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A Jump by Sistercomplexkingpin

Version 1.0

Introduction

Ordeal Call is a phenomenon that emerged after Novum Chaldea resolved the Seven Lostbelts, serving as a response to the accumulated abuses committed against the Human Order during that time. Novum Chaldea must face four trials to prove the worth of the Extra Classes to Humanity. This particular trial will decide the fate of the Avenger Class and their role in the Human Order.

It takes place within the Wastehole, a space inside the mind of humanity's last Master, Fujimaru Ritsuka. Normally, the Wastehole serves as a repository for malignant or unwanted data, but for the duration of the Ordeal Call, it has transformed into a Singularity. This Singularity appears as a Pseudo-Tokyo set in the year 2015, built entirely from Ritsuka's memories.

You arrive at the moment this transformation begins and will remain in the Singularity until its purpose is complete. When it ends, you may choose to leave the jump early or return to reality and stay with Chaldea for the next ten years. Since there are no set landmarks in this Singularity, you may choose any location within the Pseudo-Tokyo as your starting point.

Take these +1000 Chaldea Points towards this journey of love and hate.

Origin

Any origin can be taken as Drop-In.

Chaldea's Master

It seems Fujimaru Ritsuka will no longer be the last Master, as you have now become another Master of Chaldea. Whether you traveled alongside Chaldea through the seven singularities, were thawed from cryosleep at the start of the Lostbelt incidents, or awakened your potential as a Master sometime later, you can summon Servants and form contracts with them. You may choose to self-insert into or replace Fujimaru Ritsuka. However, be warned that your memories and experiences will instead shape the nature and structure of this Ordeal Call.

Avenger Servant

You are a Servant, also known as a Ghost Liner, manifested within the Avenger Class container. You have been summoned to aid the last Master of humanity in understanding the true meaning of the Avenger Class within this Singularity. While here, you will be given the identity of one of Fujimaru Ritsuka's friends or family. Unless Ritsuka comes to realize the true nature of this place, they will neither suspect your true identity nor recognize you as a Servant. The question remains: will you help Ritsuka discover what it truly means to be an Avenger?

Threat in the Shadow

You are an unknown variable, absent from the original plans of this Ordeal Call. This place was created by a certain Avenger with a very specific goal in mind, yet your presence lies outside that design. Perhaps you are an Apostle of the Alien God seeking to disrupt Chaldea's efforts, or a Rogue Servant summoned by the Human Order. In truth, it does not matter, for this Ordeal Call was never meant to involve you. If you remain passive, the events of this Ordeal Call will proceed unchanged. However, should you choose to act, you could become a threat to either the Apostle or Novum Chaldea.

You can choose your age and gender freely for all origins, as long as it's within reason. If you have chosen to be a servant, check the notes on the benefits of being one.

Perks

Perks are discounted 50% for their respective Origin, with the 100 CP Perks being free.

Chaldea's Master

Chaldean Physique (-100 CP)

Saving humanity is no easy task, which is why your physical abilities are now pushed to the peak of what a normal human can achieve. You can now punch through steel, run 350 miles without rest, and reach speeds of 27 miles per hour. You also gain expert knowledge in efficient running and swimming techniques to conserve stamina, along with basic survival and parkour skills to help you navigate and endure almost any environment.

Suppressing Despair (-100 CP)

In battle, experiencing despair or trauma can be deadly. This perk allows you to suppress any emotions that could interfere with your performance, locking them deep in your mind so you appear completely unshaken. Even when facing overwhelming hopelessness, gruesome scenes, or situations that could trigger PTSD, you can push forward without hesitation. However, if you keep bottling up these feelings without finding a way to release them, the buildup will eventually cause a severe mental breakdown, bringing you intense distress.

First Generation Mage (-200 CP)

You would not be much of a magus without magic circuits, so you now have 30 high-quality ones, allowing you to use magecraft with ease even as a first-generation magus. Along with this, you gain several useful spells. Gandr, a Scandinavian curse, weakens the target's physical health and carries the destructive force of a pistol shot. Reinforcement allows you to enhance physical abilities or objects by channeling magical energy into them, pushing them beyond their normal limits. You will also be able to perfectly draw magical circles, giving you the foundation needed for Formalcraft. In addition, you can perform self-hypnosis and manually activate your circuits through a mental image of your choice, as these two skills are fundamental for any magus to practice magecraft.

Beyond Love and Hate (-200 CP)

You have turned away from vengeance, rising above both love and hate. Granting you the power to bring salvation not only to yourself but also to those consumed by revenge. You will never yield to the temptation of vengeance, the pull of hatred, or the blinding grip of love. No emotion or fleeting pleasure can corrupt you, as your resolve keeps you firmly on your chosen path. Those burdened by hatred or consumed by revenge will find it easier to trust you,

forming bonds with you more quickly. Even someone who lives solely for vengeance will, after a few weeks of connection, begin to open their heart to you.

Anti-Poison: Provisional (-400 CP)

Like the protagonist of Fate/Grand Order, you possess an extraordinary resistance to both mundane and magical poisons. No matter the form, whether liquid, gas, drug, or even virus, you are immune to all poisons beneath the power of a Noble Phantasm. Against poisons on the level of a Noble Phantasm, you still gain significant resistance, greatly reducing their effectiveness. In addition, you are immune to any form of mental interference, such as hypnosis or charm, so long as it is below God-class or its equivalent.

Guidance of the Visionary Flames (-400 CP)

You have a natural charm that draws others toward you, making it easy to form strong connections with the people you choose. Even the most dangerous or unstable individuals can become your friends within a few months, and if you fight alongside them, this bond can form in just a few weeks. These relationships remain healthy and balanced, never abusive or overly controlling. You can maintain more than 150 meaningful connections, far beyond the human limit. Those who bond with you will treat you with greater patience and leniency than they would show to others. This is not mind control or anything supernatural, but simply the result of your charisma and presence. If you care for these bonds, your allies will stand by your side and fight with you against impossible odds. If you betray their trust or treat them poorly, they will either save you once and then cut ties forever, or in some cases, turn against you entirely.

Stargazing Traveller (-600 CP)

You walk a radiant path destined to overcome the stars, a road of brilliance that allows you to face any challenge. In your darkest moments and most desperate situations, as long as you refuse to yield to despair, you will be granted a chance to overcome the ordeal before you. Help may come in many forms: unexpected allies appearing at impossible moments, a sudden weakness revealed in your enemy, or even a miracle that lets you achieve something far beyond your normal limits. This perk does not guarantee victory. It only grants you an opportunity, a single chance to reach the outcome you desire.

Shadows of the Past (-600 CP)

Like Fujimaru Ritsuka, you can summon Shadow Servants using your magical energy to fight at your side. These Shadow Servants are diminished versions of regular Servants, their faces obscured by darkness. They possess no will, personality, or memories of their own. Only the raw instinct to fight and protect you. Despite this, they obey your commands without fail.

Each Shadow Servant retains the Attributes, Alignment, Gender, Traits, Noble Phantasm, Personal Skills, and Class Skills of their original counterpart, though they are significantly weaker. Their reduced strength comes with the advantage of efficiency, as they require far less magical energy to sustain. With only an average quality and quantity of magic circuits, you can comfortably maintain up to six Shadow Servants at once. Shadow Servants respond to Command Spells just as real Servants do and will obey you both in and out of combat. Within this jump, you can only summon shadow versions of Servants who have made a contract with you. Beyond this jump, you can manifest Shadow Servant variants of any individual who has pledged allegiance to you.

Avenger Servant

Basics of an Avenger (-100 CP)

You can draw upon the hatred, grudges, and hostility of others, turning those emotions directed at you into power you can use. The strength you gain is temporary and fades if those feelings vanish or if the people holding them die. However, as long as negative emotions are aimed at you, the boost remains active. The power you gain is not determined by the number of people, but by the intensity and variety of emotions directed towards you. For example, being the target of not only hatred but also envy and fear can elevate the boost to a moderate level.

Oblivion Correction (-100 CP)

One of the fundamental skills of the Avenger Class, this ability strengthens the user's attacks against anyone who has forgotten them or the grudges between them. Even if the target remembers after being struck or reminded, as long as they once allowed the user to slip from their mind, the attack will still carry a moderate power boost. This skill also ensures that the user's hatred can never fade with time, allowing them to recall the cause of their resentment with perfect clarity. However, you may choose to suppress this aspect of the skill if you wish.

Self-Replenishment (-200 CP)

You possess a skill that ensures your supernatural energy will continue to replenish so long as the source of your hatred or the target of your vengeance remains unfulfilled. This regeneration occurs at a steady pace, restoring a small amount of energy every few seconds. Even with a large energy pool, it would take only a few minutes to recover fully. Unlike the standard version granted to other Avengers, this skill's effectiveness is tied directly to the intensity of your hatred or desire for vengeance. The stronger and more consuming these emotions become, the faster your energy will recover. Even when your vengeance is fulfilled, the skill will not deactivate entirely. Instead, it will continue to provide a faint but constant flow of energy, ensuring your reserves are never completely empty.

Genji Must Die (-200 CP)

At the start of every jump, or once every ten years, whichever comes first, you may designate a large group as the target of your vengeance. Acceptable targets include family clans, corporations, organizations, factions, kingdoms, or similar entities. You cannot choose an entire species, an age group, or a gender. Being a target of your vengeance means that anything connected to them will suffer greatly under your attacks. Specifically, your attacks deal 200% more damage to your target and anything associated with them. If your chosen target is annihilated, you may select a new target before the usual interval.

Vi Victis (-400 CP)

You can now generate and control a potent curse manifested as black-purple energy surrounded by black lily petals. You can shape this energy into attacks, form energy spheres, summon black winds, or conjure a massive black blade resembling a guillotine that appears from thin air and strikes your enemies, which you can control. The curse is capable of causing inanimate objects to self-destruct, instantly weakening any entity it strikes or encompasses within its range. It also carries a chance to inflict instant death on those weaker than yourself. Additionally, it amplifies the effects of other curses on the target. You are immune to this curse.

O' Jumper, Conquer the Brilliance Road (-400 CP)

You have obtained **Paradis Château d'If**, one of the Noble Phantasms possessed by the Count of Monte Cristo. This Noble Phantasm allows you to impose seven ordeals upon the soul and spirit of your target. It transforms your mind into an impregnable fortress of golden walls, which simultaneously serves as a prison from which no living being can escape.

When activated within range, this Noble Phantasm allows you to invade the spirit of your target, eroding and assimilating its interior. From there, you can construct a subspecies Reality Marble that imposes seven consecutive trials upon the target's mind and soul, lasting for seven days. Paradis Château d'If can also be used as an attack. Instead of forming a Reality Marble in the target's mind, you launch yourself at the target with impossible speed, striking them head-on. Upon impact, you can unleash one of your supernatural energies within them, causing an explosion. Although the explosion is extremely powerful regardless of the energy chosen, the true strength of this attack lies in its certainty.

The target is dragged into a mental prison with no escape, ensuring that the blow always connects. It is an inescapable strike, a guaranteed sure-hit attack. As an added benefit, the explosion will not cause you serious harm. This Noble Phantasm also allows you to completely ignore pain and withstand the strain of moving at superhuman speeds.

Jumper Never Dies (-600 CP)

You are no longer alone in your vengeance, for there are now thirty-seven versions of yourself who share your goal. You may decide whether these are thirty-seven distinct persons or if you control them all as a single hive mind. Regardless of the choice, these thirty-seven will never turn against you.

This ability grants you thirty-seven lives. If one of you dies, your soul and consciousness will transfer into another body. Beyond simply serving as extra lives, these thirty-seven selves can also support you in combat or assist with tasks that require multiple people. Each one possesses exact copies of all your abilities, perks, and items, and they automatically gain any new powers or equipment you acquire. However, they cannot grow stronger on their own; their strength is tied directly to yours, and they require energy to remain manifested.

As long as one of you survives, the others will gradually regenerate until all thirty-seven exist once more, making you appear virtually unkillable. Additionally, this ability allows you to continue fighting even after sustaining mortal wounds. Even if you are fatally injured, lose half your body, or are decapitated, you can continue to battle temporarily as though you were unharmed until death finally claims that body.

You also gain significant resistance to instant-death effects. Rather than killing you outright, such abilities will only injure or harm you, never causing immediate death.

Jumper Mythologie: Jewel of Fourteen (-600 CP)

The origin of this power is unknown. Perhaps, like the Count of Monte Cristo, you discovered treasures that embody the despair of those abandoned by God, or perhaps it is simply the manifestation of your very existence, an incarnation of vengeance made flesh. Whatever the case, you now wield both the flames of hell and the void, akin to the Count himself. Your body is no longer wholly composed of flesh and blood, but of black flames.

This transformation renders you immune to all poisons and forms of mental interference, while also granting you the ability to conceal your true nature with flames by projecting false information of your choosing to others. These flames typically manifest with blue or violet hues, though you may decide what secondary colors they display. Furthermore, you can convert any supernatural energy you possess, such as magical energy, into the same black, poisonous flame that makes up your body.

You can control this flame however you wish and can turn it into massive claws, concentrated into destructive beams, or unleashed as dark-colored lightning. Regardless of the form it takes, the flame can burn souls, shatter magical barriers, negate regenerative abilities, and even prevent reincarnation. You may also coat your limbs, garments, or weapons in this flame, vastly enhancing their power and transforming them into conduits of its destructive properties. In addition, you may enter a higher state of transformation, taking the form of a semi-monstrous, armored being crowned with a halo of black fire. In this state, all of your flame-based abilities become amplified drastically, and you manifest fourteen radiant objects shaped like stars that orbit your body.

You can mentally control these constructs and use them in various ways. For instance, you may form them into a circle to enhance any attack or weapon placed within, arrange them into a square to imprison a target before detonating them, or hurl them directly at your enemies. If destroyed, you can recreate them using your energy, though you may never exceed fourteen at once. These objects possess all the same properties as your flames. This transformation has no time limit, allowing you to remain in it indefinitely.

Threat in the Shadow

False Pretender (-100 CP)

You have acquired a skill that allows you to disguise not just your appearance, but your very existence. Unlike ordinary disguises, this ability operates on a far deeper level, enabling you to construct an entirely new identity that the world itself recognizes as real. Any attempt to uncover your true identity, past, or abilities through supernatural or magical means will instead reveal the falsehood you have woven, presenting it as unquestionable truth.

For example, if you are a Servant, this skill allows you to conceal your true name, class, parameters, and abilities, ensuring that only the identity you crafted is perceived. With this power, you can remain hidden in plain sight, cloaking your true self in perfect deception.

For I am Jumper (-100 CP)

You are the great Jumper, and surely that must mean you possess knowledge of countless Mysteries that set you apart from ordinary men, correct? But worry not, for even if you do not, this perk ensures that it will always appear as though you do. You now possess a supernatural talent for fraud and swindling, allowing you to convincingly feign mastery of the great Mysteries: Alchemy, Astrology, Necromancy, the Kabbalah, the secrets of ancient Egypt, and more. From commoners to aristocrats, your deception is so flawlessly convincing that they believe in your performance. Your words and actions are so convincing that even ordinary magus are dazzled and led astray. With this perk, you are the greatest fraud alive, able to fool the world into believing you hold forbidden knowledge and profound wisdom.

Althotas Continuum (-200 CP)

It seems you share the same alchemy teacher as Cagliostro, who has passed down their greatest secret: immortality, to you. However, this is not true immortality, but rather a perfected illusion of it, granted through eternal youth and extraordinary regeneration. You may choose to remain permanently at any age, or advance and regress your age at will, without suffering any side effects. Your body now heals with remarkable speed, capable of recovering from minor wounds in less than an hour. More importantly, your regenerative abilities are linked with your supernatural energy recovery rate. The faster your body regenerates, the faster your energy recovers, allowing both to reinforce each other and granting you an almost unending vitality.

Jumper of the Shining Star (-200 CP)

You have undergone training similar to that of a certain assassin, and now can rightfully bear the title of Hassan. Your abilities grow stronger in environments with little or no light, granting you a significant advantage in nocturnal battles. You can act with full precision even in

complete darkness or when deprived of sight. Alongside this, you are an expert in close-quarters combat, both unarmed and with weapons.

Completing the training of the Hassans has also granted you the ability known as Zabaniya, specifically the variant called Thoughtless Framework. This technique allows for ultra-high-speed movement and combat maneuvers. It functions by hyper-activating your entire network of magic circuits (if you possess them), continuously boosting your agility to its utmost limit. When activated, your body radiates with the brilliance of overcharged circuits pushed into overdrive. At this extreme state, you reach the pinnacle of speed, leaving behind a trail of light as you unleash a relentless series of attacks upon your target. While this power is incredibly potent, it comes with a heavy cost.

The strain inflicts damage the moment it is activated, and the original form of this ability would cause death if maintained beyond ten seconds, as the uncontrolled magic circuits would consume the user. Fortunately, the version you have mastered spares you that fate. Instead of certain death, overuse will leave you severely fatigued, rendering you temporarily incapable of further combat.

Blaze Hands (-400 CP)

A special ability once possessed by Britomart Alter is now yours as well. This skill allows you to summon and command two distinct kinds of warriors through the use of your supernatural energy. The first are undead warriors known as Death Knights. Clad in black armor and armed with both sword and shield, they serve as stalwart frontline soldiers. The second are fae warriors called Faerie Pikemen, long-armed humanoid creatures who wear steel helmets and wield long pikes. Each summoned warrior possesses power on par with a Servant ranked at E across all parameters. There is no limit to the number you may summon, and once brought forth, they remain manifested until destroyed, without requiring any further energy to maintain. As long as your reserves of energy endure, you command the power to field an endless army.

Protection from the Earth (-400 CP)

You have acquired the concept of Absolute Defense. This ability activates whenever you are standing on a solid surface, not just a floating platform, but any surface with sufficient size and mass. While active, any armor you wear becomes invincible, completely impervious to penetration. Even if you are not wearing armor, the damage you take is reduced by 80%. This protective effect extends to your allies and summons as well, granting them a 10% resistance to all forms of damage, provided they also remain on the ground. You have the option to apply this buff either passively or selectively at your discretion.

Malignant Information Jumper (-600 CP)

You gain the ability to feed on the Malignant Information within a person's mind, transforming into an amalgamation of their fears, nightmares, traumas, and despair. By targeting an individual, you instantly assume a form shaped by their inner horrors. For example, if a person's traumas involve Fantasy Trees, Demon God Pillars, and Greek gods, your new form will blend aspects of all three while retaining your features. However, you can only use abilities that the target is aware of. If your target fears ORT but does not fully understand ORT's powers, you will only gain the abilities they believe ORT possesses. The abilities granted by this transformation do not extend the duration you can maintain this form. This transformation is extremely energy-intensive. Even with a massive energy pool, you can only sustain it for up to one hour without using any of the abilities it provides.

Jumper of the Wild Hunt (-600 CP)

You have been chosen as the new leader of the Wild Hunt, ascending as the King of the Storm. With this role, your physical capabilities are now sufficient to battle multiple top-tier Servants simultaneously, and your magical energy pool rivals that of the Machine Gods of Greece. As the Deathstorm Lord, you have gained several potent abilities.

First, you can manifest jagged dark armor of your design and an ahlspiess adorned with black ribbons made of magical energy. Each of these creations is equivalent in power to an A-rank Noble Phantasm and can be maintained indefinitely. Second, you possess complete mastery over any storm, including magical storms. You can effortlessly override the control of others and can conjure lightning storms regardless of the environment.

Third, you can generate and manipulate lightning at will, unleashing bolts or pillars of thunder against your enemies. You may also summon familiars to assist you, including Lightning Birds and Tempest Wolves. These creatures are highly agile, attack with lightning, and are immune to electricity. You can summon multiple familiars at once and repeatedly call them forth from the storms you generate.

Finally, you gain two Noble Phantasms. The first, Invisible Storm, is a passive defensive Noble Phantasm. It creates a storm of immense pressure and electromagnetic torment that overwhelms unprotected minds. Those who enter without resistance will experience intense fear, cranial nerve damage, and hemorrhaging of the face unless they succumb to sudden insanity. This effect does not harm you or your allies, and you can activate or deactivate it at will. The second, Tempest of Destruction, is an offensive Noble Phantasm.

Upon activation, you release a barrage of dark magical blasts resembling storm rain at your target, then charge your weapon with lightning and launch it like a thunderbolt, creating an enormous electrical explosion on impact. This attack ignores all forms of enemy durability and defense.

Items

Items are discounted 50% for their respective Origin, with the 100 CP Items being freebies.
All origins gain a bonus of +400 CP to spend in the Items section
These Items cannot be purchased multiple times, unless stated otherwise.

General Items

Grand MP3 Player (Free)

You possess a futuristic MP3 player emblazoned with Chaldea's symbol. This device contains every piece of music from Fate/Grand Order. While it remains on your person or in your inventory, it can automatically play tracks that suit the current situation. For example, it will play My Room while at your base or Grand Battle during critical fights.

The music played can be projected directly into your mind or broadcast audibly to everyone nearby. The audio quality is flawless, and you can hear it regardless of your location. You may adjust the volume mentally or physically at will. This MP3 player requires no power or maintenance, and will fully repair itself within minutes if damaged.

Outfit of an Avenger (-100 CP)

You now have access to the complete wardrobe of the Avenger Class, stored inside a black closet that holds far more than its outward size suggests. This collection includes the school uniforms worn by the Avengers during the Ordeal Call, the outfit the Count of Monte Cristo wore during his Parisian revenge, their ascension outfits, and any other clothing they appear in across official media. Any clothing placed in this closet is automatically cleaned, repaired, perfectly tailored to your body, and becomes comfortable to wear in any environment. The closet itself requires no maintenance and is nearly indestructible.

Weapons of Revenge (-200 CP)

You now have access to an armory containing all the non-Noble Phantasm weapons used by the Avenger Class, each reflecting their unique style and flair. This collection includes, for example, the nameless saber once wielded by the Count of Monte Cristo, Antonio Salieri's Wildfire Blade, Hessian Lobo's blades, and even the floaties of Avenger Karma. Weapons in this armory require no maintenance and will automatically reappear fully repaired if broken. You may also integrate this armory into your warehouse if desired.

Chaldea's Master

Fragment of Year 2015 (-100 CP)

A Mystic Code in the shape of a stylish Japanese school uniform. Besides being extremely comfortable to wear and pretty durable. By wearing this outfit, it grants you three spells. The first is a strengthening spell that can increase the attack of you or one of your allies by 20% for a few minutes, the effect of this spell can't stack. The second is a healing spell that can heal minor wounds , turn serious injuries into minor ones. The last spell allows you to switch the position of you or two of your allies. All these spells cost magical energy to use.

Attendre, Espérer (-200 CP)

One of the Count of Monte Cristo's Noble Phantasms you somehow acquired. This Noble Phantasm functions like a 1-up, reviving you from the brink of death and instantly removing any wounds, curses, or other negative ailments affecting your body. Upon revival, all your abilities and perks are greatly enhanced for a temporary period. The Noble Phantasm has a cooldown of ten years or resets at the start of a new jump, whichever occurs first. You can remove this Noble Phantasm from your body and transfer it to another person if you wish. The cooldown is linked to the individual who used it, not the item itself, meaning that if one person activates it, another person can still use it without waiting for the cooldown.

Azure Command Spells (-400 CP)

A unique type of Command Spell that appears in blue instead of the usual red. You can choose both its appearance and where it manifests on your body. This Command Spell grants you complete control over your Magic Circuits, preventing anyone else from manipulating them and allowing you to access all circuit functions manually. This control can also extend to your other supernatural energies. You may spend one Command Spell to either empower yourself or an ally, fully restore an ally's energy pool, or heal them completely.

By spending all three Command Spells at once, you can revive up to six fallen allies, fully healing them, removing any negative alignments, and restoring their energy pools. The Command Spell regenerates at a rate of one sigil every 24 hours.

Wastehole of Jumper (-600 CP)

You're now a proud owner of a personal Wastehole within your mind, a space that collects malignant or unwanted data, such as trauma, depression, anxiety, or other mental disturbances that could affect you. Normally, a Wastehole requires active management, but yours is self-regulating, automatically clearing unwanted data to prevent it from affecting you. While it can function autonomously, having someone assist in managing it increases its efficiency. Your Wastehole takes the form of your hometown or the location you hold dearest to

your heart. It acts as a mental fortress, protecting your mind from intrusions, mind control, or mental probing. If an intruder enters, you can confront them directly or allow the Wastehole to delete them if they lack sufficient power. You can enter your Wastehole at will by meditating for a few seconds. Inside, you have complete control over the space and access to an infinite amount of energy.

Avenger Servant

Bloodstained Necklace (-100 CP)

This diamond necklace, once worn by Marie Antoinette, possesses several unique abilities. When worn, it restores a small portion of your supernatural energy each time you take a hit. It can conceal any inhuman or corruptive features, making you appear completely normal. The necklace can take the form of any type of neckwear, such as a chain, collar, lanyard, or choker. For some strange reason, it can also change your physical appearance, including your voice and gender, to match the Rider version of Marie Antoinette.

King of Currumpaw (-200 CP)

A massive gray wolf, larger than a car, it resembles Lobo, the wolf that once haunted the Currumpaw Plains. These wolves possess extraordinary abilities, defeating most magi with ease, and can reach speeds of up to 200 kilometers per hour. Their unique power manifests when they have a rider: with a rider, they become four times stronger, capable of matching even a Servant in combat. They treat you like a dear friend or family member, fiercely protecting you from any perceived threat and never betraying you unless first betrayed. However, they harbor a deep hatred toward humans, though you are an exception.

Azamaru (-400 CP)

This Odachi, once wielded by Taira no Kagekiyo, can transform into a pair of katanas. The blade is powered by hatred, growing stronger and sharper the more hate you carry, making it a physical embodiment of your loathing. No living being is safe from its touch, and those struck by it will be cursed, gradually losing their life force. By channeling magical energy into the sword, you can create a purple mist, allowing you to conceal yourself and confuse your enemies' attacks. You can draw upon the Taira clan's hatred, infusing the blade with their grudges for a single devastating strike. This attack removes one enemy buff, no matter how powerful, and deals 1200% of the sword's normal damage to targets affected by the **Genji Must Die** perk. The blade requires no maintenance and will never break, as long as hatred remains in your heart.

Lamenting Exterior (-600 CP)

This mysterious red, silver, and black armor symbolizes the Man in Grey who commissioned Requiem from Mozart. It fully covers your body and enhances your abilities in proportion to your musical skills. As an average musician, the armor allows you to defeat a Brand-rank magus with ease. If your skills rival those of Antonio Salieri, you can annihilate an army of low-rank Servants even as a regular human. The armor grants the ability to summon grey figures armed with various weapons, including muskets, spears, and swords. To summon these figures, you must play music, and the armor can create spectral fragments of instruments

you are familiar with, such as spectral violin strings or piano keys, to either summon these figures or accompany your performance. You can fuse with the armor, causing it to take on a monstrous form with a functioning mouth. In this state, the armor becomes bound to your soul, preventing anyone else from stealing it and allowing you to manifest or dissipate it at will. The armor automatically equips itself in combat or when you are in danger. It requires no maintenance and fully repairs itself within three days, depending on the extent of the damage.

Threat in the Shadow

Black Blade (-100 CP)

A pair of Damascus curved steel blades forged by a secret assassin order. These weapons never rust or lose their sharpness, even when drenched in the blood of countless victims. When wielded, each strike against an opponent slightly regenerates your supernatural energy, and the blades deal increased damage when targeting an enemy's weak points.

Fortress of Lamentation (-200 CP)

A massive black suit of plate armor once worn by the Saxon queen Angela. This armor makes you appear larger than you truly are while not restricting your movement. It increases your defense by 20 percent and grants immunity to two attacks at the beginning of every battle. While worn, it also slightly boosts your supernatural energy recovery rate, and you can equip or remove it with ease. The armor requires no maintenance and fully repairs itself in three days.

Beast of Gevaudan (-400 CP)

A nightmarish amalgamation of horse and wolf clad in armor. Its body is that of a horse, the clawed front legs of a wolf, and it bears both a horse's and a wolf's head. Each head is crowned with jagged black horns and blindfolded, though their sight remains unhindered. The beast can run through the air as if flying and cannot be controlled or influenced mentally by anyone but you. Its power is immense, rivaling that of a top-rank Servant in physical strength. Flames can erupt from its claws in devastating waves.

Despite its fearsome form, riding the beast is effortless and comfortable, and your body will never suffer strain from prolonged use. Once mounted, nothing can force you off unless you choose to dismount. The creature follows your every command, and you can control it mentally as though it were an extension of your own body. While riding, it can share your abilities and perks as if they were its own. The beast cannot die unless you have perished.

Rebellion au Monde (-600 CP)

A pair of purple, flaming hands bound by a steel frame and a black sun-shaped disc. This item fires phantom flames, a type of blue fire that does not burn the body but instead scorches the mind. You can manipulate these flames at will, imbuing them into your weapons to grant a code-like effect. While ineffective against beings without a mind, the flames still affect machinery so long as it possesses something resembling thought. The hands strike with slightly greater strength than your natural fists and cannot be broken unless you exhaust your energy.

The item grants a devastating attack in which the disc releases a whirlpool of magical energy, accompanied by torrents of flame from the hands. This attack inflicts extra damage on those of Lawful alignment, reduces their defense by 20 percent, and removes all their buffs and

blessings temporarily. The true power of this Noble Phantasm lies in the destruction of order itself. At full strength, it can warp the very concept of order, temporarily rewriting laws, ethics, norms, and even the rules of the Holy Grail War. However, reaching this level of power requires extensive preparation and a significant investment of resources.

Companions

Import Companion (-50 CP)

You can spend 50 CP to import an existing companion or create a brand new original companion. The companion can choose any origin, get all the discounts related to that origin and the freebies that origin provides. The companion gets 800 CP to spend on perks and items.
This option can be purchased multiple times.

Canon Companion (-50 CP)

By paying 50 CP if you can convince a character in this jump to join your journey before this jump ends, you may recruit them as a companion. This option will make it so that you'll have several chances to meet the character you chose in a favorable condition.
This option can be purchased multiple times.

Lingering Kindness (-50 CP)

A fragment of your heart, affection, and attachments that manifests within your mind. By default, this fragment takes the form of a young girl with orange hair and blue eyes, dressed in a Greek-style outfit, though you may change her appearance and gender if you wish. She is the embodiment of your conscience, gentle and compassionate, seeking to guide you toward the right path. However, she does not force her will upon you; instead, she tries to lead you toward a future where you might find happiness and salvation.

This fragment takes on whatever role you need most: a close friend you can confide in, a partner who loves you deeply, or a family member who will always remain by your side. She can also help manage a Wastehole or any other mental domain you possess, acting much like an anti-virus program for your mind. Though she generally resides within you, akin to a second personality, she can manifest in reality as a figure formed from the starry mists of the night.

In this form, she resembles a spirit, capable of flight, phasing through walls, and remaining unharmed by all but attacks directed at your mind, since she is not separate from you but a part of yourself. When manifested, you can feel her touch and return it, though only you and those with the ability to perceive spirits can see her. As long as your mind endures, she will never fade.

Drawbacks

Supplement Toggle (+0 CP)

Since this Singularity lasts for only a week at most, you may use this jump document as a supplement to another, and vice versa. You are free to merge the worlds, transfer purchases between them, or bring characters from one into the other. However, any drawbacks selected from both jump documents will still apply, and each jump retains its own separate CP pool.

Continued History (+0 CP)

If you have visited the Nasuverse or any related setting before, you may carry that history into this jump. Servants will recognize you if you have interacted with them in the past, your name may appear in historical records, and you could even have an established relationship with Chaldea, depending on the jumps you have taken.

Clairvoyance Sealed (+100 CP)

Your knowledge of this Ordeal Call will become extremely difficult to recall. While you may remember who appears in it, their goals, abilities, and roles will be unknown to you. You will know the name of the Singularity, but its formation, location, and purpose will be lost to you. Even if you are aware that Chaldea will ultimately prevail, carelessness may still lead to your defeat at the hands of the unknown.

On the Sideline (+100 CP)

It appears you are not within the Singularity itself, but instead in reality alongside the staff and Servants of Chaldea. Entering the Singularity is extremely difficult, as even Fujimaru Ritsuka required the combined efforts of Chaldea's greatest Casters to reenter it. This poses little issue if you are an ally of Chaldea. However, if you are an Apostle of the Alien God or an enemy of Chaldea, manifesting directly within their base while every Servant is on high alert is far from ideal.

Lost in Vengeance (+100 CP)

Choose something, anything, whether it is a person, group, idea, or force, and you will come to hate it utterly, to the very core of your being. Merely seeing it will drive you to the brink of madness, and even hearing it mentioned will provoke intense rage. Those with strong willpower may resist going after them. But the pleasure and satisfaction of acting on this hatred are irresistible, and yielding to it even once will make that temptation all the more compelling.

Inherited Trauma (+200 CP)

Congratulations! You have inherited every one of Fujimaru Ritsuka's doubts, regrets, pain, despair, and traumas as if you had experienced them firsthand. A lesser man would have been reduced to a wreck under the weight of Chaldea's Master's burdens, and even someone with a strong mind would suffer immense PTSD. No perks or items can ease this pain. However, with prolonged therapy and the support of caring, loving individuals, you may eventually process these traumas and move forward.

Fujimaru Lifeline (+200 CP)

Like most Servants contracted with Chaldea, your existence is now tied to the life of Fujimaru Ritsuka. If the Last Master of Humanity dies and is not revived within a day, you will gradually fade away like the other Servants, failing the jump. Under normal circumstances, Fujimaru Ritsuka will survive this ordeal without issue. However, excessive or misguided interference on your part could alter this outcome.

Weakness of Dreams (+200 CP)

You now share Fujimaru Ritsuka's weakness to dreams, making you highly susceptible to mental influence through them. This vulnerability is especially dangerous, as Outer Gods could exploit it to make a pathway into reality. It also makes it easier for others to trap you in dreams.

Class Restriction (+400 CP)

All of your perks gained from previous jumps are inaccessible until the end of this jump except for your body mods. This means you can't use any abilities, skills, or perks from prior worlds, effectively forcing you to rely solely on what the current jump offers. You can take this drawback even if this is your first jump.

Despair Manifested (+400 CP)

It seems the Count has another target besides Chaldea's Master, and that target is you. The Apostle of the Alien God will prioritize your destruction over anyone else's. The Count is cunning and resourceful, and no matter what precautions you take, when you confront them, they will assume the form of an amalgamation of your nightmares, traumas, despair, and greatest enemies. Defeating them will eliminate them permanently, but accomplishing this will be an extremely difficult task.

Ordeal Call Extra: Multiversal Journey, Jumper (+600 CP)

The Human Order has noticed you, Jumper, and like the Extra Classes, you must prove your worth to humanity to proceed in this setting. Rather than starting the jump in the second Ordeal Call, you and Chaldea's Master will enter a new Ordeal Call tailored to your past experiences. In this trial, you must make Fujimaru Ritsuka understand the value of the Jumper.

The Singularity of this Ordeal Call will reflect your previous adventures, or what it means to be a Jumper if you have none. The trial will only end when Fujimaru Ritsuka either accepts the role of the Jumper or rejects what the Jumper represents. Depending on the outcome, you may continue the jump as normal, or you will be expelled from the jump, rejected by the Human Order.

The Story has concluded

What is your choice?

Complex Breakthrough

You'll be moving on from this place, to the next world that awaits you.

For we are Again in Prison

You decided to permanently stay behind in this world, this will be your home for now on.

And Then, Onto the End of the Journey

You'll return to your original world, taking everything you've gained back with you.

Notes

A Servant's Natural Abilities

As a Servant, or Ghost Liner, you do not need air, food, or sleep, though these can grant small amounts of Magical Energy. You can switch between a Spiritual Body and a Material Body at will. In Spiritual form, you are invisible to most detection, immune to physical attacks, and can pass through walls, but cannot carry objects and perceive only spiritual sensations. Materializing restores normal senses.

A Servant's true being resides in a Spiritual Core. Damage to the Material Body, including bleeding or organ injury, does not defeat you unless the Core is harmed. The Material Body surrounds the Core, and severe damage from Magical Energy, curses, or Noble Phantasms prevents materialization. The heart and head are directly linked to the Core, making them key weaknesses. Servants cannot grow physically stronger, though they can learn new techniques or spells.