heat manipulation and asserting your dominance over the elemental realm.

Mystic Eyes of Distortion - 600 CP
Imbued with the extraordinary power of Vortex Vision - Mystic Eyes of Distortion, your gaze possesses the unique ability to create an axis of rotation at a designated point. Focusing on this axis, you can initiate a screw-like spiral, twisting targets within the axis unless they manage to escape its influence.

Notably potent, these eyes surpass conventional limitations. While ordinary eyes might take days to twist a man's arm, yours can accomplish the same feat in a matter of seconds. Pushed to their limits, the Mystic Eyes of Distortion can unravel structures on a grand scale, effortlessly tearing apart a ten-kilometer-long bridge—albeit not without inducing significant fatigue.

A telltale sign of their activation is a radiant red glow emanating from your eyes. Embrace the mesmerizing might of the Mystic Eyes of Distortion, manipulating space itself to unleash a whirlwind of destructive forces upon anything caught within the spiraling embrace of your gaze.

Mystic Eyes of Death Perception - 800 CP discounted by Void Origin
Bearing the profound gift of Voidbound Sight - Mystic Eyes of Death Perception, your vision transcends the mundane, perceiving the very essence of existence. Among the highest echelons of Mystic Eyes, these eyes grant you the ability to witness the lines and dots that define all living entities and their interactions with the world.

Every object, person, ghost, or telekinetic force exerted by a psychic reveals intricate lines and dots to your discerning gaze. Armed with any cutting tool, even a blunt butter knife, you can trace these lines to decisively sever the connection, reducing the target to pieces. Piercing a single dot on any being, a pinpoint strike is sufficient to dismantle nearly all forms of existence.

Your eyes, unburdened by strain, offer an unparalleled view of mortality's threads. However, challenges arise with entities resistant to or associated with death. Faded lines, difficulty in perception, or prolonged focus may be necessary for such cases. Dead Apostles, those attaining deathless enlightenment, practitioners of death magic, and beings devoid of the concept of death pose unique challenges—lines may not be visible, requiring careful consideration.

Exercise caution with the tools you wield, for the power of Voidbound Sight - Mystic Eyes of Death Perception unveils the true nature of existence, allowing you to cut through the very fabric of life itself.

Companions:

Imports - Free/100 CP per
A party of up to four companions may be imported for free and receive 600 CP each. Further companions will cost 100 CP each and receive the same stipend.

Canon Character - 200 CP
People may be recruited for free so long as you legitimately convince them, so no mind-warping charisma or mind-control powers may be used. For 200 CP fate will arrange for you to meet them on favorable terms.

Drawbacks:

You may take as many drawbacks as you believe you can handle.

Fanfic Toggle - +0 CP
You may choose any Fanfic or generic setting for this jump.

Extended Stay (Max 10 times) - +100 CP per
You must survive another 10 years in this jump. 100 years maximum for a total of 1000 CP.

Nasu Bruv! - +100 CP
You're cursed with speaking like a roadmen from the UK but that's not all. You simultaneously always mention seafood one way or another! Even for the lewdest of things!

Arrogance - +100 CP
They say that pride comes before the fall, and it has a long way to fall for you. While you won't be matching a certain golden king in ego, don't expect to be a reasonable or pleasant person to be around. Your constant boasting and bragging will quickly frustrate those around you. Be wary of getting too overconfident in your power too.

No Nut Jumper - +100 CP/+200 CP if taken with Extended Stay
For the entire duration of this jump you're… Well, unable to reach the "peak" so to say. No matter how long you work at it or how excited you truly become.

Padoru! Padoru! - +200 CP
You dread it, fear it, and you can't run from it! No matter how often you destroy it, the Padoru will always follow and hunt you down to screech its dreadful song in your ears! Every waking moment is spent shivering and waiting… for it will come

Lewd Leanings - +200 CP
You'll find yourself starting to resemble a certain blue haired teen in your desires. You'll have a nearly irresistible urge to leer at attractive people and flirt with anyone you can. However, those people that you fancy will find you more repulsive the closer you get. Don't worry, your companions are safe from this effect.

Cruel and Unusual - +200 CP
Oh dear, things have gotten dreadfully boring for you as of late, haven't they? You know what might brighten up your day? The suffering of the innocent. Kotomine would be proud to call you his equal, in sadism at the very least. Any source of pleasure or happiness will be muted and dull, unless it is built off of the backs of the misery of others.

Crippled Circuits - +300 CP
Regardless of how many Circuits you have, you cannot use prana during this jump. There are ways to recharge your servant manually though, but this involves getting very intimate with them to transfer your energy to them, and will leave you quite tired afterward. Unless you have a lot of energy of course.

Helping Heart - +300 CP
Helping others has always been a way of life for you, no matter how unreasonable the request you are glad to help out. You'll charge in at the sign of trouble and help everyone you can, regardless of if they are your enemy or if some giant is swinging an axe at your guts. Needless to say, this drawback does not do wonders for your survival instinct.

Royal Rage - +600 CP
Let it never be said you hold a grudge. Others are not so charitable, and you've managed to anger the Barthomeloi, the biggest and baddest line of mages since the Age of the Gods. You'll be hunted by the most powerful family, who retain incredible influence over the other families and the clocktower itself. And god forbid you take this in the 5th war, for you will be up against the Queen of the Clocktower, Lorelei herself.

Center Stage - +600 CP/+800 CP
You know how the Grail War is a battle to the death between 7 masters and 7 servants? Not anymore. Now, you are the prize, and all the other teams will be working together to bring you down. And if there are any loose servants wandering around? They'll join in too, and they won't be arrogant and dismissive this time around.

If you aren't in possession of any Servants and-or Command Seals yourself, then you'll gain 800 CP.

You Got Worms! - +1000 CP
Congratulations! It seems that some one, perhaps a kindly old man, has left you a special present on your entry to this world. Soon enough, you'll feel the crawling and wriggling under your skin, as a rather large number of rather phallic worms suck your...prana dry. You'll need constant prana infusions to stay alive, and the only prana that the worms will accept is that you gain from intimate relations. Unlike Sakura, you cannot get rid of these worms until the jump is over. Not even killing Zouken can rid you of this infestation.

Ancestor Supplement:

Further Information:

Parameters:
E = 10 x peak human
D = 20 x peak human
C = 30 x peak human
B = 40 x peak human
A = 50 x peak human
EX = 60+ x peak human

Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants.

If you were to get the same skills twice, the skill would rank up by a rank → **E + E = D**

Parameters work the same way → **E + D = C**

Caster (Medea)



Parameters:

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

Class Skills:

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

Personal Skills:

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

Noble Phantasm:

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

Assassin (Hassan -i- Sabbah)



Parameters:

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

Class Skills:

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

Personal Skills:

- **Projectile (Daggers): C:** Projectile (Daggers) is the expertise for throwing projectile weapons; in this case, daggers. At rank C, thrown projectile weapons are now comparable to bullets.
- **Protection from Wind: B:** Protection from Wind is a charm (spell) that originated from the Middle East, used mainly for protection against sandstorms and Jinns. It protects from all wind-based attacks under rank B.
- **Self-Modification: D:** Self-Modification is the aptitude to merge one's flesh with the body parts of others. The higher the ranking in this skill, the further away one is from being a proper hero.

Noble Phantasm:

- **Zabaniya Delusional Illusion: C+:** This noble phantasm can make thirty copies of yourself that only possess the capabilities of this perk. The copies will be restocked after their destruction.

Lancer (Cú Chulainn)



Parameters:

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

Class Skills:

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

Personal Skills:

- **Battle Continuation: B:** Battle Continuation is the strength of vitality for predicaments. Also, the ability to withdraw from combat and reach allied territory alive after being defeated. At rank B Makes it possible to fight even with deadly injuries.
- **Disengage: D:** Disengage is the ability to break away from combat.
- **Divinity: C:** Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels, one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's rank as a Monster, Demonic Beast rises. It can also decrease due to one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as Protection of the Faith and Enlightenment of the Sacred Fig.
- **Rune Magic: C:** Rune Magic is knowledge about this type of Magecraft that originated in northern Europe. At rank C this is the capacity to use the 18 original runes. By making proper use of this, powerful and varied effects are mastered. Other than attacks, this is mainly employed for effects corresponding to the Skills Magic Resistance, Clairvoyance, for raising parameters, etc. All of those are merely temporary and cannot employ multiple of those simultaneously.
- **Protection from Arrows: C:** Protection from Arrows is an increased defense against ranged attacks by predicting the projectiles' trajectories through exceptional means, such as hearing the sound of air being cut, or sensing the killing intent of the enemy.

Noble Phantasm:

- **Gae Bolg: Barbed Spear that pierces with Death: B:** Gae Bolg: Barbed Spear that pierces with Death is an attack focused on a single target, created by Lancer to suit his style, that strikes a fatal blow that always pierces the opponent's heart and ruins their body from within with its thousand iron thorns. It freezes the mana in the air, and it can easily be perceived as a sure-kill technique by all those around simply from being charged with magical energy. Once Gáe Bolg's name has been called, the cursed spear reverses the nature of causality, the meaning of "cause and effect" in the order of things, to make it so the cause of the "lance being thrust" comes from the effect of the "opponent's heart being pierced" by it. It determines the opponent's fate simply through its use, an always fatal move that pierces the heart with one thrust. It is also possible for him to activate it without actively striking the heart. It is an attack on destiny itself, and while not a surprising fact due to its wielder's demi-god heritage, it is a top-notch power even with its seeming limitations in power due to being a step away from the Authority of the gods.
- **Gae Bolg: Soaring Spear that Strikes with Death: B:** Gae Bolg: Soaring Spear that strikes with Death is the true use of Gáe Bolg, the largest and most powerful attack delivered using the spear. It is the “attack that unleashes countless darts at the enemy” that is spoken of in the legends. It is the attack that made him a hero which utilizes the full potential of the lance's curse, converting all of Lancer's magical energy into energy and releasing the accumulated power after the spear is hurled, detonating on impact with enough power to blow away a multitude of enemies. It does not carry the property or concept of “always pierces the opponent’s heart”, but both the power and the area of effect are increased.

Archer (Shirou Emiya)



Parameters:

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

Class Skills:

- **Independent Action: C:** Independent Action is the ability to remain independent even when rejecting the Magical Energy supply from the Master. At the higher ranks, it is also possible to remain for extended periods in this world without an established contract. For future Jumps, this allows you to stay independent if you were summoned as a Servant.
- **Magic Resistance: E:** Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank E it cannot cancel spells, but magic damage is reduced somewhat.

Personal Skills:

- **Clairvoyance: D:** Clairvoyance connotes superior visual perception and dynamic occipital capture, such as to supplement the long-range aiming of projectile weapons. At higher ranks, the bearers of this skill may have acquired such abilities as precognition ("future vision") and other forms of perception beyond standard eyesight (X-ray vision and so forth). At rank D Capable of keeping track of fast-moving objects within a range of two kilometers.
- **Eye of the Mind (True): B:** Eye of the Mind (True) is a heightened capacity for observation, refined through experience. At rank B it is capable of calm analysis of battle conditions even when in danger and deduce an appropriate course of action after considering all possibilities to escape from a predicament. So long there is even a 10% chance of a comeback, this ability greatly improves the chances of winning.
- **Magecraft: C:** Magecraft is knowledge about modern Thaumaturgy. At rank C it is capable of using orthodox Thaumaturgy. Archer’s rank in using Projection Magic when the target falls under the category of "sword" is A+.

Noble Phantasm:

- **Unlimited Blade Works: E~EX:** Unlimited Blade Works: Infinite Creation of Swords is the Noble Phantasm of the Heroic Spirit EMIYA. Emiya does not have a true Noble Phantasm that is the crystallized embodiment of a hero's existence like many demonic or holy swords, but if a Noble Phantasm is considered to be a symbol of the Heroic Spirit, then the Reality Marble is his Noble Phantasm. It is high-class thaumaturgy that embodies their internal worlds and imprints them upon the world as a bounded field. It is their one true specialization of magecraft, the result of "Sword" being both their Origin and their Elemental Affinity, and the basis of their projection and reinforcement skills. It is the definite answer obtained by someone whose life was saved by a sword, actually merged and lived with a sword, and acted as a sword all of his life. Emiya has no penalties from the world while utilizing his version of Unlimited Blade Works. The Reality Marble's purpose is a steel manufacturing factory that produces countless famous swords without owners that extend into the horizon. It contains all of the raw materials and sorcery needed for the formation of the weapons, and it records and analyzes all weapons and defensive armaments encountered. The number of unique weapons encountered and recorded by Archer exceeds numerous thousands, most of which are Noble Phantasms. Their entire histories, compositions, and designs are all perfectly recorded, allowing for instant proficiency with the

weapons by inheriting all combat skills and techniques utilized by their original owners. This allows for the reproduction of Noble Phantasms, which would generally be impossible for a faker. They can also be modified to the user's taste with reinforcement as shown by Archer's Caladbolg II and Kanshou and Bakuya. Close combat weapons such as swords, spears, and halberds are the main focus of the Reality Marble by Emiya's Origin of "Sword", which also makes it impossible to record or reproduce modern weaponry like guns and other mobile weapons. Shields and defensive armaments can be reproduced with a much greater struggle, as the cost of magical energy is high, two or three times greater than a sword, and the effects are merely transient compared to the originals. Weapons encountered are immediately analyzed with a single glance, enabling them to be projected immediately afterward, and once projected, they are stored within the Reality Marble for later use. Shiro can instantly recognize dozens of weapons being fired from the Gate of Babylon at an extremely high rate and instantly counter with projections of the same weapons before they can strike. The analysis of weapons is limited only to the direct use of human senses, meaning that blueprints and materials will be unable to provide the necessary information for a proper analysis. Shared memories, such as dreams shared with a Servant, can allow for weapons to be analyzed and projected, even if they have been lost like Caliburn. The quality of projected weapons will always be degraded by one rank due to humans being unable to fully conceptualize the existence of an object through only one sense, and they will never equal the originals without a technique such as detonating them as Broken Phantasms. The Reality Marble allows for projection and reinforcement in the real world. Weapons are produced within Unlimited Blade Works and then brought into the world, greatly lowering the cost of reproducing them and allowing for numerous weapons to be prepared at once to be projected. Weapons can be summoned directly to the user's hands, or they can be summoned to levitate within the air and fire upon the enemy as arrows much like the Gate of Babylon. Once the Reality Marble is deployed, all of the weapons are available for use, and any weapon can immediately be called to the user's hands or levitated even while the user is in direct combat. The weapons reproduced once the Reality Marble is first activated will not consume magical energy, but those used or destroyed within it will add to the cost of maintaining the bounded field. The amount of energy used to reproduce weapons that did not exist after the bounded field was expanded and the amount of energy used to recreate weapons destroyed while it is activated is extremely costly.

Berserker (Heracles)



Parameters:

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

Class Skills:

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

Personal Skills:

- **Battle Continuation: B:** Battle Continuation is the strength of vitality for predicaments. Also, the ability to withdraw from combat and reach allied territory alive after being defeated. At rank B Makes it possible to fight even with deadly injuries.
- **Bravery: A:** Bravery is the ability to negate mental interference such as pressure, confusion, and fascination. Not usable under the effects of Mad Enhancement.
- **Divinity: B:** Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels, one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's rank as a Monster, Demonic Beast rises. It can also decrease due to one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as Protection of the Faith and Enlightenment of the Sacred Fig.
- **Eye of the mind False: C:** Eye of the Mind (False) is a natural talent to avoid danger based on an innate 6th sense, intuition, or prescience, where the accuracy of instinct has been augmented by experience—somewhat overcoming the problem of visual obstructions that appear in the course of combat. The difference between Eye of the Mind (True) and Eye of the Mind (False) lies in that the former is an ability that humans can obtain through the accumulation of experience. The 'False' version is superficially similar but represents an instinct that cannot be obtained regardless of effort or experience—even though experience can refine its accuracy. Calm analysis of battle conditions, by which a competent grasp of the status of the self and the opponent is obtainable even in the midst of danger; utilization of such to deduce the appropriate course of action that permits escape from a lethal predicament. (Even though Heracles's sanity was lost due to Mad Enhancement, this skill remained effective as it is nearly an instinct. When crossing swords with a seasoned swordsman like Artoria, he would not fall for half-hearted feints.

Noble Phantasm:

- **God Hand: B:** God Hand is a blessing of the gods representing immortality, as well as being a curse, that was granted to him for completing his Twelve Labors in life. It is the ability that required attacks of the highest grade to harm him and prevented him from even being scratched by anyone during the Age of Gods, described as "nearly foul play" even by acquaintances at the time. It lacks an overt external manifestation such as a weapon or armor, but, in attributing a shape to it, can be said to be the body of the user itself. It transforms the body into a tough suit of armor that acts similar to a conceptual weapon in practice, coloring his body like lead and covering it with strange protrusions. It provides three effects of resurrection, attack-nullification, and the ability of "immunity against an attack he has experienced previously." This ability nullifies attacks under the B-rank and gives 11 extra lives. These extra lives restock at the end of the Jump or every 10 years whatever comes first.
- **Nine Lives: The Shooting Hundred Heads: C~A** Nine Lives: The Shooting Hundred Heads is the most trusted of all of Heracles's Noble Phantasms. It originally had the form of the bow and arrows used to simultaneously exterminate the one hundred heads of the Hydra, an immortal nine-headed serpent that would grow back no matter how many times they were cut down. Upon slaying the Hydra, he became able to utilize techniques that emulate the ability of the Noble Phantasm with other weapons, transforming it into **Style: Shooting the Hundred Heads**, an all-purpose Noble Phantasm capable of adapting and changing how it appears depending on the target and circumstances of its use. Regardless of whether this technique is delivered with a bow, large sword, shield, spear, axe, or possibly even unarmed, the technique boasts power on the level of Noble Phantasms by drawing out the maximum power of the weapon. It can display power from Anti-Unit to Anti-Army, even up to fortress sieging all depending on the circumstances. In essence, it is a high-speed attack consisting of nine consecutive strikes, as swift as if the attacks are overlapping.

Rider (Medusa)



Parameters:

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

Class Skills:

- **Magic Resistance: C:** Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank C it cancels spells with a chant below two verses. Cannot defend against Magecraft on the level of High-Thaumaturgy and Greater Rituals.
- **Riding: A:** Riding, the Class Skill of Rider and Saber, is the ability to ride mounts. Rider-class Servants will typically possess a high rank, and A-rank can allow for Phantasmal Beasts and Divine Beasts to be mounted.

Personal Skills:

- **Divinity: E:** Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels, one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's rank as a Monster, Demonic Beast rises. It can also decrease due to one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as Protection of the Faith and Enlightenment of the Sacred Fig.
- **Independent Action: D:** Independent Action is the ability to remain independent even when rejecting the Magical Energy supply from the Master. At the higher ranks, it is also possible to remain for extended periods in this world without an established contract. For future Jumps, this allows you to stay independent if you were summoned as a Servant.
- **Monstrous Strength: C:** Monstrous Strength is an ability possessed by monsters and beasts, a temporary boost of the Strength parameter by one rank for a time limit determined by the ranking of this skill.
- **Mystic Eyes: A:** Mystic Eyes are the possession of Mystic Eyes that are capable of interfering with the outside world. The Mystic Eyes of Petrification are Rider's Mystic Eyes, said to be a "curse of the gods sealed by the powers of shrines." Though petrification sorcery is no strange thing for modern Thaumaturgy, even if its users are rare and few, Mystic Eyes capable of petrifying others is something that nobody, human or not, possesses in the present era. They are designated as Jewel under the Noble Colors system, which surpasses the Gold-ranked Eyes of the Dead Apostles and is exclusively possessed by Holy Spirits and Magical Beasts from the Age of Gods. Those who possess Rank D or lower in Mana will be immediately petrified, while those with Rank C may or may not be affected depending on the conditions. Those with Rank B or higher won’t be petrified but will sustain "pressure" from the Eyes and receive a one rank-down to all parameters. The entire body of the target will be affected, including clothing and weaponry, "killing them while alive" as they are turned to stone. The ability is viable in petrifying a group of enemies, but it would not be useful against an infinite number like the horde of shades spawned by Avenger. The amount of energy it uses is comparable to also fighting them off with her Noble Phantasms, so it would quickly drain her faster than simply fighting them off in melee combat.

Noble Phantasm:

- **Bellerophon: Bridle of Chivalry: A:** Bellerophon is a shining golden bridle and whip paired as a set that is capable of fully controlling a Divine Beast. It is an oddity even among Noble Phantasms, having no effect without a mount. Its power is great, providing extraordinary offensive and defensive capabilities of the highest level. You also gain the ability to bring forth the Pegasus given to Medusa by Poseidon
- **Breaker Gorgon: Self Seal, Temple of Darkness: D-:** Breaker Gorgon is a powerful Bounded Field on the scale of another world used by Medusa. It was a complement to the temple of blood that "enveloped the world" on the Shapeless Isle, having "sealed the world" instead. It only requires a steady supply of energy from the user to affect a target, unlike Mystic Eyes which requires a direct line of sight. It can "seal all magical properties", catching its targets inside to become trapped within the mind of the user and removing any abilities they possessed in the outside world. Those trapped within are said to see a nightmare mixed with both delight and taboo.

Saber (Artoria Pendragon)



Parameters:

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

Class Skills:

- **Magic Resistance: B:** Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank B it cancels spells with a chant below three verses. Even if targeted by High-Thaumaturgy and Greater Rituals, it is difficult for them to be affected.
- **Riding: C:** Riding, the Class Skill of Rider and Saber, is the ability to ride mounts. At rank C one can flawlessly ride animals and vehicles that received proper training and adjustment.

Personal Skills:

- **Charisma: C:** Charisma is the natural talent to command an army. Increases the ability of allies during group battles. A rare talent, and an ability inherent to Servants of the Saver class. It is said that a rank of B in this skill is sufficient to lead a nation as its King.
- **Instinct: B:** Instinct is the power to "feel" the most favorable developments for oneself during battle.
- **Mana Burst: B:** Mana Burst is the increase in performance caused by infusing one's weapons and body with magical energy and instantly expelling it. Simply put, recreating the effect of a jet burst by expending large amounts of Magical Energy.

Noble Phantasm:

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

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

Final Choice:

You may stay, return home, or continue on to your next jump.

Notes:

My respect for all Jump Authors has been massively increased after working on this Jump!

I even had ChatGPT as a crutch but I'm still unsure about this Jump.

This Jump started as something that I'd originally use solely for myself but then I thought:

"Hey! Why not share it with the peeps over on Reddit?!"

I might leave the commentary feature on if you guys genuinely want to paraphrase the descriptions.

Credits go to the following peeps for inspiration:

Valeria
Neuron
Accelve
Sentry342
Rukipedia
TsukihimeAnon
Ninjanon
HeavensAnon
RavenloftAnon
u/lord-of_rotten_ham
u/hanwen1234
Batman Anon

Even more credits to ChatGPT!

Seriously, this tool can save you some serious time.

Happy belated holidays!

Here are the links to the Jumps I've been inspired by. They're honestly way better than anything I came up with, and made by way more creative people. They're also among my favorite Type Moon Jumps:

Fate Jumpchain - By Valeria and Rukipedia

Vasto of White - By Sentry342

Fate Zero - By Valeria

Tsukihime - By TsukihimeAnon, Ninjanon and HeavensAnon

Kara no Kyoukai - By Valeria and RavenloftAnon

Kara no Kyoukai Ammy Edition - By u/lord-of_rotten_ham and u/hanwen1234

Fate Stay Night - By Valeria

Fate Kaleid - By Batman Anon

Changelouge V.1

- Small overall improvements.
- You can now gain 1000 SP if your origin is Servant (Seriously I'm an idiot).
- Changed the descriptions of the Hero Origin Perks.
- Addition of 800 CP Perks for each Origin.
- Added the "Marble Phantasm" Perk in General Perks.
- Added "No Nut Jumper" Drawback.