Fate Servant Supplement

So you've summoned a Servant. Or maybe you decided to be summoned as a Servant instead. What does this mean? What does a Servant get? What doesn't a Servant get? It might sound complicated and daunting and alarming but don't worry- we're here to guide you through everything you'll need to know.

What follows will be your introduction to everything you need to know about having or being a Servant as well as a step by step guide to making one. Right below, you'll find an index made to help you keep everything on track.

The first three chapters introduce the concept of Servants and explain their various abilities. Chapter 4 is the starting point for actually creating a Servant and continues to chapter 10. Chapter 12 contains many premade Servants at varying cost levels for those who do not want to make their own Servant and chapter 13 includes a terminology section for easy reference.

1. Introduction
2. How do I choose?
3. The Basics
4. Creating a Servant
5. Templates
6. Classes
7. Statistics
8. Skills
9. Noble Phantasms
10. Drawbacks
11. Banlist
12. Pre-made Servants
13. Terminology

Introduction

The Holy Grail Wars. Secret battles between wizards and witches fighting over a mythical artefact said to grant any wish the user can dream of. 7 Masters are chosen by the Holy Grail, 7 magic users from across the world to take part in this battle, each of whom will be drawn to the battle site. On each of those Masters appears a set of 3 red seals. These are the Command Seals, the sigils that mark them as a Master and will perform an important function. Once chosen, these 7 Masters can then summon their Servant and once all 7 Servants are summoned, the Holy Grail War commences.

So what exactly are these Servants? They are Heroic Spirits. Heroes, Anti Heroes, Villains and Monsters from myth, legend and history who have been called from their legendary resting place, the otherworldly Throne of Heroes, to take part in this war. They are people whose deeds have changed entire countries, entire continents, even the entire world. King Arthur and his Knights of the Round, Heracles and the heroes of the Trojan War, Alexander the Great and his great army and hundreds, thousands more are all possible to be summoned.

What is summoned is not truly this original mythical person or being but rather, a spiritual copy of them, a spirit formed of magic and legends into a physical but artificial form. To you and I, they are every bit as real as the original and they possess all the memories of that being but still, they are not truly that original being. Instead of the real being, they are summoned in a form that fits one of the many Class categories of the Servant System.

Saber, Lancer, Archer, Rider, Caster, Assassin, Berserker. These are the 7 core classes, though there exist several more specialised forms. When a Servant is summoned, they are summoned into one of the classes that they meet the requirements of, such as being famed for great magical power as a Caster or feared for terrible rages as a Berserker. These Classes will define many of their abilities such as the basic Parameters of Strength, Speed or Magical Power and even grant new ones, but often the Servant themselves will bring unique powers of their own.

Some of these unique powers will take the form of Skills, innate abilities or techniques possessed by the Servant, to reflect the abilities and skills that they used and picked up in life. But the thing that every Servant has at least one of, the thing that can be called the crystallization of their legends, is the Noble Phantasm.

Noble Phantasms are terrifically powerful magical artefacts or abilities or beasts or any number of other forms. They can range from things such as the Sword of Promised Victory, Excalibur, which can unleash immense blasts of magical energy to Gae Bolg, the Barbed Spear of Cu Chulainn, which can alter Cause and Effect to always strike its target in the heart to Godhand, the representation of Heracles legendary 12 tasks, which grants him almost unstoppable durability, regeneration and resurrective powers. Some Servants have more than one but all have at least a single Noble Phantasm.

These are all Heroic Spirits. Whether they are Heroes to millions of people or just to their own stories, every single one has a legend. There is no Heroic Spirit who is afraid to fight. No Heroic Spirit that has no reason to be in the Grail War. Even if solely for the chance to fight other powerful beings, they will come when summoned. Whether you are summoning a Servant to fight for you or becoming one of these legendary beings, it is now your time to choose what you will make of it.

How Do I Choose?

There are quite a few things to consider when choosing who will be your Servant or when choosing to be one yourself. But don't worry, this part will walk you through the initial steps and things to consider.

Time Periods

Heroic Spirits have been made throughout history, from all the way back in the very beginning of civilisation to the beginning of the 20th century. Just because they have been made however, does not mean they will continue to be so. In the world of Type Moon, after a certain point humanity simply ceased to qualify as heroic enough to become Heroic Spirits. Thus, there are certain restrictions on who can become a Servant, if you are choosing someone from myths or history.

In the Fuyuki Grail Wars, which include the Fate Stay Night, Fate/Zero and Fate/Apocrypha, any figure of history or legend or fiction can be taken as long as they were created or their story largely took place before the 1900s.

In the Moon Cell Grail Wars, which include Fate/Extra, any Heroic Spirit up until 2030 may be taken, though they must be dead by then and have actually qualified as being notable enough for the honour. This can include canonical characters from the Type Moon series as long as there is no doubt at all that they are dead by then and that they have made a great enough mark.

In the Grand Order Grail War, including the Fate/Grand Order Part One jump, there are no time restrictions on when Servants may be taken, even including Servants that come from the future or present and have not yet died. This does not lift the restriction on contemporary fiction Servants but it does allow you to summon beings that are otherwise still alive as Servants.

Fictions

Servants may not be summoned from any sort of modern fiction. Unless they are a canonical Servant, as in they exist in a published work in the Type Moon series as a Servant, you may not take anyone from any form of modern fictional media such as Video Games, Movies, Anime/Manga, Comics, TV Shows and so on.

Non-modern fiction that was made within the time limits of your particular jump is usable.

Life

To be summoned, a Heroic Spirit must be such a thing. If the hero is still alive then they have not passed onto the Throne and cannot be summoned, though who is or is not alive may change depending on the Jump in question, as some take place in alternate realities or timelines. Fate/Grand Order summons do not need to follow this rule and may summon still living beings.

Divinity
Demigods are a common sight in fables, as are other forms of god-children or other divine creations. However, the creators of the Fuyuki Grail War deemed fully realised Gods as being unwanted for various reasons.

Thus, in the Fate/Stay Night, Fate/Zero and Fate/Apocrypha jumps, no Servant that has a Divinity rank of EX may be summoned. This includes any sort of actual God or Goddess, along with extremely highly placed beings in monotheistic religions such as Archangels or the like.

In all other Fate jumps, this restriction is lifted and Servants with a Divinity Rank of EX may be summoned.

Jumps
You may not summon any being from a previous jump, even if they resemble or share qualities or identity with legendary beings in the various Fate jumps. The sole exception to this is the case in which you choose to summon an imported companion, which will be detailed in each individual Fate jump.

Canon Servants
But what if you want one of the Servants that's already present in the war as someone else's partner? It's simple, you replace that someone. Taking any of the canon Servants in a war in which they'd already participate under another Master replaces that Master with yourself. As an example, taking King Arturia in the Fate Stay Night jump would lead you to replace Shirou Emiya as the Master of Saber.

Be careful, as this can change the story dramatically and ruin or mess with many plans.

If you are simply taking the same class of Servant as another that already exists, such as taking a Saber in a war that already has a Saber, they will both be summoned. It wouldn't be the first time a Grail War doesn't go as planned.

But maybe you're choosing to become a Servant. In that case, a lot of the above information isn't so applicable to you. So instead, have some advice below.

Masters
Since you're a Servant and all, you'll need a Master to go with that. There's a few different options you've got open to you now and we'll outline each one below.

A) First up is the Jump option. This involves taking whatever Master option is outlined in the Companion section of the specific Fate jump you are taking.

B) Second is the Canon Master option. Similar to the Canon Servant section above, by choosing one of the classes already used in this war as your own, you may opt to replace that Servants with yourself and take their Master as your own. As an

example, becoming the Berserker class would make you replace Heracles as the Servant of Ilyasviel von Einzbern.

Beginning Date

As a Servant, it might seem strange to simply drop in half a decade in advance of the war. There are a few choices open to you as to when you begin as a Servant.

A) First, you can choose to be summoned anywhere between a day and a year before the Holy Grail War of your jump commences, giving you ten years after your entry point for the rest of your jump.

B) Two, if you take a Canon master, you may choose to be summoned at the canon time that Servant would have been summoned instead.

The Basics

A Servant has a whole array of abilities just because they are what they are. This section will tell you the basic abilities, powers and weaknesses all Servants possess. It will also tell you what happens post jump to you as a Servant or to the Servant you have picked up through the Jump's options.

Magical Energy

Servant can have massive stores of magical energy and start with them fully filled when summoned but they do not naturally regenerate this mana. Instead, they must receive most of it from their Master through the bond they share. There are several alternate ways a Servant can regain Magical Energy however. The first is eating and sleeping like a normal human. This allows a very small amount of magical energy to be restored each day. Second is to devour the souls of humans being, which can give significant amounts of magical energy back to the Servant. Third is direct prana transfer rituals, usually through some form of bodily liquid, between the Servant and a being with Magical Energy of its own. Post Jump, Servants regenerate magical energy naturally, as if they were living beings.

A note for those who somehow became a Demi or Pseudo Servant. These sorts of beings can naturally regenerate their own magical energy as if they were alive, as they effectively are.

De/Materialization

Servants are spiritual beings. They do not have to be in physical form if they are not fighting. A Servant can choose to be invisible and intangible if they wish to be, though they can still be sensed and affected by magic. They can freely re-materialise from this state at any time. This power is also applicable to any Noble Phantasms that they have, allowing them to instantly dismiss them to this intangible, invisible state or to instantly summon them back to their hand/around their body. This ability is lost post jump unless you have taken the Living Template.

Modern Weaponry Negation

As they are spiritual beings, mundane weaponry and beings cannot harm a Servant. A human could physically interact with one if the Servant had materialised but they would be unable to actually deal harm to one. Someone could push them around if strong enough but not bruise or split their skin. Similarly, no matter how powerful the weapon, if a given attack could not harm a spirit then it would not harm a Servant, as by their nature they are simply physical spirits. This is lost post-jump unless one takes the Living Template.

Innate Knowledge

Servants gain a certain degree of innate knowledge when summoned. This is roughly equal to what an adult of the modern first world would know and serves to smooth over any culture or time shock that they might otherwise experience. It also teaches them the main language spoken by their Master in order for the team to be able to communicate and work together. This only applies to the initial summoning and is not a continuous effect.

Sensing

Servants are able to sense the presence of each other. This is not an exact locator but rather allows them to know when another Servant is present in the area, even when they are dematerialised, though it does not bypass any Skills or Noble Phantasms dedicated to hiding the user's presence. This ability is retained, however it still only works on other Servants.

Historical Weakness

Heroic Spirits have a built in weakness to whatever killed them in their original life and legend. A hero who died to poison would take greatly increased damage from it, even a mundane poison would be able to hurt him. This flaw is removed post jump unless desired to remain.

Creating A Servant

To build your Servant will need to purchase their class, Statistics, skills and noble phantasms.

You will receive *1000 Servant points* or *SP* to spend to do so, spend them wisely

This Supplement uses a ranking system to organise costs for Statistics, Skills and Noble Phantasms. The Ranks are as follows: E>D>C>B>A>EX. It is also possible to add on up to 3 plus (+) marks to any level except EX or to add a single minus (-) to any level without a plus.

Each letter upgrade from E to A costs 50SP each, meaning that an A Rank costs 250SP. A plus (+) costs 100SP per plus and can be added to any rank level except EX up to three times. Upgrading from A to EX rank however, costs an additional 350SP on top of the cost for gaining A rank as it is a much bigger boost. Your first EX rank costs this much but everyone after that you take, regardless of which category they are from, costs an additional 100SP. Thus your second EX rank will cost 450SP to gain whilst your third would cost 550SP and so on. It is also possible to apply a minus (-) once to any ranking without a plus (+) mark. This will give you 25SP back but will reduce the effectiveness of that Statistic, Skill or Noble Phantasm until certain conditions are met.

Class

The first step to building your servant is to purchase their class. This will provide a range of basic stats and abilities for your Servant to start off with in exchange for a reduced CP cost that it would normally take to purchase the same. Each option will describe it's cost next to the name, what the Class is, what its requirements are and what it will give you in return, such as base stats and discounts.

Saber- 375
One of the three Knight classes, the Saber class is one of the stronger classes. To be a Saber, one must be known for wielding a melee weapon that does not fit into one of the other classes, rather than just sabers.
They gain an A Rank in Strength, B Ranks in Endurance and Agility, C Rank in Mana and D rank in Luck. They gain a discount on buying ranks in Strength and Agility. They gain Magic Resistance and Riding as Class Skills.

Archer- 200
Second of the Knight classes, the Archer class includes all Heroic Spirits who became known for or utilise some form of projectile or ranged weapon.
They gain C Ranks in Strength, Endurance and Agility. They gain discounts on Endurance and Agility. They gain Independent Action and Magic Resistance as Class Skills.

Lancer- 300
Third of the Knight classes, the Lancer class involves any Servant who uses melee weapons with a long reach, such as spears or other polearms, and they are often very fast.
They gain B Rank in Strength, C rank in Endurance, A Rank in Agility and D Rank in Mana. They gain a discount on Strength and Agility. They gain Battle Continuation and Magic Resistance as Class Skills.

Rider- 200
Servants in this class are known for having mighty steeds or familiars that supported them in battle.
They gain D Ranks in Strength and Endurance, B Rank in Agility and C Rank in Mana. They get a discount on Agility and on a single Noble Phantasm. They gain Riding and Magic Resistance as Class Skills.

Caster- 275
Servants who are primarily magic users and famous for such take the Caster class as their own. It also includes inventors, writers, artists and other famous crafters or creators.
They gain C Rank in Agility, A Rank in Mana and B Rank in Luck. They get a discount on Mana and on a single Noble Phantasm. They gain Item Construction and Territory Creation as Class Skills.

Assassin- 250
Stealthy Servants and those known for betrayal, espionage or assassination all fit into the Assassin Class.
They gain D Ranks in Strength and Endurance and B Ranks in Agility and Luck. They gain discounts on Agility and Luck. They gain Presence Concealment and one chosen Personal Skill as their Class Skills.

Berserker- 300
Servants placed within this class are heroes who have gone mad in their lifetime.
They are often very physically powerful but lack magical skill or power.
They gain A Ranks in Strength and Endurance and C Rank in Agility. They get discounts on Strength and Endurance. They gain Mad Enhancement and one chosen Personal Skill as Class Skills.

Shielder- 275
Servants that become Shielders were known for their defensive ability, nature or simply possessing legendary shields.
They gain C Rank in Strength and Mana, A Rank in Endurance and D Rank in Luck. They have discounts on Endurance and Luck. They gain Magic Resistance and Self Field as Class Skills.

Brawler- 275
Those Heroes who utilised naught but their bare fists or bodies find that the Brawler Class suits them best.
They gain B Ranks in Strength, Endurance and Agility. They have discounts on Strength and Agility. They gain Independent Action and Presence Concealment OR Mad Enhancement as Class Skills.

Ruler- 375
A Class for the Saints and those of a neutral side in the Holy Grail Wars. While often summoned as the coordinators of large Grail Wars, it's not absolute requirement for that to be so.
They gain B Rank in Strength, C Rank in Endurance, A Ranks in Agility and Mana. They gain discounts on Agility and Mana. They gain God's Resolution and True Name Discernment as Class Skills.

Avenger- 200
The class for those who have been betrayed, abandoned and left to lie in their own hatred. Sadly, many heroes of myth have met their end to a knife in the back.
They gain C Ranks in Endurance, Agility and Mana. They have discounts on Endurance and Mana. They gain Avenger and Oblivion Correction OR Self Replenishment (Mana) as Class Skills.

Jumper- 50
The Anomalous class. Possibly a hero of another world or many worlds. There is no common denominator to this class. It is the most unpredictable of the classes.

They gain no base stats above the E Rank base level. They gain a discount on one stat of their choice. They gain one Skill of their choice as their Class Skill. Jumper also can pick Personalised Class Name for free.

Personalised Class Name

For 25 SP, you may alter your class name to whatever you desire. This has no effect mechanical effect and for all non-cosmetic purposes you are counted as the original class you bought such as for discounts. You will also still replace the canon Servant if you chose a non-jumper class originally. Free for Jumper class Servants.

Templates

In this section, several additional templates will be presented. Each one will give a variety of buffs/debuffs, personality changes, history changes and cosmetic changes in exchange for a certain amount of SP. Not all Templates are compatible with each other and if they are incompatible with certain other Templates, this will be noted.

If you are the Servant or a companion is one, your/their history will not change but they will receive all other effects. Template rank ups can give +s to A rank stats but they do not give EX ranks and rank ups gained from Templates cannot be cashed in for SP back.

Alter- 150
Your Servant comes from a much darker version of their past. Though not necessarily unhappy, they were forced to take a much more brutal path in their original lives and this has left them much more aggressive, dominant and commanding. They are much paler and their armour or clothing has taken on a predominantly black/red colour scheme. They gain a one Rank increase to Strength and Endurance and a two Rank increase in Mana. They also gain a greatly increased willpower to reflect the greater hardships they have suffered through in their past.

This Template is incompatible with Lily template.

Lily- 150
Your Servant comes from a much lighter version of their past. They succeeded where they might have otherwise failed and reached their happy ending. This optimistic ending has left them brighter, friendlier and more hopeful. Their outfit takes on a mostly white colour scheme and they a more graceful appearance. They gain a one Rank increase to Strength and Agility and a two Rank increase to Mana. They gain a greatly increased willpower to reflect the victories they know they have achieved in the past and the bonds of friendship and love that still support them even now.

This Template is incompatible with Alter template.

Living- 200
Your Servant somehow retained their living body or perhaps they were simply given a fitting host when summoned by you. Either way, they no longer need you to supply them with mana as they generate it naturally at their own original rate, though they do need the connection between the two of you through the Command Seal to remain summoned, at least without certain skills. Buying the Living Template also allows you to keep certain innate traits of a Servant, as denoted earlier.

Fresh Fruit/Fine Wine- Free
Your Servant, perhaps the age they would normally be summoned in is not to your liking. With this free, optional choice you may summon them in an older or younger form. Whether this is merely a physical change, to give them a more youthful appearance or to have them appear older and more well-developed, or also includes the personality they would have had at that stage in life is up to you.

Sakura- 25
Your Servant is Best Girl. Kidding. This is one of the alteration Templates that gives little mechanical benefit. Instead, the Sakura template changes the appearance and personality of your Servant. Taking Sakura will make your Servant into an excessively Japanese version of themselves. Any swords become katanas, armour becomes Samurai armour and so on. Their personality also becomes more fitting to the Japanese equivalent of their current role, such as knights behaving more like mythical Samurai.

Summer- 25
Your Servant at the beach. Your Servant has now been summoned in a fetching swimsuit and with many of their items taking on a appearance more suited for fun and games at the beach, such as horses becoming surfboards or swords becoming super soakers. They're a lot more friendly and relaxed, perhaps too much to really focus on battle.

Bride- 50
The Waifu Servant. This Servant is a version of themselves currently looking for someone to love, apparently you fit most of the criteria they're looking for. They're very devoted to their particular idea of love too. They wear a white wedding outfit, which doesn't cover very much, but otherwise have little difference from their normal version.

Mystery Hero- 50
Your Servant instead arrived from an entirely different dimension. They're a super cool and collected version of themselves and have technological alternatives to many, but not all, of their Skills and Noble Phantasms. They also have an innate hostility to other versions of themselves and a surprisingly poor memory.

Red- 25
Your Servant but without any inhibitions. This version of them is, to put it politely, excessively lewd. In both their exhibitionistic attire and the attitude they have towards you, they're sure to raise more than a few blushes. They're also a lot move developed physically, to fit their new personality.

Lion- +50 or -25
A vicious little beast wrapped up in an adorable little package. Your Servant is now in an animal mascot suit, related to the animal that is most associated with them, and seems very devoted towards playing their part. For +50 points, you may have this be the mascot suit as described and your Servant will seem to lack much intelligence beyond how their animal suit acts. For -25 instead, you may have them just take on the ears, tail and paws of whatever animal is chosen, along with some similar personality traits.

Santa- 25
Your Servant arrives on a reindeer driven sleigh, with a fitting present for you as their new Master. Outfitted like Santa Claus himself, this Servant has a Christmas theme from their powers to their Phantasms. They retain most of their old personality but feel it is their duty to reward or punish good and bad boys and girls with presents and coal respectively.

Brave- 50
The classic heroic adventurer version of your Servant. Very similar to certain famed video games, your Servant has taken on a new outfit and a new outlook on life, more fitting for the hero of a fantasy RPG than whatever they used to be.

Halloween- 25
Trick or treat! It's your Servant, all dressed up to spook you. This spooky version of your Servant has gone for a big Halloween theme, changing both their appearance and even their powers and equipment to fit the scary spooky Halloween theme. They also really, really like candy.

Statistics

You receive base stats according to the Class you chose, as indicated by the previous section and this section. Each letter rank upgrade costs 50 SP. Pluses cost 100SP and can be bought up to 3 times per Stat and permanently increase the Statistic. EX ranks may be bought for A rank Statistics or higher at 350SP, with an additional 100SP added on for each successive EX rank you have bought in the entire supplement. You may buy a Minus once for any Stat that has no Pluses to give you +25SP.

Discounts are given as described immediately below and on the Class Section.

There are six Statistics that are important to Servants.

Strength: The measure of the servant's Strength and Physical Power.
Discount: Saber, Brawler, Lancer and Berserker Classes
Endurance: The measure of a Servant's Toughness and resistance to damage.
Discount: Archer, Shielder and Berserker.
Agility: The measure of a Servants Speed and Reflexes.
Discount: Saber, Archer, Brawler, Lancer, Rider and Assassin, Ruler
Mana: How much prana can store and use.
Discount: Caster, Ruler
Luck: The measure of a servants luck. Not luck in the common sense, it is used to see whether a Servant can dodge or avoid the most certain abilities and attacks here, such as causality reversing attacks.
Discount: Assassin, Shielder
Noble Phantasm: The strength of the Noble Phantasm one owns. Note: this Stat does not need to be purchased it is assumed equal to your servant's highest ranked Noble Phantasm.
Discount: Caster and Rider (on one Noble Phantasm)

Base Parameters: Each class has base parameters that are unmodified by the strengths and weaknesses of particular Heroic spirits, described in the Class Section and directly below. These are the base statistics that your Servant gets you may spend points to raise them. Base stats may be lowered below their base level as indicated by your class but you only gain points back as if they were discounted ranks for you. Ex. A Saber who lowered her Mana rank by two (C>E) would only gain 50SP back as the Base Parameters she gained from her class count as discounts, instead of the 100SP it would usually give. Lowering Stats that are not gained as Base Stats through a Class or Template gives full SP back.

Container	Str	End	Agi	Man	Luk
Saber	A	B	B	C	D
Archer	C	C	C	E	E
Lancer	B	C	A	D	E
Rider	D	D	B	C	E
Caster	E	E	C	A	B
Berserker	A	A	C	E	E
Assassin	D	D	B	E	B
Jumper	E	E	E	E	E
Shielder	C	A	E	C	D
Brawler	B	B	B	E	E
Avenger	E	C	C	C	E
Ruler	B	C	A	A	E

Scale

The above Parameters work on a special scale, that is unique to them. Human Peak, for ease of measuring, refers to the current peak in our world, not the theoretical maximum the human body can output. For reference, the peak for Magic would be Tohsaka Rin, a genius magus in the FSN series. This Scale only applies to Statistics, it does not apply to Skills or Noble Phantasms.

E x10 the human peak.
D x20 the human peak.
C x30 the human peak.
B x40 the human peak.
A x50 the human peak.
+ Each adds again the rank it is applied to. A+ becomes x100, A++ becomes x150 etc.
EX x500 the human peak

Variability of Scale

Not every Fate jump accurately follows this scale. Some like Apocrypha and Grand Order will regularly have showings from certain Servants that indicate higher statistics than they seem to have. In those cases, as long as you can give an accurate, supported guess as to the actual level of benefit a stat rank has, you may take that instead. If a series has Servants regularly display more than x50 the human peak of strength for Servants with A rank Strength, you may also have you're a rank or higher strength be on that level SO LONG AS you purchase it in the same jump that those Servants display those higher stats.

Skills

You get one C rank Skill free and receive an E rank for free in any Class Skill you have according to your bought Class, what each Class has as Class Skills is indicated below and in the prior Class section. Further ranks in Class Skills are discounted, including Pluses and EX ranks, excluding the undiscounted surcharge for additional EX ranks beyond your first. Reducing your ranks in a Class Skill only gives you back discounted SP.

Each letter rank upgrade costs 50 SP. Pluses cost 100SP and can be bought up to 3 times per Skill. EX ranks may be bought for A rank Skills or higher at 350SP, with an additional 100SP added on for each successive EX rank you have bought in the entire supplement. You may buy a Minus once for any Skill that has no Pluses to give you +25SP.

IMPORTANT

Until the Supplement is fully updated, you may gain Skills that are in canon but not in the below list. You may not take any Skill that is exclusive to a Grand or Beast Servant, any Cheat/Id_es Skill or any Skill that breaks the supplement.

Servants possess two types of Skills. Class Skills are abilities that certain Classes gain discounts on because of the Class they are summoned to, as indicated below and previously. Personal Skills are Skills that are not discounted or connected to any one Class. If you do not have a discount on a Class Skill, you can still buy it, you just need to pay full price for it.

Class	**Class Skills**
Saber	Magic Resistance, Riding
Archer	Independent Action, Magic Resistance
Lancer	Magic Resistance, Battle Continuation
Rider	Riding, Magic Resistance
Caster	Territory Creation, Item Construction
Berserker	Mad Enhancement, One Skill of choice
Assassin	Presence Concealment, One Skill of choice
Jumper	Choose one Skill of choice
Shielder	Magic Resistance, Self-Field Defense
Brawler	Independent Action, Mad Enhancement OR Presence Concealment
Avenger	Avenger, Oblivion Correction OR Self Replenishment (Mana)

Ruler	God’s Resolution, True Name Discernment

The Skills that may be bought are detailed over the following pages. Only canonical ranks will be given as examples for now, a more complete redoing is in the works still, but even if a rank does not have an example given you may still take it.

Noble Phantasms

You receive one C rank Noble Phantasm for free. Each letter rank costs 50 SP, Pluses cost 100SP and can be bought up to 3 times per Noble Phantasm. EX ranks may be bought for A rank Noble Phantasms or higher at 350SP, with an additional 100SP added on for each successive EX rank you have bought in the entire supplement. You may buy a Minus once for any Noble Phantasm that has no Pluses to give you +25SP.

Caster and Rider Class Servants gain a discount on a single Noble Phantasm.

Your Noble Phantasms. Crystalizations of your legend. This section is where you will decide what will become your chosen trump cards. They can take many forms. Weapons, Armour, Abilities, Attack Techniques, Pets, Clothing and so on. Magical blades that can unleash blasts of powerful light, the ability to negate any attack below a certain level of power complete and a mighty dragon steed are all examples of things Noble Phantasms could be. Noble Phantasms must be singular however, it is not possible to purchase collections of Noble Phantasms.

Costs are as before each letter Rank costs 50SP. At A rank, an EX rank may be purchased for 350SP (+100 for each successive EX rank, including ones from earlier in the Supplement). Pluses may also be bought for 100SP each, up to a max of 3. The ranking system in this section measures the power of the Noble Phantasm, with more ranks giving more power and pluses (+) granting a permanent increase in power unless indicating otherwise.

Each Noble Phantasm is based on the legend of their wielder, linking to some deed that they have accomplished in the past or some idea important to them or some being they hold dear or any of a great range of reasons. Because of this, you have mastery of whatever Noble Phantasms you buy. A sword would make you the equal of all but the greatest swordsmen in its use, a horse would make you a rider unmatched by any below the level of an actual Rider class Servant in its use and so on. The stronger these Noble Phantasms are, the higher the rank must be.

Most Noble Phantasms must be activated to call out their true effects. This requires one to call out the name of the Noble Phantasm and usually expend a varying amount of magical energy. However, not all Noble Phantasms are active effects, some are always on or are passively activated and these do not need to be called out to use.

Noble Phantasms also possess certain classifications that determine the area or number of targets it affects such as Anti-Unit, Anti-Army or Anti-Fortress. These would be built into the cost and thus are entirely up to the wielder, as they are largely extraneous to the main effect. However, for 25SP the player can purchase a single Anti-“type of target” for their Noble Phantasm that will increase it’s effectiveness somewhat against that category. Things such as Anti-Divine, Anti-Human or Anti-Elf.

Variability of Scale

Noble Phantasms are not always quite equal across the Fate jumps. In certain worlds such as Apocrypha or Grand Order jumps, they possess much greater destructive power. Their special abilities are not any stronger but the level of force they hit with may be much higher

in certain worlds than in others. In those worlds, if you are creating a Noble Phantasm through this supplement in that jump, you may have your Noble Phantasms work on that same higher scale of destructive force as long as you can point to accurate examples to support the higher scale.

Drawbacks

You can take up to 600SP in drawbacks from this section. Certain Drawbacks are unable to be taken if you have a specific template or Demi/Pseudo Servant and these will be marked as such.

This section will detail several drawbacks that you may take in order to gain more SP. Any number may be taken but only 600SP worth may be gained in SP, no matter how many you take.

Gender Bent- 0
Your Servant has been summoned as the opposite gender to what they were in the myths or even what they were in this reality. Maybe history got things wrong or maybe your summoning was just particularly strange.

Saber again, Really?- 0
That man, this mysterious Takeuchi person, seems to have struck again. Your Servant has taken on a face and body exactly like that of King Arthur, in either their male or female incarnations. Doubtless this will cause quite some confusion if taken in a war with any other Seibahface.

Troublesome Host- 200 (Pseudo Servant Only)
As a Pseudo Servant, you would normally have taken over a blank body or one that you easily subsumed with your will. Now however, this is no longer the case. Your host has the mental strength of will to easily put up an incredible fight against you and when they are in control of the body, they will gain your powers and work to tear down what you have done. When the jump is over they either disappear or can be negotiated with but for the course of the jump, you will constantly battle for control.

What Spiritual Form?- 50
For one reason or another you or your servant is unable to go into a spiritual form. This means they will have to physically accompany you everywhere, you may have to find a way to conceal their identity and they are more likely to draw attention.

No Natural Mana Replenishment- 100 (Cannot be taken by Demi Servants)
Something with your summons must have gone wrong. You or your Master are incapable of replenishing your servant or your own mana through the Master-Servant bond. You must either find some other way to replenish their mana or they will fade out of existence before the war

Does not feel like using this Skill- 100
Due to some past trauma, your Servant refuses completely to use one of their Skills. Maybe you could convince them to use it once with a powerful argument and the risk of death or with the use of a Command Seal, but such things would seriously strain your relationship. This drawback may be taken up to two times.

Sader- 300
You're not quite sure you summoned the right Servant. It could be the blank, white stare they have. Or maybe the…sort of melted face they have. Is it their painful stupidity in fights and inability to properly use their abilities? Or just the way they constantly seem to be gross and annoying? All of the above it seems. You've summoned a cheap knockoff version of the Servant you originally wanted and sadly, you're stuck with each other. If they die before the jump is up, they're gone for good. But if they survive, you'll find the real version of that Servant arrives to cleanse the shame of their half arsed copy and join you as a proper Servant henceforth.

If you are the Servant…well, you won't be replaced at the end, but you'll have to suffer through all the above indignities. You might be coming out of this one with a bit of a poor reputation.

Personality Clash- 200 (Cannot be taken by Demi Servants)
You have an extremely poor relationship with your Servant. Perhaps due to simple dislike or to a dire difference in ideals, the end result is a great deal of infighting between the two of you. If you don't do your best to accommodate or work with them even in spite of this, they might even turn on you. Survive past the war and you'll be able to work to resolve this dispute, but before then you'll need to deal as best you can.

Mana Muncher- 100
Your Servant requires a much greater amount of upkeep then normal, both for maintaining their existence and using their abilities, roughly around twice their usual level. This cannot be taken by those with Independent Action or anyone who naturally regenerates magical energy.

Independent Action- Variable (25cp per rank. Up to A+ rank may be gained)
The ability to remain independent even when rejecting the prana supply from the Master. At the higher ranks, it is also possible to remain for extended periods of time in this world without an established contract. It is both useful and troublesome depending on the disposition of the Servant and the rank of Independent Action. Acting in autonomy from the Master's prana supply, the Master can concentrate their own prana on large spells, or the Servant will be fine even in the case they cannot supply prana due to injury to the Master. The downside is that they can be harder to control and keep by their side, making the only true way to command them by utilizing Command Spells. This only gives SP if the Servant is a new companion. If the Jumper is the Servant or if one of their existing companions has become their Servant, it costs SP to grant as it is only an advantage then.

Migraine- Variable (25cp per rank. Up to A+ rank may be gained)
A curse inherited from the birthplace of one's previous life. Due suffering from chronic headaches, the success rate of mental Skills decreases considerably. Worsens the higher rank is taken.

Powerless Shell- Variable (25cp per rank. Up to A+ rank may be gained)
A skill that make the user difficult to perceive as a Servant, declining both his parameters and skills. This may be temporarily released but comes with negative conditions, such as loss of control when using true power, time limit or increased energy costs. Higher ranks increase the loss in parameters and skills or worsen the conditions to release.

Weak Constitution- Variable (25cp per rank. Up to A+ rank may be gained)
A weakness struck by the nature of frail health. Taking this means that one's physical Statistics have a certain chance that increases with higher ranks, of taking a sudden drop in one or more ranks when in strenuous activity. Active combat makes this chance much higher.

Sample Servants

This will list a variety of Servants that can be taken premade. It will list their Stat Sheets and their cost in SP. Some Servants below will require more SP than the base 1000.

FSN Saber (Rin Version)- 1850SP cost

Arturia Pendragon. The King of Knights.

Class- Saber (-375)

STR- A
END- B
AGI- B
MANA- A (-100)
LCK- A+ (-250)

Class Skills-
Magic Resistance- A (-100)
Riding- B (-75)

Personal Skills-
Charisma- B (Freebie, -50)
Instinct- A (-250)
Mana Burst- A (-250)

Noble Phantasms-
Excalibur- A++ (-450)
Invisible Air- C (Freebie)

Drawbacks-
What Spiritual Form (+50)

FSN Lancer 1450SP Cost

Cu Chulainn. The Hound of Ulster

Class- Lancer (-300)

STR- B
END- C
AGI- A
MANA- C (-50)
LCK- E

Class Skills-
Battle Continuation- A (-100)
Magic Resistance- C (-50)

Personal Skills-

Disengage- C (freebie)
Divinity- B (-200)
Rune Magic- B (-200)
Protection from Arrows- B (-200)

Noble Phantasms-
Gae Bolg: Barbed Spear that Pierces with Death (Freebie, -50)
Gae Bolg: Soaring Spear that Strikes with Death (-300)

FSN Archer 975SP Cost

EMIYA. The Faker.

Class- Archer (-200)

STR- D (+25)
END- C
AGI- C
MANA- B (-150)
LCK- E

Class Skills-
Magic Resistance- D (-25)

Personal Skills-
Clairvoyance- C (Freebie)
Eye of the Mind (True)- B (-200)
Magecraft- C- (-125)

Noble Phantasms-
Unlimited Blade Works- A++ (-300)

Drawbacks-
Independent Action- B (+75)

FSN RIDER (Sakura Version) 1325SP Cost

Medusa. The Gorgon.

Class- Rider (-200)

STR- B (-100)
END- D
AGI- A (-25)
MANA- B (-50)
LCK- E

Class Skills-
Riding- A+ (-150)
Magic Resistance- B (-75)

Personal Skills-
Divinity- E- (-25)
Monstrous Strength- B (-50)
Mystic Eyes- A+ (-350)

Noble Phantasms-
Bellerophon- A+ (discount, -175)
Blood Fort Andromeda- B (-200)
Breaker Gorgon- C (Freebie)

Drawbacks-
Independent Action- B (+75)

FSN Caster 675SP Cost

Medea. The Witch of Betrayal.

Class- Caster 275

STR- E
END- D (-50)
AGI- C
MAN- A+ (-50)
LCK- B

Class Skills-
Item Construction- A (-100)
Territory Creation- A (-100)

Personal Skills-
High Speed Divine Words- A (-100)

Noble Phantasms-
Rule Breaker (Freebie)

FSN Berserker 1625SP Cost

Heracles. The Greatest Hero of Greece.

Class- Berserker (-300)

STR- A+ (-50)
END- A
AGI- A (-100)

MAN- A (-200)
LCK- B (-150)

Class Skills-
Mad Enhancement- B (-75)
Bravery- A+ (-150)

Personal Skills-
Battle Continuation- A (-100)
Divinity- A (-250)
Eye of the Mind (False)- B (-200)

Noble Phantasms-
God Hand- B (-50)

FSN True Assassin 1050SP cost

Hassan I Sabah. The Demon Arm.

Class- Assassin (-250)

STR- B (-100)
END- C (-50)
AGI- A (-25)
MAN- C (-100)
LCK- E (+75)

Class Skills-
Presence Concealment- A+ (-150)
Protection from Wind- A (-100)

Personal Skills-
Self-Modification (Free)
Projectile (Daggers)- B (-200)

Noble Phantasms-
Zabaniya: Delusional Heartbeat- C (Freebie)

F/ZERO Lancer 800SP cost

Diarmuid ua Duibhne

Class- Lancer (-300)

STR- B
END- C
AGI- A+ (-50)
MANA- D
LCK- E

Class Skills-
Magic Resistance- B (-75)
+25

Personal Skills-
Eye of the Mind (True)- B (-200)
Love Spot- C (Freebie)

Noble Phantasms-
Gae Buidhe- B (-50)
Bae Dearg- B (-200)

F ZERO Archer 1750SP Cost

Gilgamesh. The King of Heroes.

Class- Archer (-200)

STR- B (-50)
END- B (-25)
AGI- B (-25)
MANA- A (-200)
LCK- A (-200)

Class Skills-
Magic Resistance- C (-50)

Personal Skills-
Charisma- A+ (-200)
Divinity- B (-200)
Golden Rule- A (-250)

Noble Phantasms-
Ea- EX (-450)
(Gate of Babylon cannot be taken in it's canon rank but an empty one may be purchased)

Drawbacks-
Independent Action- A (+100)

F ZERO RIDER 1325SP Cost

Alexander the Great. King of Conquerors.

Class- Rider (-200)

STR- B (-100)
END- D
AGI- A (-25)
MANA- B (-50)
LCK- E

Class Skills-
Riding- A+ (-150)
Magic Resistance- B (-75)

Personal Skills-
Divinity- E- (-25)
Monstrous Strength- B (-50)
Mystic Eyes- A+ (-350)

Noble Phantasms-
Bellerophon- A+ (discount, -175)
Blood Fort Andromeda- B (-200)
Breaker Gorgon- C (Freebie)

Drawbacks-
Independent Action- B (+75)

Terminology

The world of Type Moon can use some pretty confusing words and it can use them quite often. Servants especially deal with a large amount of pretty confusing terminology at times and this section will be all about explaining these terms and what they mean for you as a Servant or Master, especially if you ever need to refer back to things.

Heroic Spirit

This is what a Servant is technically called. A spiritual, ghost like being made of magic, legends and spirit. They have physical form if they wish but are not truly alive. Nor are they the original beings, just copies. If a Servant was summoned in one war and then summoned again in a later one, they would have no memory of the former.

Master

One of the 7 (Sometimes more) human wizards participating in the Grail War. They are the ones who summon Servants and assist them in their battles against other Servants. Sometimes, the Master is strong enough to even directly fight Servants on their own, but that is meant to be rare.

Throne of Heroes

A mystical location outside of normal reality that holds the true, original spirits of all beings that would qualify as 'Heroic Spirits' through their actions. It is also what each Holy Grail War copies information from to make copies of Heroic Spirits to summon as Servants.

Holy Grail War

A battle between 7 Magi and their 7 Servants over a Holy Grail that grants wishes. The HGW can often change depending on the series of origin, such as having two teams of 7 Masters or extra Servants being summoned. What the HGW in your jump is like should be explained in that specific document.

Prana

The magical energy used in this world. It is actually a mix of two energies. Mana, the energy that is external to the body and exists naturally in the world and Od, the energy produced from within the bodies of living things. For human magic users, this energy is generated and controlled through Magic Circuits but Servants, being formed of magical energy and spirit stuff entirely, do not seem to possess the same weaknesses that Magic Circuits have, though they still produce Prana through mixing Mana and Od. Unlike living Magi, Servants do not naturally replenish magical energy on their own and must draw either from their Masters or find an external source, such as eating souls.

Command Seals

All Masters possess 3 Command Seals, which symbolise the bond between you two and allows them some control. Each Seal can be used up to give an Absolute Command to the Servant. If a Master were to order their Servant to do something they were completely against, they‟d have no choice but to obey. Even if the command was "Kill Yourself". However, while specific commands like this cannot be disobeyed, the more general and

broad the command the weaker the effect. If you were to tell a Servant to “Obey All My Commands” then at most you‟d give them a minor compulsion to follow your orders, something any Servant worth his salt could resist with ease. These orders can also be used to boost the Servant. Ordering “Come to Me” would teleport your Servant to you regardless of the distance, while telling them “Defeat that Opponent” would boost their power.

Using up all 3 Command Seals severs the connection between the Master and the Servant. Without any ranks in Independent Action, this spells death for the Servant and without high ranks in IA it only means a temporary respite. It is possible to steal command seals from other Masters and then reconnect with your Servant or even another Servant in the war if they be willing. However, without Command Seals, the Master is no longer considered an eligible participant and even if their former Servant were to win, they would receive no prize.

Classes

The various ‘outfits’ that Heroic Spirits are summoned into. These generally govern what abilities a Servant will have access to and will usually grant them several basic abilities and stat boosts too. Each class has prerequisites that are gone into with more detail earlier but they are surprisingly wide. A Saber is typically a swordsman or woman but axes, hammers and big sticks are all just as viable.

Parameters/Statistics

The 5 Stats that each Servant has, measuring their basic abilities. These are Strength, Agility, Endurance, Mana and Luck. Strength is physical power and strength, Agility is speed and dexterity, Endurance is durability and stamina, Mana governs the amount of magical energy you have available and Luck deals with the chance you have to avoid certain supernatural powers that are otherwise unavoidable, such as effects that reverse casuality to always hit or those that manipulate destiny.

Skills

These are innate skills and abilities each Servant has.

Noble Phantasms