Lord El-Melloi II Case Files



Jumpchain by Ze_Bri-0n
v4.1

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

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

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

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

+1000 CP.

Origins

Students and drop-ins are 8+1d8 years old. Researchers and Teachers and 20+2d8. Either can pay 100 CP to choose freely. Likewise, your sex stays the same unless you pay 100 CP to change it.

Drop-In (free) You arrive in this world with no history but whatever you brought with you. You are unchanged in every way.

Student (100) You are a young mage, sent by your family to study at the Clocktower in hopes that you will better yourself and your family's craft. Perhaps you're a member of the El-Melloi class?

Teacher (100) After completing your own education, you turned towards the next generation, probably for political reasons. It is now your duty to educate young mages in thaumaturgy on behalf of the Mage's Association.

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

Policies Officer (150) You have abandoned the search for the Root in favor of protecting the World of Magi from crime and exposure. It's overly simplistic to say you're a magic cop, but it's not inaccurate.

Coconspirator (200) You are a friend and ally to either Kurou Adashino, alias Doctor Heartless, who intends to restore the Age of Gods and its magic by destroying the Age of Man, or an associate of the ancient alliance that created Ergo some millennia ago. Both are dangerous, though your association is secret- for now.

Location

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

Perks

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

Self-Defense Training (Variable) Every modern mage has some training in mundane combat, whether in hand to hand or with melee weapons. It's hardly unimpressive, but hardly a match for professionals. You get that much for free. For 200 CP, free to Policies Officers, you may instead be one of those professionals, with the skills of a low level Sealing Designation Enforcer, Executioner, or mercenary Spellcaster. For 400 CP, you are something truly special, able to consistently defeat all but the best modern magecraft, even with average magical skills. For 600 CP, you are one of the greatest living fighters, and one of very few humans who can comprehend an attack from a Servant. With the right magical abilities, you might even keep up with one, for a brief time. For 800 CP, you have surpassed what simple physics and biology should allow and developed a degree of Mystery, reaching an explicitly supernatural level of mastery over your weapon of choice and to a lesser extent martial arts. The trappings of modern society and the Age of Man should prevent this, but in your case, miraculously, they don't. You're still no Sasaki Kojiro, but you're certainly closer than most. Regardless of what tier you chose, any magical abilities and weapons you buy here are fully integrated with your fighting style.

Elementary Thaumaturgy (Free) You know the most basic levels of magecraft. You can use the simplest forms of Structural Analysis, Gradation Air, Reinforcement, and Alteration. You also

know some rudimentary formalcraft, and how magecraft works in a very general sense. Still, even such a minor magic user needs the mental fortitude to face death and pain, so you have that as well.

Family Research (Free) Mages pass knowledge down their lineage, and yours is no different. You have extensive knowledge of a subject such as magical archeology, the human genome, or Mystic Eyes. Once your skills are up to snuff, you will be able to perform numerous mysteries that most magi cannot. Additionally, some Thaumaturgic Attribute has been passed down your bloodline, which adds meaning to elemental magecraft, making it more effective and versatile.

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

Refused Summoning (100) When someone tries to conjure or invoke you or your legend, they open themselves up your clairvoyant gifts. Even if you haven't normally got any, you get a certain amount of information from the attempt itself. From there, you can generally refuse to accept the summoning or petition, even if you normally can't.

Ashes to Ashes (100) You are particularly good at selecting and preparing your magical reagents and sacrifices. You also get more out of them, have lower requirements, and may use

similar catalysts in other forms of magic. They don't have to be destroyed, magical, or significant, but it helps if they are.

Magic Circuits (200) You have the equivalent of twenty average magic circuits, open and ready for use, which allow you to generate magical energy. This perk may be purchased multiple times, with the first being free. Students get an additional purchase free. If you purchase the Magic Crest item, purchases may instead be used to improve upon it and the spells inside at an equal rate rather than adding to your innate circuit count.

A Mage's Craft (200) You are an experienced but ordinary mage. You are fully trained, and specialize in a particular style or discipline. See notes for examples to choose from. You may purchase this perk multiple times for additional specialities. First purchase free to all but Drop-In and Student.

Essential Humanity (200) Unlike Le Chien or Ergo, you don't need to worry about being driven mad or erased by your own magecraft. Some unique trait of yours allows you to happily dodge the negative, personal side effects of your own powers, including being twisted, corrupted, and irradiated by them. You'll still die if you overspend your lifeforce, badly botch a spell, or actively sacrifice your existence, but at least you can do beast magecraft without issue. You may toggle this, and when you do, the effectiveness of your abilities increases dramatically.

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

Generations of Effort (200) You know how to look at the world long-term, and have the mindset to plant a tree whose shade you'll never sit under. Furthermore, you can intuit ways to accomplish impossible-seeming supernatural feats with generational effort. You can even work around mystery's ironclad aging laws, and similar, given the right lineage or a willingness to establish one.

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

Hygromanteia (200) While you need a certain knowledge of the principles for it to work, and it isn't infinite, you have a specialized form of the Revelation Skill, designed to guide you in making all forms of magic simpler and more accessible. This can mean anything from inventing C-Rank versions of A-Rank spells to fundamentally changing the nature of magecraft as a whole, like God and Solomon did before you. Teamwork, sacrifice, and ritual magics are your friends in both process and result, as are personal skill and proportionate effort.

Universalist (200) A lot of magecraft has user restrictions, but that mostly doesn't matter for you. I'm not saying you can use any faith or family's magic, but you won't be handicapped for being from the wrong sex, ethnicity, or culture group. Religious conversions and childhood adoptions can work around most of the remaining limits.

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

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

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

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

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

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

How Wizardry *Should* Be (300) The cruel truth is so long as talents differ, some people will get more results for less effort. Yet you've set it aside, and realized Waver's dream. So long as you've got a foot in the door, a good teacher and a devotion to the craft can override the lack of magical talent. In fact, innate traits generally don't enter into it; sources and dedication are the only factors of note for you, and when desired, your students. This may be toggled - or written into the spells, grimoires, and magic systems you create. Capstone booster.

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

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

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

Rank VII Dead Apostle (600) Whether you've actually unlived four millennia or you're some kind of ridiculous freak, you are a bloodsucking Dead Apostle, and amongst the most powerful in this world. You have the strength, senses, and reflexes to trade blows with a Servant - or a minor god. Furthermore, you possess the mighty Curse of Restoration, which can heal almost any wound by turning back your personal timeline, though it is most effective when the moon is full. Furthermore, you can levitate, turn invisible, and transform others into vampiric "corpses," which are the earliest stage of Dead Apostle. As an undead creature, your soul is fundamentally inhuman, which will progressively erase your ability to perform human magecraft, but we'll set that counter to one for now - perhaps you can find a workaround?

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

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

Mysterious (400, Discount Drop In) Your soul is a self-updating Record of Mystery, akin to a Servant, only moreso. This makes whatever supernatural powers you use accepted by the World and similar as possible, if not as natural. While other mages have to worry about the decline of magecraft, the dilution of Mystery, and the degradation of their Thaumaturgic Foundations, such phenomena never weaken you. In fact, damage to the underlying system

never bothers you, so long as *you* do everything right. Furthermore, while you may need to adapt somewhat, none of your powers are weakened or inhibited by changing times or locations, regardless of how sensitive they ought to be. Still, a stable foundation can strengthen your thaumaturgy, not unlike a Servant's fame.

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

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

Studious (100, Free Student) You are a professional student, if there ever was such a thing. You also have a deep seated love for discovery and learning, especially when it comes to the supernatural, but you've also got the skills and mindset to manage your time, take excellent notes, efficiently search libraries, write great papers, and remain engaged with even the most boring of lectures and textbooks.

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

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

Once a Century (600, Discount Student) You are a rare magical prodigy, with talent and potential that appears only rarely. Not only are you a natural innovator, you do more and better

magecraft with less training, less knowledge, and less energy. A Mage's Craft and Pride of the Clocktower are discounted for you, and you get 200 CP to spend on them specifically. You also have a lineage befitting your talent, so you've inherited a second attribute and another body of knowledge you may choose.

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

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

Moral Magecraft (200, Discount Teacher) You have a talent for breaking people out of sociopathic mindsets, overcoming cultural inertia and turning people around to your way of

thinking. When you earnestly endeavor to instill morals, even mages will pause to listen, and perhaps even change their ways. This is most effective when you have the respect of those you are attempting to change, and a touch of authority doesn't hurt either.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

A Trustworthy Face (100, Free Coconspirator) You're very skilled at deflecting blame and ingratiating yourself to others, including the investigators chasing you. You will never confuse

your alibis or expose yourself by saying the wrong thing at the wrong time unless you get blindsided or outsmarted.

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

WhyDunIt (400, Discount Coconspirator) You can predict what people will do long before they do it and with the benefits of such foresight, maintain the premise of your innocence, or at least keep people out of your hair. Furthermore, you can create labyrinthine plans of such complexity and potency that a single elite mage could bring all of magical society crashing down.

Living God (600, Discount Conspirator) The Age of Gods is over, but not all the old powers are gone. You are either a survivor from the ancient days, or a freak accident of a newborn deity. There are a variety of types and no two are the same, but all possess superhuman traits like divine cores and divine Authorities, though you're a minor god like Zagreus, so by default you only possess one of each of those. Additionally, as a proper god of the modern age, you're unbothered by the mana drought and decline of mystery, as well as the Human Order and current Texture, though faith is still useful, even if it isn't strictly necessary.

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

Items

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

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

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

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

Rail Zeppelin Ticket (50) A standing invitation to Rail Zeppelin's exclusive, annual mystic eyes auction. You may bring one guest, and they will allow you to send someone else in your stead, even for money. Post-jump, you may invite yourself to a similarly exclusive event or auction once per year, or sell the chance, and no one will mind.

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

Ash Lock (50) A weapon of your choice, such as a sword or pair of gauntlets, prepared by the holy church to oppose supernatural evil. While less powerful than a Black Key of Providence, it doesn't require as much training. It also has a tag which can be used to disguise it in a more

innocuous form. This may be taken multiple times, and treats you as an acceptable wielder, regardless of your faith.

Family Library (100) A collection of several dozen mystical texts and hundreds of notebooks which contain all the information necessary to learn common magecraft, and a great deal of information about your family's magic and research in particular.

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

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

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

Research Supplies (100) All experimentation demands resources. You receive a monthly supply of whatever mundane resources are required for your research arriving on the first of every month. As long as you're looking for knowledge and nothing else, this can provide anything short of a living human, though it cannot exceed the worth of a small pile of gems each time.

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

Black Keys (100) A collection of hilts with equipped fragments of the bible which can utilize your ~~magical energy~~ prayer power to manifest holy blades which can serve as melee or projectile weapons against supernatural evil. Generally you'd need to be Catholic to wield these properly, but you're a jumper, so they accept you regardless.

Mage's Workshop (200) This is a warehouse attachment, though it can be imported into future jumps instead. Either way it is perfect for any aspiring thaumaturgic researcher, a structure of your design the size of a manor house that's all set up for magical experimentation, with an empty surrounding area, and all necessary equipment provided. It's self-maintaining and has all the relevant utilities. As a bonus, something about it reduces the severity of any and all laboratory disasters by an order of magnitude, though resources, samples, and test subjects will have to be procured elsewhere…

Volumen Hydragyrum Meido (200) An autonomous mystic code designed with a simplistic personality, created with the appearance and function of a maid, though it also has some pretty

impressive combat and computational abilities. It can be condensed into a vial for easy transportation.

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

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

Divine Body (200) With the gods dead, the magicians who once called upon them had to find alternate power sources - or learn to draw power from their carrion. This particular fragment of deific flesh is perfect for the task, and places no restrictions on bloodlines or magic styles. It'll never decay, and even otherworldly mages can tap into its power in lieu of a godly patron. This may be purchased multiple times, but won't respawn if eaten by a jumper or companion. You will need this - or Mysterious - to make Shugendō and omnyodo function in other worlds.

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

Magic Crest (300) A collection of magic circuits has been implanted into your body, and perfectly integrated. It adds the equivalent of twenty extra circuits to your arsenal, and has several useful attributes. Most famously, it has a series of familial spells engraved upon it, which can be cast intuitively, or learned from the Crest itself. Additionally, as long as magical energy flows throughout your body, Crests are very good at keeping you alive. Of course, they are fragile and difficult to repair, but this one is special in several ways, and will regenerate to pristine condition a year after it is damaged or destroyed, including any later additions. As Crests are transferable by nature, sections that are given or traded away won't regenerate in this manner unless destroyed or reclaimed. You also won’t need to worry about it decaying with age, poisoning a relative of yours, or being rejected. If taken with Brand or Lord of the Clocktower, it has an additional fifty circuits or equivalent. Alternatively, this may be an Eastern variant called a Philosophy Key of the same pedigree. In any case, this may be merged with any other Magic Crests you possess, now or in the future.

Family Fortune (300) Every first rate mage (except Lord El-Milloi II) is wealthy, both in currency and holdings. By purchasing this, you receive similar wealth, which can be converted into local currency and possessions, then adjusted for inflation and deflation at the beginning of each

jump, at which point it is replenished. You may purchase this a second time to be as wealthy as the Marisbury who won a Grail War.

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

Scriptural Weapons (300) A vast collection of holy armaments, including enough Ash Locks and Keys of Providence to equip a dozen Executioners. You get Black Keys and one purchase of Ash Lock for free if you take this, but the other weapons retain their usual restrictions.

Add - Grim Reaper (400) Morgan le Fey's replica of the Atlas superweapon known as Logos React, this Mystic Code takes the form of a talking box in a bird cage, with a personality designed by you. At your command, it can transform into a massive and surprisingly dangerous scythe known as Grim Reaper. In this form, it can consume both magical energy and spiritual bodies, boosting the user's physical abilities in the process. It grows as it does so, somehow without reducing your combat effectiveness. It can also be turned into a hammer, a shield, and probably a few other forms as well. You do not require a specialized magic crest to control Add, unlike others.

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

The Clocktower (400) Yes, the whole thing. It is hidden and protected by a large number of powerful bounded fields, equipped with dozens of laboratories, classrooms, and libraries, which will be inserted into new worlds. The residents have no particular loyalty to you, but they'll never become openly hostile without excuse, and they'll forget it after that jump. For 1000 CP instead, the magi are replaced by loyal followers each jump, though they remain reluctant to act outside their role as such, and only the average and ordinarily elite mages will recur.

Spiritual Tomb of Albion (400) Beneath the Clocktower is the monster-filled, mystical labyrinth created when the dragon Albion ended up fused with the Earth in a pseudo-undead state after failing to enter the Reverse Side of the World. It is a place of enormous danger, but also enormous opportunity. This Spiritual Tomb will come with you to future worlds, though there are no mages within unless you bought Clocktower, in which case they will be as loyal as those

there. While no human has yet managed it, it is possible to enter the Reverse Side of the World by traveling far enough down this labyrinth. If you do so in future worlds, you will find some realm of layer of existence where local myths and legends reside - or whatever equivalent exists. Discounted with Clocktower.

Spiral Manor (400) The headquarters of an Eastern society of mages, and a peer of the occidental Clocktower. Mages from this organization utilize Philosophy Magecraft, which is reliant on a massive Mystic Code called the Disc. Both Disc and manor come with you to future worlds, and will not become hostile without at least a flimsy justification. Without this or Mysterious, Philosophy Magecraft will not function outside this world. For a 1000 CP instead, all of the middle and lower tier members are replaced with loyal followers, and you have full access to the Disc's power.

Extended Family (500) Only one child can inherit the family's Mage Crest, and thereby continue approaching the Root. At least, that's the way it is in most families. Yours, which roughly recurs each jump, has a unique trait, similar but infinitely more potent than the Edelfelt's Sisters Attribute. So long as the family regards itself as a single clan or house and remains one political institution, any member may utilize portions of family Crest implanted into other members, even simultaneously. Helpfully, the bearer finds this process painless, the connection is quite difficult to exploit otherwise, and you know rituals to limit access to this inheritance. Furthermore, for the purposes of mystery dilution, the family counts as a single individual. Unfortunately, the family only numbers about two dozen, but while not completely obedient, they generally respect you as the household's head or heir, and care for you on a personal level. Dead members do not

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

The Holy Church (600) The Roman Catholic Church's supernatural underbelly, which utilizes Christian magecraft and holy mysteries to protect humanity and support their mundane counterparts, and will continue to exist in future worlds. In terrestrial jumps it simply integrates itself into that world's Catholic Church. If there isn't one, it will appear retroactively as a major world religion, fitted to the local setting when as if preferred. It can even appear in hybrid or previous forms when you like. Individuals do not carry over, but upgrades do. The Church will never become hostile towards you unless you give them legitimate reason to, and they'll ignore most dogmatic reasons to dislike you, as applicable. For 800 CP instead, you are considered an important and trustworthy leader of the Church, though if you try to do something directly contrary to their mission, they will still side against you without some fast-talking.

Companions

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

Canon Character (100) You may select a canon character to attempt to recruit to be your companion. Not any Nasuverse character, specifically someone who appeared in the Lord El-Melloi Case Files or Adventures for more than a cameo. You must convince them to follow

you on your adventures, but they will automatically regard you favorably and you are guaranteed to meet them at least three times. Divine Spirit Iskandar is not an option.

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

Demonic Castle (300) A massive and sapient golem equipped with a magical reactor core, who can easily shapeshift into a human-like form and regards you with filial affection. You may design their personality, and if you ever find yourself incompatible with humanity or its mysteries, they can puppet you into performing any spell you know, given consent. Yes, even forms of magic from other worlds, which are also incompatible with vampirism and so on. This may be taken multiple times.

Students (300) Discount Teacher. A group of eight young and bright students that count as a single, collective companion. They're fiercely loyal to you and more than willing to follow you on your adventures.

Servant (400) You receive 1000 SP to spend on the Fate Servant Supplement, to build a Tier One servant. If you choose Iskandar, then you get Waver Velvet for free, and they share one companion slot. For those not in the know, Servants are the avatars of extra-temporal Einherjar called Heroic Spirits, who have abilities and armaments based on their legends as much as their pasts.

Wizard Marshal Kischur Zelretch Schweinorg (400) A student of King Solomon who invented jewel magecraft and defeated the Crimson Moon Brunestud, only to become a vampiric Dead Apostle in the process. He has mastered the Second Magic, which concerns the operation of parallel worlds, which gives him all sorts of unique powers, but suffers an undeserved reputation as a cruel prankster in some universes (like your homeworld). Discounted with Kaledescopic.

Drawbacks

Take as many as you like.

Continuity Shift (+0) The original novels and the anime based on them are subtly different. You may use this to freely pick which one you land in.

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

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

Papist (+0) If you find the Mage's Association too distasteful but still want the benefits of an organization, you may take this drawback and be a member of the more moral Holy Church, the secret underbelly of the Roman Catholic Church concerned with rooting out demons, vampires (AKA dead apostles), and heretical magi. You keep your origin and any perks and items you bought, but you are instead a Church equivalent.

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

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

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

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

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

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

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

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

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

Family Feud (+100) One of your grandparents belonged to a powerful and respected family of magi. Then they ran off to get married without family approval, eventually resulting in your

bloodline. The other side of the clan holds a bit of a grudge, and one of your cousins has struck up a particular rivalry with you specifically. They aren't actively malicious or violent, but they are your equal as a mage, and have a personality that conflicts with yours. They also may complicate your romantic pursuits, as they have a similar taste in partners. Annoyingly, the two of you tend to run into each other. Post-jump, you may take them as a companion if you really want to.

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

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

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

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

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

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

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

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

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

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

Talentless (+200) To your eternal shame, you're simply not any good at practical magecraft. No matter how much you work, no matter how much you know, you will never be better than average. Helpfully, this does not account for your magic circuits, but it will haunt you, and is worth double points with Once a Century, and triple with Quite Grand. Fortunately, there are ways to circumvent talent, most of them immoral…Incompatible with Grand Aspirations.

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

The Budget of a Hollywood Movie (+200) That's how much debt you're in. And no, nothing you have from out of jump will pay for it, because you've lost those for the duration of the jump. You don't strictly have to pay it off, but operating under it for the duration of your stay will be a major hassle.

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

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

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

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

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

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

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

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

Thirteen Seals (+200) Your OCP are bound by the thirteen seals of the Round Table, making them partially or completely inaccessible if you fail to act with sufficient chivalry. If you don't have any, this applies to your magecraft.

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

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

Third Generation Mage (+300) Your lineage is as old and venerable fresh toast. Your family's wisdom is as deep as a puddle. Your power is as vast as a thimble. Or so the rest of the World of Magi will say, often to your face. Whatever the truth, your family research hasn't turned up anything worthwhile yet, and your Circuits are half as potent and half as numerous as they should be. If you have a Crest, this applies to it too.

Phantasm (+300) The World destroys that which contradicts its laws. Apparently your out of context powers were just that, because until you finish this jump they're all suppressed, and short of totally rewriting the world's laws, that's not going to change. It has also taken offense to your items and technology, so any out of place in the Nasuverse's version of modern Earth is inoperable or inert. You keep your warehouse, and this can be fought, but remember; you're fighting the entire world, which is also its own self contained multiverse. For double points, it is now absolute, and your warehouse is sealed shut.

Flattened (+300) There's something wrong and alien about the way your mind works, Jumper. Like having a gun barrel where a camera lens should be. You have no empathy or conscience,

and your moral compass is just plain weird. Hopefully you'll find someone reliable to latch onto and keep you in line.

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

Flanderize (+300) Mages have plenty of sociopathic tendencies in canon, what with all the murder and disregard for innocent life, but now it's being turned up to 11. Every single mage in the world is a baby killing serial killer who only works with others out of *very* begrudging enlightened self-interest (with some Type Moon protagonists being the only exceptions), while Holy Church is populated by zealous and deranged fanatics more fit for Warhammer 40k than the Nasuverse. Somehow, this ridiculous amount of evil will not cause them to collapse under the weight of their own insanity, nor will it damage their ability to interact with / hide from the outside world.

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

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

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

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

Scenarios

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

Reaching the Root

Sometime within your decade here, and opportunity will arrive to reach the Swirl of the Root. You won't know what it is until it arrives, but you'll know it when you see it. Unfortunately, so will several other mages of varying skill and politics. It will devolve into a bloodbath to claim this

power. You must obtain sole ownership of whatever research or artifact makes it possible, and then actually go through with it. If you succeed, your reward is the following perk:

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

SubCategory Grail War

You're in the wrong timeline for it, but somewhere in the world, someone is preparing a DIY Grail War. You have been invited to participate, and accepted, becoming one of the seven Masters in said war. You have been provided with the ritual to summon a Servant, as well as three command seals; mystical tattoos which allow you to give said familiar nearly absolute orders. When the time comes, which it will within a year, you and six other Master/Servant pairs will duel for supremacy, throughout whichever city is selected. The final pair left standing will be granted almost any wish they each desire. The chalice isn't as powerful as Fuyuki's and cannot alter jumpchain's rules, but this is a prize worth killing for. If you win the war but forgo your wish, you may gain this item instead:

Subcategory Grail (Exclusive) When provided with sufficient energy and given the right command, this chalice can begin a Subcategory Grail War in any city. With the right spells, it can even make them recurring and global, even after it is removed. The entire process is

automated, right down to selecting and informing the Masters. It also adapts to local magic, though the Grail can directly grant basic thaumaturgy if there is none at all. In any event, the war's winners each receive a pair of wishes. Still, the ritual rebels against those who try to stack the deck, and a Ruler Servant will manifest if there's no trustworthy overseer.

The End.

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

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

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

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

Whatever you choose, all drawbacks are removed.

Notes

Jumpchain is a single player experience, but for my own purposes, I rule that you retain access to this timeline's mysteries, even in other worlds and times, though you may have issues if it declines or dilutes here. Also, global foundations like Church sacraments and black magic are accessible everywhere, even in other worlds, and magecraft reacts to local culture/history in the

same way, effectively giving rise to new foundations. If it helps, you can think of yourself as being considered to be at an arbitrary point in the Nasuverse.

Canon styles of magecraft include alchemy, astromancy, curse arts, druidcraft, formalcraft, gravekeeper secrets, holy sacraments, jewelcraft, kabbalah, numerology, onmyoudou, Philosophy magecraft, modern runes, Shugendō, (Apache) shamanism, spiritual surgery, spiritron hacking, witchcraft, zoology, and many others. I recommend sacraments and black magic, since they won't have foundation issues in other jumps, even without Mysterious or Foundational Text. There are a few other global theories, which are similar. I'll also note that while some religious styles are normally restricted to devotees, you can bypass that by buying it here.

Magecraft disciplines include (but are absolutely not limited to) alteration, combat, displacement, divination, familiars, golemancy, gradation air, healing, illusion, material transmutation, mental interference, necromancy, puppet mastery, rayshifting, reinforcement, shapeshifting, shell projection, summoning, spiritual evocation, spiritual invocation, tuning, and shell projection. I don't care if it doesn't appear in your precise continuity.

As a mercy, the dead of failed Lostbelts are not erased from existence with their timelines. They'll find their ways to surviving afterlives, or their own will persist, as applicable. Also, a Lostbelt King's Authority will not erase the Age of Man in most cases, and in the case of competing claims, the most historically significant or magically powerful becomes king.

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

Mysterious will help deal with things like your Foundation degrading or your divine body wittering, but not mana shortages or power seals. Generally speaking, if the mechanisms of magic are damaged or missing, but there's nothing wrong with the caster, Mysterious will compensate, but it can't provide magical energy, material components, specific dates and times, individual locations, or anything like that. So you can't build a workshop where your magic's easier and enjoy its benefits everywhere and forever, or something like that. Normal is the operative word in normal potency. Adaption may be necessary - mind the leylines - but to name a few other examples, Mysterious would allow Vetch from Earthsea to use spells from Roke and the Reaches interchangeably, a Toran from Deltora Quest to retain the bulk of their power away from their marble city, a Trollkarl to retain spells they teach, Dresdenverse common ritualists to share their lore, and a waterbender could retain power after the moon spirit died, though she wouldn't have the full moon's strength (as there was no longer such a thing as a moon to be full) or any special protections against the other issues killing an actual god causes. It would not help Mr Wednesday with his belief drought, but an Old One from the Dresden Files would automatically win the Oblivion War if they had it. The difference is that the first has a mana shortage, while the second's connection to the human plane is subject to mortal awareness. That isn't to say Wednesday would not benefit from it at all; popular gods can lose coherent identities, and certain powers may be lost as beliefs change and are forgotten, which are both fates Mysterious would sidestep.

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

If you visit Raildex with Gray or Once and Future King, you'll be the Arthurian equivalent of a Saint or Valkyrie. In Kieron Gillen's Once and Future, you'll be the one Arthur who never gets lost in the story. You'll get the appropriate Legend background in the Classic World of Darkness, plus some add-ons which let you add your Avatar rating to Legend rolls and alter the laws of paradox when you're acting appropriately. Other examples may occur as appropriate.

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

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

In case Quite Grand wasn't clear enough, while you could probably reverse engineer almost any magical item with a single Structural Grasp or Identify spell, not everything is actually replicable with every magic system, or at all. Rules can be bent, but not broken per say, and just as the

entire system of magecraft is generally inferior to what came before, knockoffs may be fundamentally lesser than their originals. This depends on a number of factors, the most notably the mystery's rank or metaphysical weight. Furthermore, it's usually easiest to recreate something supernatural with the magic system and style it runs off of. That said, replication (and expanding principles) can mean multiple things. For instance, duplicating microwaves might mean projecting a microwave, enchanting a box to act as a microwave, or reproducing a microwave's effect through spells. Equally, recreating Faye could mean producing minor fairies whole cloth (which is beyond the realm of modern magecraft under normal circumstances), but it could also mean turning people into such by studying Waletta's precedent. Of course, you could also give formless spirits the shapes and power of woodland fairies, but that hardly requires *your* sort of genius. Regardless of your exact goal, you'd probably have an easier time if you based your creations off of the great fairies called A-Rays, but lower ranked fae are generally more accessible. It's also generally best to have eyes on the original when you're replicating them, but you can do without if you know enough. Naturally, a broader knowledge base and multiple examples helps, as do alternate methods of creation, and you can shorten the development time further by sacrificing aspects, quality, longevity, and efficiency, but that's almost besides the point.

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

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

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

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

I’m going to officially remain silent on whether or not God and His intervention counts as a holy power, a member of the Church, or neither, at least until we get more information about the canonical Church. But I would assume that, in any setting where belief can create deities, and there isn’t a local version already, importing the Holy Church will create one retroactively, if you didn’t bring one with you. If you yourself have the ability to create deities through worship, then you may do so retroactively by importing.

If the local Catholic Church already has a supernatural underbelly, the Holy Church may overwrite, coincide, or merge with them. This can be used to warp the morality and operations of the conspiracy and Church as a whole, if desired.

Changelog 4.0. Fairly extensive general rewrites. Decreased price of Researcher. Renamed Off the Grid to Philosophical Hermit, Mastery to Pride, and Student's Lifestyle to Studious, and

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

Changelog 4.1:

- General wording changes.
- Decreased price of Researchers and Policies Officer, but raised the price of Coconspirator.
- Magecraft is now A Mage's Craft and Pride is Pride of the Clock Tower. Added Refused Summoning, Ashes to Ashes, It's a Mystery, Cogito, Generations of Effort, Round Table Restrictions, Hygromanteia, Universalist, Convergent Theories, Kaleidoscopic, a cheaper version of Modern Hero, How Wizardry *Should* Be, and Rank VII Dead Apostle general perks. See notes about that last one. Buffed Essential Humanity.
- Lostbelt King and Jumper of Emptiness are now one cheap(er) general perk called Empty Jumper, and have been replaced as the Conspirator Capstone with Living God and Shadow Ascension.
- Slightly boosted Mysterious. Rewrote Once a Century so it now comes with a second copy of Family Research instead of a generic "new mystery." Mystic Eyes was also

rewritten, and now has an upgrade for better eyes and being a God-Holder (but only those options) Buffed Visualization, Practical Eugenics, and Witch Hunter.

- Added Foundational Text and Collection of Mystic Eyes item. Cut price of Divine Body. Boosted An Argument for Arrogance, but grandfathered the pricing in. Upgraded Catalyst and added an RPG to Military Ordinance. Note about Rhongomyniad Mythos on the item. Second tier for family fortune.
- Black Keys item is now the more costly Scriptural Weapons, and I have added separate Black Key and Ash Lock Options.
- Added Wizard Marshal Kischur Zelretch Schweinorg and Demonic Castle companion. Added two more Students, but slashed the price.
- Added That's Just Not Right, Five Years, Panic at the Disco, Passed Over, Magibabble, Self Study, Thirteen Seals, As Seen in Medieval Bestiaries, and Trollretch Drawbacks. Also an upgrade for Mysterious Jumper X and renamed How Wizardry Should Be in the New Century to just In the New Century
- Added Scenarios.