Nasuverse Jumpchain

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This is a place of shifting possibilities. Endless futures, countless paths. You have found yourself in a world within the bounds of the Second True Magic. A set of parallel worlds that we Jumpers know as the Nasuverse.

Now. Make your choices. And make them wisely, for this is a dangerous world you find yourself in.

You have 1000 points to spend.

Era (Choose one)

Age of Gods: -200
- A time in the ancient past, when gods walked the Earth and only those born with innate magical powers could use magic, as magecraft hadn't yet been invented. The bodies of mankind were stronger in this age by necessity, as the sheer amount and potency of ambient magical energy, called ether (different from the mana of the modern age), would kill a modern human.
- In this Age, mankind understood almost nothing about the world. Science was non-existent. This, combined with the presence of powerful beings of Mystery such as the gods themselves, causes the Mysteries of this Age to be the most potent in all three of the Ages.

Age of Heroes: -100
- As humanity began to grow stronger and more numerous, their collective will began to forcibly impose their will upon the world. As a side effect, the gods were pushed out of the world. They created Gilgamesh in an attempt to prevent this, but he chose to allow it to happen. The **Age of Heroes** is this period of time where the gods are slowly being forced out of the World.
- People with incredible power, who could one day reach the Throne of Heroes, are far less common. However, they're still not entirely uncommon. In fact, more people reached the Throne in this era simply due to how they stood out more and thus created a lasting Legend. After all, you needed to be some sort of demigod to stand out in the **Age of Gods**. But such isn't the case in the **Age of Heroes**.
- Higher forms of Mystery are increasingly uncommon in this era as technology and science advances.

Age of Man: Free
- This is the modern age. The gods and other potently magical beings have all been forced to the Reverse Side of the World. The higher Mysteries used during the **Age of Gods** have been entirely replaced with magecraft, which is but a pale imitation of the former's glory. There are no miracles. So very, very few humans are capable of reaching the Throne of Heroes in this age.
- To expound on the issue with modern Mystery, one must understand what magic is. Put simply, the magic that humans use is based on a lack of understanding. That is, when something is a Mystery, they're able to manifest that Mystery as a spell. When a Mystery is understood and reproducible through mundane means, it ceases to be a Mystery and mages can no longer manifest that Mystery as a spell. In the modern Age, all of the most potent and powerful Mysteries have been understood, leaving only comparatively weak Mysteries. Thus, while magecraft can still be powerful, it's inherently weaker than the magics used in the previous Ages.

If you choose the **Age of Man**, then you must choose one of the following times and places to enter the world. If you choose one of the others, then you may freely choose when and where to be reborn. Though, if you choose the **Age of Heroes**, might I suggest the time of King Arthur and to be reborn in England? Perhaps you could guide Artoria along a less self-destructive path.

Time/Timeline (Choose one)

Kara no Kyoukai
- A parallel world to the world of Fate/Stay Night and Tsukihime, but more closely related to the latter tale than the former. This is a tale of the Root and the Counter Force. Of a girl with the Mystic Eyes of Death Perception and an impossible Origin. This is the story of Shiki Ryougi.

Tsukihime
- This is the story of Shiki Tohno, his Mystic Eyes of Death Perception, dead apostles, and true ancestors. Or, well, you know what? Let's call them what they are: vampires. They're vampires, even if Nasu wants to be all fancy with what he calls them. This is a vampire mystery with romance on the side. And you know what? It's still a better love story than Twilight.

Fate/Zero
- The fourth Holy Grail War. Technically, the story told is about a parallel world to **Fate/Stay Night**, despite being the tale of the Grail War preceding **Fate/Stay Night's**

Grail War, since some minor details are different. You can decide for yourself whether or not you want this to actually be a parallel world. But either way, this is the story of Kiritsugu Emiya and the choices he makes. ~~Like murdering his wife!~~

Fate/Stay Night
- The most famous of all the Holy Grail Wars. The fifth war. One where a boy desperately wants to become a hero and where an evil god seeks to be reborn. But lest we all forget, this story was originally an eroge. So there's also a rather large number of beautiful women around.
- This is for all three routes. Fate/Stay Night, Unlimited Blade Works, and Heaven's Feel.

Fate/Apocrypha
- This takes place in a parallel world to **Tsukihime** and **Fate/Stay Night**. It's a different sort of Grail War, and the story of a homunculus that desperately wants to live. To truly live and make his own choices, even though he doesn't even understand what that means.

Fate/Grand Order
- Save the Human Order! Or die trying! Probably the latter!
- This is the story of a Nice Guy who ended up being the only guy in Chaldea who could summon servants. Why is that so important? Well, a bunch of demons got together and incinerated all of humanity. Chaldea is a bit weird though, so it survived. And since they have the technology to go to places called Singularities to fix the issues and undo the incineration of humanity, it's really important that they have the firepower to actually do what they need to in those Singularities. Now, if only servants weren't such unruly brats...

Fate/Kaleid Liner Prisma Illya
- Cardcaptor Sakura! Er- wait, no. That's wrong. This is the tale of three worlds. I think? Maybe four? Maybe more? Well, some number of worlds. It becomes hard to keep track when Zelretch gets involved.
- This is a story about Illya and her friends, who all become magical girls, collect the class cards, defeat the evil villain, and live happily ever after! Heh. Heh heh. Yeah, that's not quite what happens. But it *is* somewhat close. They do become magical girls and they do collect the class cards. As for what follows? Well, that depends. Something absurd. Anything that Zelretch sticks his ugly nose into always turns a bit strange.

Notes (Land of Steel)
- Honestly, I have no idea why anybody would ever choose to go to this world. You see, this is a timeline where the **Ultimate Ones** descended on Earth after the death of Gaia. Humanity was nearly wiped out from their mere presence on the planet, let alone what happened when the Types started actively trying to slaughter humanity.
- The humans of this world modified themselves in order to survive, turning themselves into a species known as Liners. Though, in truth, Liners are essentially identical to humans. They're simply capable of surviving in the new world.

Setting (Choose one)

Joke World: -300
- This converts the world into a rather silly, laid-back place. Nothing really bad will ever happen. Even if it seems like an evil god is about to be reborn, something ludicrously unlikely will happen to stop it.

Slice of Life: -100
- This converts the world into a far less dangerous place. Oh, it's still plenty dangerous. But it's no longer full of utter madmen and people who always seem to choose the most brutal method to achieve their goal.

Standard Nasu: Free
- This is the default setting for the world. Totally unchanged from the original setting, not counting the effects of any perks or drawbacks. So unless you purchase **Joke World**, **Slice of Life**, **Grimdark**, or **Grimderp**, this is what you get.

Grimdark: +100
- In this setting, everybody will always choose unnecessarily brutal methods to achieve their goals. But they'll do this because they're unable to see a less brutal, more efficient method of doing things. And to be fair, this setting changes the way magic works so that such brutal methods are more efficient than more rational ways of doing things. If you could discover a more efficient, less brutal method to do something, most people in the setting would happily switch to using your method.

Grimderp: +300
- This is stupid. Jumper, why did you pick this? In this setting, everybody will always choose the most brutal methods to achieve their goals. Like with **Grimdark**, the magic system is tweaked to make that a good idea. But unlike in **Grimdark**, it's impossible to convince them to take a more rational, efficient route. Even though their methods are

unnecessarily brutal and demonstrably less efficient than other methods they could be using, they'll still choose the more brutal and horrific method.

Location (Choose one)

Random: +100
- One of the possible locations below is selected at random. You don't need to pay for whatever is selected.

Alimango Island: Free
- A small island with a small village. It was overrun by ghouls after a mishap with a **Dead Apostle**. This is where Kiritsugu Emiya murdered his father by shooting him in the head.

Atlas Academy: Free
- One of the three branches of the Mage's Association. It's an academy located in the Atlas Mountains that's all about alchemy. Specifically, the They and the Einzberns are roughly equal in skill, but never let the people of **Atlas Academy** hear you say that!

Blackmore Cemetery: Free
- The cemetery where the body of King Arthur was put to rest. Wait, no. That's not right. King Arthur never died. "He" went to Avalon upon "dying". So what's going on at this cemetery?

Chaldea: Free
- A secret agency that works to preserve the Human Order. They're located somewhere in Antarctica.
- This location is strongly recommended for those with the **Fate/Grand Order** time/timeline. After all, it would be a real shame to be incinerated with the rest of humanity.

Clock Tower: Free
- One of the three branches of the Mage's Association. The Clock Tower, located in London, is the headquarters of the Mage's Association and has existed for thousands of years. It was built over the spiritual tomb of the dragon Albion, who died attempting to tunnel his way to the Reverse Side of the World.

Einzbern Castle: Free
- The heavily guarded home of the Einzbern, located in Germany. The Einzbern are a family of mages that specialize in homunculus related alchemy. Originally, they were

obsessed with regaining the Third True Magic. However, their goals have changed over time. They still want to regain the Third True Magic, but they want to do it by winning the Holy Grail War.

Fuyuki City: Free
- A city in Japan and the site of the fourth and fifth Holy Grail Wars. This is where Emiya Shirou grew up and where the evil god, Angra Mainyu, failed to be reborn.

Misaki Town: Free
- A city in Japan where the events of **Tsukihime** take place. This is where the prevention of the resurrection of Brunestud of the Crimson Moon was prevented.

Trifas: Free
- A city in Romania. It's where the events of **Fate/Apocrypha** primarily take place.

Wandering Sea: Free
- One of the three branches of the Mage's Association. It's a moving mountain range known as The Moving Tomb from the **Age of Gods** that exists between the world and the reverse side of the world. Whereas the **Clock Tower** focuses on advancing magecraft, the mages of the **Wandering Sea** focus maintaining the ways of magic used during the **Age of Gods**.

Origin (Choose one)

Drop-in: +200/-0
- You receive a 50% discount for all **Drop-in** perks and items.
- From the perspective of people living in this world, you stepped out of nothing. No prophecies accounted for you. No clairvoyance could detect you. No intelligence agencies knew about you. One day, you didn't exist, and the next you did.
- If you've selected **Drop-in** in the **Age of Gods**, you gain +200 points. This is because there's a rather large number of powerful individuals who will be deeply unsettled by you suddenly popping into existence. They might not be hostile, but you'll certainly have their attention. Having the attention of so many powerful beings is usually a bad thing.
- If you've selected **Drop-in** for either the **Age of Heroes** or the **Age of Man**, this origin is free. You neither gain nor lose any points.

Mundane Human: Free
- You receive a 50% discount for all **Mundane Human** perks and items.
- You're a bog-standard human. Well, discounting any perks you buy in this Jump or have already bought in previous Jumps.

Spellcaster: -100
- You receive a 50% discount for all **Spellcaster** perks and items.
- You know some magic and have a vague understanding of how things in the Moonlit World work.

Assassin: -100
- You receive a 50% discount for all **Assassin** perks and items.
- Either you have a history as an assassin or you were trained to be one. Either way, you have their skills and knowledge.
- You may choose to either be an assassin or to formerly have been an assassin. If you currently are an assassin, you can either be an assassin with a long history or somebody new to it (freshly trained). If you choose to have formerly been an assassin, then you may choose whether or not you left… peacefully.

Priest: -100
- You receive a 50% discount for all **Priest** perks and items.
- A man or woman of God. Now, nobody is entirely sure if God does or doesn't exist in the Nasuverse. There's plenty of reasons to think He does and just as many to think He doesn't. But what is certainly true is that priests don't take kindly to being told that He doesn't.

Magus: -100
- You receive a 50% discount for all **Magus** perks and items.
- A person who studies and develops their family's magecraft in order to reach the Swirl of the Root, the Akashic Records. It's a real shame that none of them have stopped to wonder why everybody who touches the Root is never seen again.

Master: -100
- Remember that (Choose <u>one</u>) at the beginning of this section? Yeah, ignore that for the moment. You may choose this Origin in addition to any <u>one</u> of the other Origins. If and when a Holy Grail War starts, you will be selected as a master, no matter where you are in the world.
- Alternatively, if you’re in a time where there is no Holy Grail War, you can still proceed with the Servant Summoning Ritual. You’ll gain command seals and summon a servant. But without the support of a Holy Grail, you’ll have to bear the entire burden of the servant’s mana cost. I hope you have a lot of mana!
- You can still become a master without the **Master** origin. But it will rely either on getting lucky and having the Grail select you as a master or forcibly making yourself a master by stealing the servant and command seals of a natural master.

Race (Choose one)

Human/Liner: Free

- The power and potential of this race differs based on the era. A human from the **Age of Gods** will be far stronger than a human from the **Age of Man**.
- Humans in the world of **Notes** are known as Liners. The only difference between the two is that humans are designed to survive in a world of mana/ether, while Liners are designed to survive in a world of Grain (Grain is a product of the **Ultimate Ones** living on the planet). But since you're buying this with points, you'll get the benefits of both. Congratulations! You can survive in an environment of Grain or mana/ether! This also holds true for all other races you buy, whether they're designed for a world of Grain or mana/ether.
- Humans are used as the baseline for measuring the physical and magical parameter grades of stronger beings. Those grades are:
- E: 10x peak human ability.
- D: 20x peak human ability.
- C: 30x peak human ability.
- B: 40x peak human ability.
- A: 50x peak human ability.
- EX: Something that breaks the scale in some way.
- The parameters normally measured are:
- Strength: The physical power of an individual. How much they can lift, how hard they can hit, etc.
- Endurance: The physical durability and constitution of an individual. How hard they can get hit without dying, how hardy their bodies are, how much stamina they have, etc.
- Agility: The physical speed, grace, and flexibility of an individual. How fast they can move, how well they can turn and react, how easily and how much they can contort their bodies, etc.
- Mana: The magical power of an individual. Their total maximum output of magical energy and how much they can store at any given time.
- Luck: The ability of a person to go against something fated to happen. For example, let's observe the noble phantasm Gae Bolg. Gae Bolg's ability is to hit the heart of its target before it's even thrust at the opponent. That is, it rewrites causality so that it *always* pierces the heart of the target. Luck is the ability of an individual to defy and deny that fated strike, either dodging or blocking it even though doing so shouldn't be possible.
- Humans have a 25% discount when purchasing **True Magic**. This only applies once.

Ghoul: +200
Parameters
Strength: Peak human level
Endurance: Peak human level
Agility: Peak human level
Mana: Unavailable
Luck: Average human level
- An infant **Dead Apostle**. Ghouls are savage beasts (corpses of vampire victims) that must consume other corpses (fresh or old) to repair their constantly degrading bodies. If they repair their bodies to a great enough degree (typically over the course of several years), they'll fully repair their brain. Their brain, in turn, will reconnect to their soul. They'll thus regain their human mind, memories, and intellect, becoming a **Dead Apostle**. If they had magical skills before becoming a **Ghoul**, they'll regain those skills.
- Those who choose this ***will*** lose their minds. They will be like all other **Ghouls**. There's a reason you gain points for becoming an infant **Dead Apostle** instead of paying for the honor. But, if you really, *really* want to keep your mind, then you can ignore the +200 you'd normally get for choosing to become a **Ghoul**. Instead, you can pay -100 points. Yes, this means you can use all magical skills and abilities you have, whether from this Jump or other Jumps. But until you consume enough corpse flesh to reach the point that a normal **Ghoul** would become a **Dead Apostle**, you'll remain a **Ghoul**.
- **Ghouls** are basically normal humans, in terms of their physical abilities. But their savage desperation for killing a person so they can eat their corpse causes them to use every scrap of their strength all the time. And as something that's already dead, they don't get tired as quickly as a living being. So the average human would lose in a fight against the average **Ghoul**.

Phantasmal Beast: +100/-0/-100/-200/-400/-600/-800/-1000
Parameters
Strength: ???
Endurance: ???
Agility: ???
Mana: ???
Luck: ???
- **Phantasmal Beasts** vary wildly in strength, due to how large a category of creatures it is. Essentially, any type of magical creature can be considered a **Phantasmal Beast**, although they might also fall under their own, more specific, subcategory. For example, familiars are technically a type of **Phantasmal Beast**. But they're incredibly weak. Nothing like the creatures that normally come to mind when the term is used.

- Because of how broad this category is, you get to come up with your own species for this race. You could become a familiar, nymph, a satyr, a centaur, a hydra, a dragon (an incredibly powerful Phantasmal species), a divine beast, or anything in between. The options are endless.
- This is going off the honor system, Jumper. Select a cost proportional to how powerful you've made your species and whatever weaknesses you've added. If you're having difficulties deciding on a proper cost, look through the other race options and use them as guidelines.
- Phantasmal Beasts have a 200 point discount when purchasing **mana core**. This increases to a full 50% discount if you're a dragon-type **Phantasmal Beast**.

Homunculus: -100
Parameters
Strength: E
Endurance: E
Agility: E
Mana: E-
Luck: E-
- An artificial lifeform created through alchemy. Homunculus can be created through various processes and for various reasons. Sometimes, they're just made to be batteries. Other times, it's to be warriors. Some especially ambitious mages seek to fulfill their magecraft through whatever homunculus they're creating.
- You have a short, short lifespan of fifteen years. However, you're ten times stronger, faster, and more durable than a normal human. Your magical output isn't quite so excessively beyond the norm, but it's still well beyond what all but the most gifted humans are capable of.
- For an additional -200 points, you may have the lifespan of a normal human. For another -200 points, you may have a lifespan well beyond that of normal humans, living several centuries before old age touches you.

Ether Liner: -100
Parameters
Strength: Peak human level
Endurance: Peak human level
Agility: Peak human level
Mana: Peak human level (It's Grain instead of Mana, but it has the same effects)
Luck: Peak human level
- Ether liners are a subset of Liners with an overabundance of Grain that coalesces into something called a KnightArm. In theory, it's possible for KnightArms to grow powerful

enough to kill an **Ultimate One**. But that's only ever happened one time, and it's not certain to have actually resulted in the permanent death of the **Ultimate One**.
- For the most part, you're still a normal human. You just also have a KnightArm. The way they work varies wildly from person to person, as each KnightArm is unique. But the two things that's true for all of them is that they reinforce the Ether Liner's body as they grow stronger and that the KnightArm manifests as some sort of tool (usually a weapon).
- You'll start off at peak human levels with a KnightArm that can do [something]. You're free to decide what that [something] is, but remember that it starts off weak. If you make the power something crazy, like [the power to reverse the flow of time], it will be pretty useless until you grow considerably stronger.
- **Ether Liners** can use their KnightArm to absorb Grain in order to grow stronger, though some KnightArms also have other ways to grow stronger. However, if you buy this race, you'll be able to absorb all forms of magical energy (Grain, mana, ether, and more) in order to grow stronger. But Grain will still be the most effective. Or rather, all magical energies other than Grain are inefficient and less than ideal. This is because all other forms of magical energy will need to be converted into Grain, which will then be used to make you and your KnightArm stronger.

A-Ray: -200/-400/-600/-800/-1000/-1200
Parameters
Strength: ???
Endurance: ???
Agility: ???
Mana: ??? (It's Grain instead of Mana, but it has the same effects)
Luck: E???
- **A-Rays** are a rather broad category of species. You see, in the world of **Notes**, humanity tried a lot of things before figuring out how to turn themselves into Liners. They combined animal DNA into themselves, wildly altered their DNA, and did all sorts of other stuff. **A-Rays** are the result of that. Technically, Liners are also a form of **A-Ray**, but they're the weakest. Unless we include **Ether Liners** in that assessment, but they're the exception to the standard strength of Liners.
- **A-Rays** vary wildly in power, with the strongest of them, the Six Sisters, being only a bit weaker than **Ultimate Ones**.
- They're able to grow in power through consuming Grain in the environment, much like how **Ether Liners** and their KnightArms grow stronger. And like with **Ether Liners**, you'll be able to grow stronger using all forms of magical energy, though Grain will always be the best by far, with all other forms of magical energy being annoyingly inferior.

- There are many types of **A-Rays**, with the most well-known being type-angels. You may design your **A-Ray** species from the ground up, giving them whatever abilities and weaknesses you want. Just be sure to pay the appropriate cost. This is the honor system, Jumper.
- At the -600 point cost and above, you'll become biologically immortal and won't technically need food, water, or air to survive. Though you'll still need energy, so you'll need to consume enough magical energy to sustain yourself. Or you could just eat, drink, and breath, since those are efficient ways of attaining the minimum required energy needed for your survival.

Dead Apostle: -200
Parameters
Strength: 2x peak human level
Endurance: 2x peak human level
Agility: 2x peak human level
Mana: 2x peak human level
Luck: E
- A poor man's **True Ancestor**. Originally, their kind was created by **True Ancestors** as a sort of emergency rations. But some escaped and things devolved from there. They are immortal, can become incredibly strong and fast as Mystery builds up in their bodies, and have reflexes and senses vastly superior to ordinary humans. Their bodies contain Mystery builds up over time. If it reaches a certain point, mundane weapons will be unable to kill them. Only a greater Mystery could manage such a thing. **Dead Apostles** can alter their hands to form claws, an innate weapon that can become extremely dangerous with enough built-up Mystery.
- **Dead Apostles**, for all their advantages, have several weaknesses. First and foremost, they *must* drink blood to survive. It is what holds their bodies together and fuels the regeneration that repairs their constantly degrading bodies. Additionally, sunlight causes this natural degradation to speed up, as does running water. A great enough build up of Mystery can negate those two flaws, but there's no escaping the need for blood. The church also has a number of holy weapons capable of harming **Dead Apostles**.

Dead Apostle Ancestor: -400
Parameters
Strength: C
Endurance: C
Agility: C
Mana: C
Luck: C

You have three additional ranks to spend as you desire. However, EX cannot be obtained through the use of these ranks-ups. The maximum they can bring you to is A++ in a rank, with each "+" costing a full rank-up. After that, that parameter will no longer accept any rank-ups.
- A **Dead Apostle Ancestor** is a **Dead Apostle** that has lived for long enough to accumulate a sizable amount of Mystery and has reached a level of power and skill that would rival, and often surpass, a **Servant**. There's 27 of them in total, acting as the aristocratic elites of the **Dead Apostles**. Though, in truth, not all of them are actually **Dead Apostles**...
- They are immune to mundane weapons and have incredible physical and magical strength. All of them have developed at least one unique and powerful ability that makes them far stronger than their parameters would suggest.
- The Mystery built up in their bodies renders **Dead Apostle Ancestors** immune to the dangers of sunlight and running water. However, they still require blood to sustain themselves. They're also still vulnerable to the weapons of the Church, albeit to a reduced degree.
- **Dead Apostle Ancestors** may choose a perk or item worth 800 points or less and receive a 50% discount for that perk or item. If you already have a discount for it, then you get a second discount, cutting it down to a fourth of the normal cost.
- Remember how I said at the beginning that you could only select one Race? Ignore that for a moment. **Dead Apostle Ancestor** may be selected along with <u>one</u> other race. <u>However</u>, you are primarily of that race. All you'll receive from being a **Dead Apostle Ancestor** are the parameters and discount on one perk or item.

Servant: -400
Parameters
Strength: ???
Endurance: ???
Agility: ???
Mana: ???
Luck: ???
- A being that, upon their death, ascended to the Throne of Heroes to become a heroic spirit, an existence on par with a god. Or, well, not quite. A servant is a sliver of such a being. It has all their memories and personality, but it isn’t the original and lacks the incredible power of a true heroic spirit. Depending on the strength of the Legend behind the servant and the power of their master, a servant can be stronger or weaker than they were in life.
- This grants 1000 points to use in a Servant Supplement. You are that **Servant** you build in the supplement. You may continue to use this Jump, and your remaining points, to build yourself a master.

- You must buy a second race. This second race will be the race of your master.
- Alternatively, you may buy this as a **Master** (you must have bought the **Master** origin). Buying it will give you 1000 points to use in a Servant Supplement, allowing you to design a custom **Servant** for yourself. You may continue to use this Jump, and your remaining points, to improve yourself as a **Master**.
- If you're purchasing this as a **Master**, you may purchase it multiple times, giving you 1000 points for each **Servant**. No, you can't just give that 1000 points to a **Servant** you already bought.

Demi-servant/Pseudo-servant: -500
Parameters
Strength: ???
Endurance: ???
Agility: ???
Mana: ???
Luck: ???
- A combination of **Human** and **Servant**, created through an experimental and usually lethal process in the Fate/Grand Order time/timeline. Either a servant was summoned into a human, creating a demi-servant, or a servant possessed a human, creating a pseudo-servant.
- A demi-servant inherits the skills and noble phantasms of the servant, creating their own versions of the skills and noble phantasms. A pseudo-servant uses the exact skills and noble phantasms of the servant.
- This gives you 1000 points to use in a Servant Supplement. You gain all skills and noble phantasms of the **Servant** you build as well as all skills and abilities you gain in this Jump.

True Ancestor: -600
Parameters
Strength: A
Endurance: A
Agility: A
Mana: A
Luck: A
- **True Ancestors** can be considered a form of nature spirit. They were created through a joint effort of the Ultimate One of the Moon (Brunestud of the Crimson Moon) and Gaia (the will of the planet) in an effort to fight back against humanity, who were (and still are) slowly killing Gaia.
- Ordinarily, such anti-human beings would be erased by Alaya, the will of humanity. But **True Ancestors** are, first and foremost, extensions of the world, rather than primarily

being anti-human existences. Thus, Alaya doesn't wipe them out with the same prejudice it normally would. After all, the primary goal of a **True Ancestor** is to return the world to its original state, before humans began to shape it and impose their will on it (harming and eventually beginning to kill Gaia in the process). The only reason that **True Ancestors** are against humanity is because humanity is what is preventing them from returning the world to its original state.
- **True Ancestors** are like **Dead Apostles**, but superior in every way. Their sheer speed, strength, and regeneration put them at a level beyond all but the strongest **Servants**. They're immune to most weapons, with powerful conceptual weapons being the only things that can reliably hurt them. As extensions of nature, they have the innate ability to manipulate nature to form **Marble Phantasms**. They grow stronger during the night. They grow stronger as the moon waxes to full and weaker as it wanes to a new moon. During a full moon, they're powerful to where even the **Mystic Eyes of Death Perception** can't see any lines or points of death They all innately possess the **Mystic Eyes of Enchantment**.
- They have a thirst for blood, but it's entirely a mental condition rather than an actual need. So while a lack of it can still drive them into a bloodlusted frenzy, they won't actually die from not having it. For an additional cost of -100 points, you may permanently get rid of this innate desire for blood. Even if you drink blood like fine wine, you'll never develop a thirst for it.
- The church has a rather large number of weapons designed to help them fight **True Ancestors**. But even among those weapons, it's unusual to find something capable of killing a **True Ancestor**. Finding somebody capable of wielding such a weapon with the skill and power required for such a task is even rarer.
- **True Ancestors** receive a 50% discount on **Marble Phantasm** and **Mystic Eyes of Enchantment**. This doesn't stack with other discounts.

Divine Golem: -600/-700/-800
Parameters
Strength: A
Endurance: A
Agility: A
Mana: A
Luck: A
- If taken by someone in the **Age of Gods**, it costs -600. If taken by someone in the **Age of Heroes**, it costs -700. If taken by someone in the **Age of Man**, it costs -800.
- Remember Enkidu? Gilgamesh's one and only friend, who the gods made from clay? Well, now you have the option to become an existence like him. But unlike him, you'll have been created by your patron, so you won't have to worry about any of the gods being able to easily unmake or kill you.

- Truthfully, a **divine golem** is really more like a living **divine construct** than a proper golem. Something more along the lines of a magical AI in a magical robot body than a proper living being. They're invulnerable to most weapons and magics. They won't die so long as even a small portion of the clay that they're made of still survives. They're capable of repairing their body (regenerating their clay and reforming their body) using either their own mana or ambient mana. This is a process that will occur automatically at a slow rate or manually at a faster rate.
- If a **divine golem** chooses to cast aside their humanity, it's possible for them to naturally ascend to godhood.
- A **divine golem** is capable of shapeshifting with ease into any form. Their sheer physical and magical abilities make them the equal of Gilgamesh, the King of Heroes and Wedge of Heaven, despite his Gate of Babylon. As a being deeply connected to nature, they have an innate sense of everything around them, making it impossible for them to be snuck up on or to be taken unawares.
- **Divine golems** receive a 50% discount on **Regression to the Age of Gods** and **Divine Words**. This stacks with other discounts.

Deity: -1000/-1200/-1400
Parameters
Strength: EX
Endurance: EX
Agility: EX
Mana: EX
Luck: EX
- If taken by someone in the **Age of Gods**, it costs -1000. If taken by someone in the **Age of Heroes**, it costs -1200. If taken by someone in the **Age of Man**, it costs -1400.
- Deities are formed from the minds of humans. That is to say, if enough humans attribute the existence of fire to a being called MadDuck, then the god of fire MadDuck will come into existence. Alternatively, deities are formed when enough humans consider a being (typically a nature spirit) to be divine. But it’s much more rare for something to become divine than for a deity to simply be born directly from worship.
- You may select a Domain that you govern as a deity. For example, Fire, Crafting, Wisdom, War, etc. You may take extra Domains by paying -200 points. You may take [Heaven] as your main domain (meaning you become the head of a pantheon) by paying -400 points.
- As a deity, you will gain strength through worship, but also lose strength if people stop worshipping you. It’s even possible to regress into something called a divine spirit if you go without worship for long enough. Which is essentially just a jumped up elemental. It can easily return to being a proper deity if it begins receiving worship again, but is otherwise similar to a powerful elemental.

- Deities naturally have gargantuan amounts of physical and magical power that, in combination with their Domain, allow them to do things that any modern mage would see as utterly impossible.
- Deities receive a 50% discount on **Regression to the Age of Gods** and **Divine Words**. This stacks with other discounts.

Ultimate One: -1500
Parameters:
Strength: EX
Endurance: EX
Agility: EX
Mana: EX
Luck: EX
- An **Ultimate One**. A supreme being. The weakest of the **Ultimate Ones**, Brunestud of the Crimson Moon, was able to fight the Magician of the Second Magic, Zelretch, nearly to a draw. Mind you, this was when Zelretch was in his prime, capable of drawing and utilizing infinite magic from the Kaleidoscope of Worlds. Yet the very weakest of the **Ultimate Ones** still nearly killed him. Truthfully, Brunestud almost certainly *would* have killed Zelretch, but Brunestud severely underestimated what a Magician was capable of and let his guard down. Something that Zelretch wasn't stupid enough to not take full advantage of.
- You may freely choose a theme for yourself as an **Ultimate One**. For example, Brunestud was all about blood and the moon. That is, his theme was [vampire]. You will have special powers and abilities according to your theme. But no matter what you choose, you'll have unbelievable physical and magical prowess. At a minimum, it would take a full team of seven **Servants** to take you down. At a maximum, it would take multiple powerful gods working together to be your equal.
- The theme you build as an **Ultimate One** is what decides how strong you are as an **Ultimate One**. If you carelessly choose your theme and the powers that make it up, you'll be on the lower end of the **Ultimate One** power scale. If you carefully choose your theme and the powers that make it up, you'll be on the higher end of the scale.
- You may choose nine innate powers that fit your theme as an **Ultimate One**.
- All **Ultimate Ones** lack the concept of death. That is to say, it's utterly impossible to kill them unless you have a way to impose the concept of death on them, then do something that would kill them. As an **Ultimate One**, your body could be shredded on a subatomic level and your soul shredded and devoured, yet you would still reform like nothing had happened. That is what it means to lack the concept of death. You <u>cannot</u> die. Unless, of course, somebody figures out how to impose the concept of death on you. But even then, you'd be pretty hard to kill.

- **Ultimate Ones** have a corrosive effect on the world. That is to say, the world around them slowly warps and bends under the sheer weight of their existence, altering itself to better suit the **Ultimate One**. This is a very slow process, but one that will quietly infuriate both Gaia and Alaya. They won't immediately send Counter Guardians after you, as merely being an **Ultimate One** already puts you at a level where the effort of defeating you might not be worth it. But if you push them, they might decide it's a price worth paying.
- **Ultimate Ones** receive a 50% discount on **Reality Marble**.

Perks

General

Origin: Free/-100
- Your origin is somewhat esoteric. It does have an influence on what sorts of magic you can use/are best suited for, but it's more about who you are as a person. It's the concept that forms the core of who you are.
- You may select an ordinary, single origin for free.
- You may select a dual origin for -100 points. The two concepts you select must be complementary to each other, like Sever/Bind.

Elements: ???
- Elements decide what sort of magic you're best suited to use. Normally, only elements from the five basic elements of fire, water, earth, air, and void or the five basic elements of fire, wood, metal, earth, and water are seen (there's two different sets of "standard" elements, with the first five being the standard elements of the West and the second set being the standard five of the East). Because magecraft is generally based around those elements, and because of how useful they are, those five elements are each known as the Five Great Elements. But other elements, like sword, imaginary numbers, and such do exist. Though usually, they're only gained through special circumstances.
- Choose one of the two sets of Five Great Elements. You gain one element from that set for free. You may pay -100 points to gain an additional element from the Five Great Elements of that same set.
- You may pay -200 for a non-standard element that doesn't match your origin. However, gaining a non-standard element replaces any and all of the Five Great Elements that you have.
- You may pay -200 for the same element as your origin. This causes you to become what's known as an Incarnation. It turns you into a hyper-specialist, capable of performing feats that border on True Magic within your specialization, but being utterly incompetent at all magic outside that specialization. Shirou is an easy example. His reality marble was made possible through his being an Incarnation of "Sword".

Additionally, his ability to so easily trace Noble Phantasms was made possible both through his reality marble and his being an Incarnation of “Sword”. But he’s utterly incompetent at all other forms of magecraft. It’s not that he can’t use them at all. It’s just so difficult and costly for him that it’s not worth the effort.

Magic Circuits: -100
- Free for **Spellcaster** and **Magus**.
- Grants 10 magic circuits of poor quality. That is, the output of each circuit is 5 units. For those who can’t do math, that means you have a total output of 50 units of magical energy. For comparison, Shirou (a weak to average mage) has 27 circuits with 10 units each and Rin (an incredibly gifted mage) has 40 natural circuits and 30 from her **Magic Crest** with a total output of 1000 units. In Rin’s case, her natural circuits do most of the heavy lifting, as they’re higher quality than the circuits she gains from her **Magic Crest**.
- If you selected **Notes** as a time/timeline, your **Magic Circuits** will be capable of processing Grain and converting it into magical energy. However, this will be a less efficient process than converting mana or lifeforce.
-- Increased Quantity: -50
- Grants another 5 circuits of poor quality.
-- Increased Quality: -100
- Increases the output of all your circuits by 5 units. That is, if you had 10 circuits with an output of 5 each for a total of 50 units in output, buying this once would give you 10 circuits with an output of 10 each, for a total of 100 units in output.
-- **Special Composition:** -100/-200/-400
- Causes your circuits to have something unique about them. Perhaps they can be used for longer periods of time. Perhaps they put less strain on your body. Perhaps they can be activated much more quickly. Whatever it is, your circuits are different in a delightfully useful way.
- There are three levels of cost, depending on how special you want to make your circuits. This is the honor system, Jumper. Don't give your circuits some ridiculous ability without shelling out the points for it.

Fairest of Them All: -100/-200/-400
- For -100 points, you become an idealized version of yourself, as far as looks go.
- For -200 points, you become beautiful/handsome to the point that people can't help but turn their heads to look at you in wonder.
- For -400 points, your beauty reaches the point that it becomes a sort of Mystery. People are in awe of you and want to listen to you and obey you. Those with strong wills or an innate resistance to magic can push past this desire, but it will wear them down if they’re exposed to you for long enough.

Martial Arts: -100
- Grants a high level of skill in completely mundane martial arts. Think of something along the lines of MMA, where it's a mix-mash of techniques from different styles instead of a set of techniques from a single style. Nothing special or magical about them. Still a useful skill to have though.

Ancient Weapon Skills: -100
- This grants you skill in using and maintaining ancient weapons such as swords, bows, spears, shields, and all variations of the above. But you only have in-depth knowledge of the common ones. If the weapon is something rare or unusual, like nunchucks, you'll only have basic knowledge on how to use and maintain it.

Modern Weapon Skills: -200
- This grants you skill in using and maintaining modern weapons such as guns, drones, combat knives, grenades, improvised explosives, and all variations of the above. But you only have in-depth knowledge of the common ones. If the weapon is something rare or unusual, like a homemade time bomb, you'll only have basic knowledge on how to use and maintain it.

False Shapeshifting: -200
- Grants the ability to shapeshift into any living creature. This change is only cosmetic. You don't gain access to any of the abilities or traits of the creatures you shift into.
- The cost of magical energy it takes to maintain a shift is determined by how far you deviate from your natural form. Differences in size, biology, behavior, etc, all increase the cost.

Regression to the Age of Gods: -400
- A unique (in the modern age) method of using magic possessed by beings like Lugh Beowulf and Arcueid Brunestud, which allow the user to go beyond normal magecraft and reproduce Mysteries from the Age of Gods.
- Your magic circuit quantity determines how much power you can put into your Mysteries from the Age of Gods, while quality determines the potency of Mysteries you're able to learn and use.
- Normally, Regression to the Age of Gods would mean that you didn't actually have magic circuits, as magic from the Age of Gods doesn't need such things, nor would anybody from that time period (and thus capable of using Mysteries from the Age of Gods) have Magic Circuits. But you're buying this with points, so you get to keep your Magic Circuits and get the benefits of Regression to the Age of Gods.

- This only represents your ability to learn and perform magic from the Age of Gods. You'll either need to buy perks or find somebody to train you during your stay if you want to actually perform magic from the Age of Gods.
- If you take this perk while being in the actual Age of Gods, this acts as a power multiplier. That is, every spell you cast will be three times more potent without any extra cost.

True Shapeshifting: -600
- Grants the ability to shapeshift into any living creature. If you've been exposed to the creature for long enough or have ingested part of their body (blood, flesh, hair, etc), this change gives you access to part of their innate traits and abilities.
- The more powerful the creature you're shifting into, the more magical energy it takes to shift. However, it takes no energy to maintain a shift, provided that you fully shapeshifted into the creature.

Divine Words: -800
- This grants knowledge of divine words. The use of divine words was the primary method used for casting spells in the Age of Gods and the first half of the Age of Heroes. It's a categorically higher level of Mystery than magecraft, though still inferior to True Magic. It's slightly below the level of Mystery of the innate abilities you would receive as a Demigod.

Demigod: -1000
- Cannot be taken by **Deities** or **Ultimate Ones**.
- **Humans** have a 20% discount when buying this perk. That is to say, for **Humans**, this perk will cost -800 points instead of -1000 points.
- You're the son or daughter of a god! This comes with truly absurd physical and magical power, along with the ability to innately use certain Mysteries, depending on their heritage. They aren't on the level of True Magic, but they're far above mere magecraft.
- All parameters increased by three ranks. This parameter increase is unable to push any of your parameters to EX. If this would give you an EX rank, increase to A+ or A++, depending on if your *parameters* were at B or A rank to begin with. Or, if you already had A+ or A++, simply accept that you can't get a full two ranks increase in that parameter. If one or more of your parameters are already at EX rank from other chosen perks, simply accept that it increases that parameter further. After all, while EX represents that you've broken the scale, there's different degrees to how badly you can break it.

- Choose three innate abilities based on your chosen divine parent. For example, it would be logical to have an ability related to power, ruling, law, lightning, storms, or air if you're a child of Zeus.
- Be warned: **Demigods** tend to have rather nasty fates after frustratingly interesting lives.
- For an additional -200 points, you may choose an especially potent innate power, such as Heracles' incredible strength. You may buy multiple innate powers. Just remember that even though they're extremely strong, they're completely inflexible and limited in scope. Heracles' incredible strength only gives his physical body incredible strength. He can't empower others or use his strength to make himself more durable or empower his natural regeneration or make his magic stronger or any nonsense like that. His innate power is extreme physical strength. And that's it.
- Buying this perk grants a 25% discount on **Divine Words** and **Regression to the Age of Gods**.

Drop-in

Free From Fate: -100
- Divination magics, such as clairvoyance, struggle to get a lock on you. It takes truly powerful spells to learn anything important about you.

Somewhat Unusual: -200
- You have an unusual bloodline of some sort. Perhaps some ogre blood, troll blood, oni blood, or something else like it. Such things often grant some sort of innate ability and will almost certainly increase your physical and/or magical prowess.
- If you're giving yourself something like a draconic bloodline, then it's watered down to the point that it's on par with something like an oni bloodline. This is a -200 points perk, Jumper. Treat it like one.
- This can only be purchased once and will only grant one bloodline.

Personal Skill: -400
- You may select one skill from any servant in any of the Holy Grail Wars. You gain that skill at one full rank lower than what the servant has.
- This may be purchased multiple times.

High-speed Regeneration: -600
- Grants an innate regeneration potent enough that any non-cursed wound that isn't immediately fatal will be repaired within hours (or mere minutes). However, it struggles to deal with curses.
- This acts as an innate function of your body, requiring no magical energy.

Marble Phantasm: -800
- The ability of an elemental or **True Ancestor** to connect their spirit to nature and manipulate probabilities and transfigure the world around them. In essence, this allows them to warp and alter the world around them. However, this is limited to what is achievable by nature and what they can do through manipulating probability.
- For example, a **Marble Phantasm** can't directly affect **humans**, as **humans** are independent of nature. However, it would be possible to warp the air to form sharp, cutting blades. If a human was hit by those blades, they'd be cut by them.
- As for the other things of what they can and cannot do, consider a pile of 100 marbles. 50 are black and 50 are white. Now let's say you picked up the pile and tossed it in the air. A **Marble Phantasm** would allow you to arrange those marbles so that when they hit the ground, they formed a picture. Perhaps even a 3D sculpture made of marbles. You could do this by manipulating the probability of where they fell and how the air hits them. But you could never change a white marble into a black marble or vice versa, because there's no possibility of that happening and therefore no possible way for you to manipulate probabilities to make it happen, nor is there a way for you to make that change in a way allowed by nature.

Mana Core: -1000
- A **Mana Core** is something normally only found in dragons. If a **Magic Circuit** is a single person working to produce a product, then a **Mana Core** is an entire, enormous, factory.
- A **Mana Core** is capable of spontaneously producing magical energy, although the vast majority of the magical energy it produces is through the same process as **Magic Circuits**, just increased in scale by several orders of magnitude.
- Of course, I'm sure you want some numbers to go along with the description. Very well. A **Mana Core** will automatically grant you a constant output of 3,000 units of magical energy. However, it will also apply a ten times multiplier on both itself and all other sources of magical energy.
- For example, let's say that you bought 1,000 units of magical energy output in **Magic Circuits**. We'll add 3,000 units to that, acquired from the **Mana Core**. That gives you a total of 4,000 units of magical energy in output. That number is then multiplied by 10, giving you a final value of 40,000 units of magical energy output.
- One final added benefit of a **Mana Core** is that it grants you the Magic Resistance skill at C rank.

Mundane Human

Student of History: -100
- Now, I could have sworn some of those servants were historically supposed to be male. Maybe I'm just wrong? But with this perk, you'll never be wrong about such things!

You'll always either know the true version of history or be able to easily discover it. If somebody is telling you a story about history, you'll be able to easily and accurately tell what parts are true and what parts aren't.

Something Unusual: -200
- You now receive a 50% discount on one psychic mutation or set of mystic eyes. Better make it worth the 200 points!
- This cannot be purchased multiple times.

Up To Date: -400
- You have an instinctive understanding of technology. Even if you don't initially have the slightest idea how a computer works, it'll only take you a few days of tinkering and playing around to develop a solid understanding. You also learn information related to technology much more easily and retain the information indefinitely.

Everybody Loves Money: -600
- Money seems to flow into your hands with barely any effort on your part. All money-making schemes you come up with succeed, so long as they had at least a somewhat decent chance of succeeding without this perk.

I Have Connections: -800
- Powerful and influential people seem to like you. They'll always be willing to give you a chance, so long as you haven't already given them a bad opinion of you. They won't forget when you do something good for them and will always be willing to repay any debts they owe you.

Figurehead: -1000
- You seem to attract overwhelmingly competent people like rotting meat attracts flies. They might not necessarily choose to work under you as a minion for the rest of their lives, but they'll be predisposed to accepting you as their boss/leader.
- Brilliant people tend to have titanic egos. It can sometimes make it hard for them to work together. But that's not a problem for you. You'll always be able to help people find common ground between them and form bonds of friendship. Or, at the very least, to prevent them from being enemies. (This only works so long as they both respect and like you and don't see you as their enemy/opponent.)

Spellcaster

Fate/Stay Cooking: -100
- You're a master chef! You aren't the best in the world, but your cooking is still something that normal people would salivate over.

Unorthodox Uses: -200
- You have a knack for using things in ways they weren't designed for, but excel at, and for exploiting weaknesses in systems using something they weren't designed to counter. Like how Shirou uses his magecraft to improve his cooking. Or how Kiritsugu used thermal vision to find mages with active magic circuits.

Hero In Training: -400
- Every hero starts off somewhere. Nobody is born great. Er- wait. No. That's a lie. Plenty of people in the Nasuverse were born great. But not everybody, and that's what this perk is about!
- Normally, everybody has some sort of limit. A point at which they simply can't improve anymore. Not you though. Not really. Once you reach your physical, mental, or spiritual limits, you can overcome them through sheer determination and force of will, allowing you to continue improving in that area.
- This doesn't remove your limits. It merely pushes them further away. At some point, you'll hit your limit again and have to force your way past it again.

Achieve The Improbable: -600
- You've taken some skill of yours, whether magical or physical, beyond the limits of what was thought of as possible. Just as Shirou improved Gradient Air into his Tracing magecraft, you too can now develop something amazing out of something others overlooked.
- This doesn't allow you to do something that's truly impossible. It simply allows you to do something that nobody thought was possible, but actually is. Again, using Shirou's Tracing as an example, anybody could learn his Tracing magecraft and could theoretically use it to Trace noble phantasms like he can, if they had the mental blueprint of the noble phantasm.
- You may take a form of martial arts you know or a type of magic (whether magecraft, magic from the **Age of Gods**, or something from another Jump entirely). Improve three techniques/spells from that form of martial arts or school of magic. Those three techniques/spells are capable of doing something previously beyond their limits.

Reality Marble: -800
- A **Reality Marble** is when you impose your own internal logic on the world around you. That is to say, you have a set of logic inside you. This logic is capable of changing in small ways, but will always remain fundamentally the same so long as your mind remains the same, as this set of logic is based on who you are as an individual, with your Origin being the main foundation of the logic, but your mindset and personality being the rest of the foundation for it.

- Let's go back to the example of 100 marbles used back in the **Marble Phantasm** description. A **Marble Phantasm** can't change the color of the marbles because it only manipulates probability while working within the natural logic of the world. But a **Reality Marble** changes how reality works.
- So let's say that your **Reality Marble** is "the alteration and manipulation of marbles". Within your **Reality Marble**, you could move the marbles or alter their properties. You wouldn't be moving them by manipulating the environment around them through probability. Instead, you're working inside a world where reality itself has the rule of "you can move the marbles". Thus, you simply cause the marble to move. It doesn't even cost you magical energy to do so, as it's simply a function of how the world of your **Reality Marble** works. Though it does cost you quite a bit of magical energy to keep your **Reality Marble** manifested.

Living Legend: -1000
- All parameters are permanently increased by three ranks. This can push you into EX rank for one parameter. For example, if your strength and agility were both at A rank, you could choose one to reach EX rank. The other would be stuck at A++.
- You may choose three class skills from the seven standard servant classes, ruler class, or avenger class. You gain those class skills at rank B.

Assassin

Peak Fitness: -100
- You're at the absolute physical limit of what normal humans can achieve. Your fitness level will never decrease unless you want it to.

A Bit Beyond Human: -200
- Your training has given you a sort of natural, innate Mystery. You're capable of hurting, and possibly killing, things that would normally take specialized weapons to fight.
- For example, a ghost would normally take a specialized weapon to harm. But you could punch it with your bare hand.

Assassin's Arts: -400
- You know the skills of an assassin. But these aren't mere mundane skills. No, these Assassin's Arts are a form of Mystery. You gain absolute control over your body and biological processes. You can use every scrap of strength you have to perform an action. You have absolute awareness of your surroundings, within the limits of your senses.
- More than that, this increases your physical prowess, with an emphasis on agility and stealth. To put this in terms of parameters and skills, your agility parameter is increased by one rank (this is not allowed to reach rank EX) and you gain the class skill Presence

Concealment at rank E (or, if you already have it, it increases by a rank, though not up to EX).

Perfect Breathing: -600
- All parameters increased by one rank. If this would give you an EX rank, increase to A+ instead. Or, if you're already at A+ in one or more ranks, you may increase them to A++. However, you may not increase your ranks to EX.
- Mana increases by two ranks, rather than one. If this would give you an EX rank, you are allowed to acquire the EX rank in mana.
- A specialized technique that cannot be trained, demanding a unique talent for the proper way to walk and breathe, which causes the entire body to act as a single, pure Circuit.
- This increases the prowess of their physical body and vastly increases their magical energy.

A Higher Form of Skill: -800
- Take a normal, mundane set of techniques/skills. Whether that's swordplay, a martial arts style, or something else entirely. Your level of skill has increased to become something otherworldly.
- Just as Fake Assassin in the Fifth Holy Grail War was capable of cutting three times with a single slash through sheer, impossible skill, so too can you achieve something outright impossible through your ability with your chosen skill.
- Only one technique in your chosen skill set will be on the same level as that impossible slash. Yet, that skill will be something capable of rivaling noble phantasms.

Enchanted Body: -1000
- Just as Medea enchanted Kuzuki to where he was capable of fighting Arturia as a near-equal, so too will your body be enhanced. And unlike what he had, your enchantments will be permanent. Though they'll take a steady cost of magical energy to keep active.
- Strength, Endurance, and Agility all increased by a maximum of four ranks while the enchantments are active. You can choose to increase them by a lesser amount by using less magical energy.
- This boost can push you into EX rank in a parameter if and only if your base parameter in a rank is already at A or higher.
- These enchantments grant a minor form of regeneration that grows stronger as more power is funneled into the enchantments.
-They also grant a form of magic resistance. However, this is actually magic resistance. It doesn't passively nullify spells like the Magic Resistance skill does. Instead, it allows the user to use magical energy to empower the enchantments to fight off the magic.

Priest

Holy Sacraments: -100

- This perk grants access to the Holy Sacraments used by the Church. In truth, this is a form of magecraft. The most stable and well-spread form of magecraft in the world. However, the Church considers it to be a gift from God. They will kill, or at least ostracize, anybody who says otherwise.
- As part of this perk, you gain basic knowledge of how the Holy Sacraments work, though you don't actually learn any spells.

Healing Arts: -200

- You now have knowledge of various healing and purification spells. Generally speaking, this will allow you to cure any mundane injury. Even most magical injuries should be something you can handle, since your purification spells can remove the harmful magic and/or curses, then your healing arts can repair the damage. However, genuinely potent/high level curses are beyond the knowledge/ability granted by this perk.

Executor Arts: -400

- Executors could be considered the Church's executioners. They're the iron fist of the Church, sent to slay things that prey on mankind. This usually means vampires and demons, but there's plenty of other creatures they hunt.
- Executors have the right to use anything and everything that helps them in their quest, including things that would normally be considered heretical, such as magecraft.
- This perk grants knowledge of how to kill beings that humans would ordinarily be incapable of killing. It also specifically grants knowledge of how to kill all manner of demons, vampires, and other existences that aren't human, but prey on humanity.

True Miracle: -600

- Grants the ability to perform a miracle. That is, once per day you may perform a lesser miracle. Once per month, you may perform a greater miracle. Miracles can be stored for later use. For example, not spending one of your daily lesser miracles means you'll have two miracles to spend the next day. Lesser miracles cannot be converted into greater miracles, but greater miracles can be converted into lesser miracles at a ratio of 1:28.
- A lesser miracle is able to instantly accomplish anything that is possible by mankind. For example, it's possible for doctors to cure somebody of cancer, but it takes a while and there's always negative side effects and complications. Using a lesser miracle to cure somebody of cancer will immediately and perfectly remove the cancer without any side effects.

- A greater miracle is something that's beyond the ability of humans, but not at the level of **True Magic**. Essentially, it's that gray area of things that are theoretically possible, but haven't yet been accomplished. For example, editing genes to improve a person beyond what is normally humanly possible. Using a greater miracle to do the same would instantly alter and improve your body to the limit of what the greater miracle is capable of (each greater miracle has a limited amount of energy, so something like "improve my body's genes" would take quite a few greater miracles to hit the absolute limit of what greater miracles can accomplish).

Revelation: -800
- The guidance of God. Or at least, something that seems eerily similar.
- Once per day, you may ask for guidance on how to achieve a goal. You will receive an instinctual understanding of what you should do. Once per month, you may ask for exact guidance on how to achieve a goal and receive a detailed list of steps to take as well as an instinctual understanding of what you should do.
- The more nuanced and lengthy the path to achieving what you asked for, the more difficult it is for **Revelation** to provide the answer. In the case that it can't provide a clear answer with the energy of a single guidance, you may choose to take the best estimate it can make for the entire answer or a partial answer with the same clarity as normal.

Wisdom of God: -1000
- Whereas **Revelation** grants knowledge on how to achieve a goal, **Wisdom of God** grants any and all knowledge that exists.
- Once per day, you may choose lesser knowledge to assimilate into your understanding. This knowledge is limited to what is understandable by mankind.
- Once per month, you may choose greater knowledge to assimilate into your understanding. This knowledge has no limits. Even Eldritch Truths that would ordinarily shatter a human's mind like glass can be easily and safely understood and comprehended through this perk.
- This only allows you to understand things that can be understood in the first place. That is to say, things such as True Magic can't be gained using this perk. After all, True Magics are utterly unexplainable. Things that are simply incomprehensible, no matter who or what you are. If that ever changed, then **Wisdom of God** could be used to comprehend them. But until that day, they're beyond the ability of this perk to comprehend.
- As with **Miracle** and **Revelation**, **Wisdom of God** has limits to what each Fragment of Knowledge, whether lesser or greater, can hold. To put things in perspective, it would take about seven lesser Fragments of Knowledge to gain a bachelor's degree in a subject. A greater Fragment of Knowledge holds the same amount of knowledge as a lesser fragment, but it can hold any and all knowledge.

Magus

Enduring Mysteries: -100
- Normally, all magic in the Nasuverse is dependent on a lack of understanding formerly known as Mystery. If something is understood, then it ceases to be a Mystery and can no longer be used in magic.
- You no longer have that problem. As long as you use a Mystery before it's unraveled and understood, you'll always be able to use and teach others to use that Mystery.

Magically Gifted: -200
- You have a knack for understanding all forms of Mystery and how to use them.
- In practical terms, this allows you to learn all forms of magical knowledge twice as fast as you would without this perk.

Seeker of Knowledge: -400
- You have a knack for stumbling across knowledge of magic, whether from the modern era or times long past. Whether this comes in the form of teachers, ancient scrolls, lost books, or something readily available, you simply seem to have the best luck in the world.

Sorcery Trait: -600
- A thaumaturgical attribute, enhancing or modifying the owner's spellcasting abilities when performing magecraft that falls within the domain of that attribute.
- There is a large number of different attributes for **Sorcery Traits**, ranging from the Makiri Family's [Absorption] attribute that allows for the binding and control of others, to the Einzberns' [Transfer of Power] attribute that enhances their alchemy and homunculi by allowing for the transference of consciousness.
- For an additional -200 (that is, a total of -800), you may choose a **Sorcery Trait** on the same level as unique and special **Sorcery Traits**, such as the [Wishcraft] sorcery trait that grants the ability to enact Mysteries merely through a desire and the expenditure of an exceptionally large amount of magical energy or [Tradition Carrier], which grants the right to create the Noble Phantasm Fragarach.

High-speed Incantation: -800
- Dramatically reduces the casting time for all forms of magic, cutting the cast time in half at its slowest.
- At its fastest, it's capable of reducing a ten action spell into a single action spell, where an action is any individual action you must take before you can cast the spell.

True Magic: -1000
- You may purchase this multiple times.
- Select one of the **True Magics**. You now have the innate ability to use that Magic and an instinctive understanding of what can and can't be done with it. However, that's only a general understanding. Discovering precisely what you can and cannot do requires you to practice with it and to push yourself, as does truly mastering the Magic. You won't be able to immediately travel to other worlds or draw infinite magic from the Kaleidoscope of Worlds if you pick the Second Magic. You'll have to actually train and practice to reach that level.
- Only the Second and Third Magics have been properly explained and expounded upon. So for the other three magics, their descriptions will be more along the lines of educated guesswork than solid facts.
- **First: Denial of Nothingness** - Nobody is entirely certain what the domain of the First Magic is. However, it's known to be related to the spontaneous creation of ether clumps. Ether clumps are essentially the building blocks of all that exists. So it's a reasonable guess to assume that the First Magic governs the Creation of Something From Nothing.
- **Second: Kaleidoscope** - The Operation of Parallel Worlds. That is, to draw information, objects, knowledge, skills, and magical energy from parallel worlds and the space between worlds. It also allows for time travel, moving through space, and traveling to parallel worlds. There's probably some other fancy stuff you can do with it, but that's what we know it can do. After acquiring your Spark, this would extend to all worlds, rather than being limited to the set of parallel worlds you currently exist in.
- **Third: Heaven's Feel** - The Materialization and Manipulation of the Soul. Most notably, this allows you to turn your own soul into a spontaneous mana generating machine. That is, you can generate magical energy spontaneously. It also allows you to bring back the dead, to a certain extent. So long as the soul hasn't fully returned to the Root, you can draw it back out. The Third Magic is what is used to summon Servants from the Throne of Heroes. It's also capable of granting a form of true immortality and manifesting your soul as a physical body (like what Servants are). There's probably some other fancy stuff you can do with it, but that's what we know it can do.
- **Fourth: Unknown** - Absolute reduction of all things to nothingness. It is the exact opposite of the First Magic. With it, one is able to kill an Immortal and to damage even those with no concept of death. At higher levels it allows one to even affect concepts. Killing a concept of life or death would kill or make one immortal respectively
- **Fifth: Magic Blue** - It's unknown what the precise domain of the Fifth Magic is. It's possible to use it to travel through time, yet time travel falls under the domain of the Second Magic. So the Fifth Magic must be more than mere time travel. It's strongly suspected to have a connection to Consumption and Extinction.
- **Sixth: ???** - You may choose to create your own True Magic. This is something that modern mages have theorized is possible, but haven't thought would ever happen. The

only restrictions on creating your True Magic is that it governs a single aspect of reality (you can apply it in however many ways you want, just so long as it only governs one thing) and that it's something utterly impossible to reproduce using science or magecraft.

Items

General

A Briefcase Full Of Money: -100
- It's a briefcase full of money! It's whatever currency is accepted in your area and in whatever form is easiest to use. For example, it would be full of twenty dollar bills in the USA.
- The briefcase refills every month, but only replaces the money you've actually spent. You can't just dump all the money into a pile and have the briefcase refill.

Original Noble Phantasm: -100
- Purchasing this allows you to build your own Noble Phantasm in the Noble Phantasm Creation section. However, you'll still need to buy a rank for your Noble Phantasm.
- This may be purchased a maximum of three times.

Class Cards: -1000/-1200
- Seven Class Cards. Using the command Install: Class, you can gain the skills, parameters, and noble phantasms of that servant.
- Saber, Lancer, Archer, Rider, Castor, Assassin, and Berserker. You may choose which servants the cards hold.
- If you choose the -1000 option, then Gilgamesh and all Grand Servants are banned.
- If you choose the -1200 option, then there's no restrictions on what servants you can choose for the cards. But fair warning: servants on the level of Gilgamesh will retain their own sense of identity. It's not impossible for them to possess you and take over your body when you install their class card.

Drop-in

Fake ID: -100
- A card that takes the form of any identification you need to show to another person. It won't exist in any computer systems or archives of information, but it will otherwise be perfectly and utterly identical to the real thing.

Wizard's Hat: -200
- It's a fancy hat! Well, that and more. The opening of the hat acts as a portal to a pocket dimension stored inside the hat. There's about a hundred cubic meters worth of

space in there. The opening of the hat can expand to about five times its normal size in order to assist with you depositing and removing items.

Book of Many Spells: -400
- This is a rather odd book. Every day, a different spell will appear in it. The entire history of the spell, including how it was made and how it has been used, will be recorded, along with how to perform it. The book is usually rather thin, since there's only ever a single spell recorded inside it.
- These spells range from simple spells for creating lights to spells capable of ending the world. Though they're usually somewhere in between.
- You're capable of learning all spells that appear in the pages of this book, regardless of whether or not they're something you could normally learn. But if you don't finish learning it by the time it's replaced with a different spell, you'll no longer be able to learn it (that is, if it was a spell you weren't supposed to have been able to learn or cast).

Potion of False Immortality: -600
- Normally, this grants biological immortality and removes the need to eat, drink, sleep, or breath.
- If you already have all that, then this simply grants an extremely potent regeneration ability. Essentially, anything that doesn't outright kill you will be healing in just a few minutes at most. Only the most powerful curses can slow or stop this process.
- You receive one potion on the first day of every month (always according to Earth's standard time system and calendar, if you're in a Jump where the time system and calendar is different).
- This potion is only effective the first time you drink it.

Ring of Solomon: -800
- This isn't actually the ring Solomon created to bind and control demons. Rather, it was created in the image of such an item.
- This ring, also known as the Ring of Binding Spirits, grants the power to force contracts on Spiritual beings.
- In theory, so long as the will of the user is greater than their target's, a contract can be forced on the target.
- In reality, there's several other factors. If the target has Magic Resistance, then the ring will be less effective. If the target has much larger mana reserves than you, you'll need a truly overwhelming willpower in order to force a contract on them. Or if they have a greater will than you, you can resort to using overwhelming magical energy to force a contract on them in spite of their superior will.
- Failing to impose a contract on a target can cause spiritual damage to the user of the ring, with the damage being dependent on how badly outmatched they were.

- A clever Spirit that realizes they're outmatched can alter the terms of the deal. Essentially, they can accept that a deal will be imposed on them and focus on making the terms of that deal more favorable to them. This is much easier for the target to do, as opposed to trying to prevent the formation of the contract entirely. But most Spirits won't have the time or perspective to think of this option.

Black Barrel: -1000
- To put it simply, this is a gun designed to slaughter gods and immortal beings. It imposes the concept of “a natural lifespan” on the target. Thus, formerly immortal beings are suddenly mortal, even if only for the moment.
- The blasts of this weapon (which are technically Mystery, but take the form of a bullet) ignore all defenses based on Grain or Ether. In other words, only mundane defenses can defend against this gun. Against such mundane defenses, this is just a powerful gun with limitless ammo.
- Upon hitting the target, the bullet will detonate any Grain or Ether in the target. This is why it’s considered to be a god-killing weapon, as **Ultimate Ones** have the highest levels possible of Grain in their bodies, while **Deities** have the highest possible levels of Ether in their bodies. Being hit by a bullet from this gun would do enormous amounts of damage to them, possibly enough to kill them in a single shot, if they didn’t put up defenses and if it hit a vital area.

Mundane Human

Neural Lace: -100
- An advanced neural lace that’s woven through your brain. It makes you substantially smarter, gives you perfect memory, and allows you to have multiple lines of thought in parallel to each other. It also has built-in programs that allow you to make mathematical calculations at an incredible speed and with perfect accuracy.

Hacking Tool: -200
- A nifty little gadget that you can stick into any port on a computer. It will allow you to break through all normal security within seconds.
- It struggles with things like military grade cybersecurity. It can still get through, but it will take at least several minutes and usually several hours. It could even take days or weeks, if the security is truly impressive.

High Quality Vehicle: -400
- A vehicle of your choice. This could be a motorcycle, a car, a private jet, a helicopter, a 1800th century warship, a modern battleship, or anything else that is primarily used as a method of transportation.

- Vehicles bought with this perk slowly repair themselves over time. This doesn't interfere with your ability to place enchantments on them (or, as people of this world would say, to place a bounded field on them).
- Alternatively, you may choose to import a vehicle you already own using this. That vehicle will be upgraded into the best version of itself and given the innate self-repair.

Exoskeleton: -600
- A mechanical suit that grants the equivalent of rank A+ in Strength, rank A+ in Endurance, and rank A in Agility. This is not additive to your own parameters.
- The **Exoskeleton** is roughly three times larger than your standard body, according to volume. Nearly all that mass is used to give the **Exoskeleton** its incredible strength. But it also has systems to repair itself using nanomachines, to gather and store energy, and to read the brain patterns of the user so it's able to respond to the user's desire.

Cybernetics: -800
- Ah yes, science. Mankind's false magic.
- This will give you highly advanced cybernetics. This isn't just a bunch of electronics. You will become half man, half machine.
- The cybernetics self-repair using a complex system of nanobots. These nanobots are also capable of repairing your organic parts, if you could still be said to have any of those. After all, even your individual cells have tiny nanomachines inside them.
- These nanomachines do their absolute best to keep you in perfect health. This ranges from clearing out toxins to destroying diseases to preventing you from aging past your prime. However, they struggle to deal with magical maladies, such as magically enhanced poisons, diseases, or curses in general.
- Your cybernetic systems gather energy using various methods. Solar, kinetic, thermal, electric, chemical, and a few more. Because of how tightly bonded your cybernetic systems are to your organic systems, your cybernetic systems are able to support and fuel your organic parts. Thus, as long as your cybernetics still have energy, you won't strictly need to eat, drink, or breathe.
- These cybernetics will raise all your physical parameters (Strength, Endurance, Agility) by three full ranks. No, this can't push you into EX rank.
- You'll gain access to a vast number of sensors (such as thermal vision) as well as the ability to directly interface with all technology that can be accessed by an outside system.
- The neural side of the implants are limited to what's required for the cybernetics to function. So, no, you don't become smarter or gain a perfect memory. However, if you purchased the **Neural Lace** item, then the neural lace integrates and synergizes perfectly with your cybernetics.

Alien Supercomputer: -1000
- No, this isn't on the level of the Moon Cell. But it *is* pretty impressive.
- This supercomputer starts off basically useless, I'll admit. But it will constantly collect vast amounts of data using an immense number of sensors.
- Once it gathers enough data, it will begin calculating ways to use the systems it has to affect the world. Essentially, it will learn to perform "magic". Except it isn't magic. It's ludicrously advanced science that uses pseudo-spiritrons (particles similar to what your soul is made of) to do what it does.
- This computer will never be able to replicate the True Magics.
- If you buy **Cybernetics**, you may choose for this computer to be fused with them. It will be somewhat less powerful because of it (as in, takes longer to calculate “spells” and has less energy for “casting spells” at any given time), but you'll be able to use the “spells” it develops with a mere thought.

Spellcaster

Mundane Toolkit: -100
- It's a toolbox containing all sorts of useful tools. Like hammers, screwdrivers, welders, and more!
- The tools self-repair and reappear back in the toolkit if you lose them or if they're stolen. No, they don't come back if you sell them.
- You may add mundane tools to the toolkit.

Damaged Magic Crest: -200
- It's a **Magic Crest**! But it's damaged.
- You have two options with this item. Either you choose to lose all high level spells, leaving only general spells, or you choose to lose all general spells and most high level spells, leaving only three high level spells.
- An example of high level spells would be Kiritsugu's Time Alter spells. They're high thaumaturgy; the highest level of magecraft. That is to say, they're classified as spells on the same level of complexity as a reality marble, though they're obviously not as powerful or flexible. You would get three spells on that level.

Specialized Mystic Code: -400
- Spellcasters are well known for their poor magical education. However, it's also true that many spellcasters are specialists in their field of expertise. Sometimes, that's due to their own skill. Sometimes, it's because of a mystic code.
- This allows you to design a reasonably high level mystic code. That is to say, powerful, but not on the level of a supreme mystic code or an E rank Noble Phantasm.

Enhancement Serum: -600
- Twelve vials full of a magically altered chemical solution. After drinking, it will double all your parameters for three hours. But once it runs out, you'll be barely able to function for at least a full day and weak for the next several days.
- You receive a new set of vials on the first day of every month.

Noble Phantasm (Item Type): -800
- You may select an item type Noble Phantasm of rank A or below from any servant. Or, if you wish, you may upgrade an item you already own into being a Noble Phantasm.
- Any Noble Phantasm you gain through this is a freshly made copy of the original. It will recognize you as its true wielder, if it's one of the Noble Phantasms that does that sort of thing. You may choose to make minor cosmetic changes to it and to change the true name of the Noble Phantasm, but the actual functions and abilities of the Noble Phantasm will remain the same.

Noble Phantasm (Innate): -1000
- You may select an innate Noble Phantasm of rank A or below from any servant. Innate Noble Phantasms aren't necessarily stronger than item type Noble Phantasms, but they usually are. Even if they aren't, they're often more flexible.
- You may choose to make minor cosmetic changes to it, if it has some form of physical manifestation, and to change the true name of the Noble Phantasm, but the actual functions and abilities of the Noble Phantasm will remain the same.

Assassin

Body Armor: -100
- High quality, but mundane, body armor.
- This is made of a similar material as EMIYA's body armor from the future.

Purification Vials: -200
- Twelve vials, each holding a purifying serum that acts as a remedy to all maladies. Curses, poisons, disease, etc. The effects will linger in the drinker's system for 24 hours, though the full effects will only be apparent during the first three hours.
- You'll receive a new set of vials on the first day of every month.

Tools of the Trade (Mundane): -400
- Things such as thermal vision goggles, grenades, C4, combat knives, all manner of guns, and more. Essentially, any tool that an assassin would find useful.
- This only extends to tools. Not things like vehicles or computers.
- These tools can be summoned on demand. The Jumper will have an innate sense of what's available for them to summon.

- These tools are produced at a constant rate, with the rate each tool is produced depending on the complexity and power of the tool. For example, throwing knives would be produced much more quickly than bullets and guns. In turn, bullets and guns would be produced more quickly than C4.

Tools of the Trade (Magical): -600
- These are the tools a more magically inclined assassin would use. Cursed daggers, magically enhanced poisons, venom from phantasmal beasts, and other such tools.
- None of these tools are on the level of even an E rank Noble Phantasm.
- These tools can be summoned on demand. The Jumper will have an innate sense of what's available for them to summon.
- These tools are produced at a constant rate, with the rate each tool is produced depending on the complexity and power of the tool. For example, a weakly magical poison would be produced much more quickly than an enchanted needle that leaves no trace and places a curse on the target that kills within a few hours. In turn, that needle would be produced more quickly than something like hydra venom.

Thompson Contender: -800
- A copy of Kiritsugu Emiya's Thompson Contender, along with a case of his origin bullets, made from his own bone and containing the power of his dual origin, Sever/Bind. The case will manifest new origin bullets at a rate of one per hour, but only if the bullet was used, lost, or stolen. Just removing it from the case doesn't let you manifest extras.

Death Made Manifest: -1000
- This could be considered something similar to a Noble Phantasm, for this is the Concept of Death, crystallized into a weapon.
- You may choose what type of weapon it manifests as. Alternatively, you may fuse it into a weapon you already have.
- This weapon is capable of killing anything that exists. Even beings such as Ultimate Ones, who lack the concept of death. This is possible because it imposes the concept of death on the target, then enacts [Death] upon that same target.
- A Mana parameter of rank A or a Magic Resistance skill of A make it possible to resist the instant death feature of the weapon. But there's always a chance that the target simply dies, no matter what defenses and resistances they have.

Priest

Right Hand of Glory: -100
- Holy Relic mystic codes made from the right arm of a sinner who was hanged.

- Although they're difficult to make, they've become rather common. They have the simple ability to make people fall asleep.

Holy Water: -200
- Water that is capable of harming evil spirits or weak demons, purifying weak curses, curing minor illnesses, and healing minor injuries.
- You receive five liters, in five one liter bottles, on the first day of every month.

Holy Shroud: -400
- Cloths once used to wrap the body of a Saint. Each of them is a form of mystic code and has their own unique properties.
- Usually, those properties are about sealing something harmful, purifying, binding, or healing. They're rarely about attacking.

Lock: -600
- Conceptual weapons designed to kill evil spirits and demons. They're not as powerful as **Keys of Providence**, but they're easy to use.
- They come in a variety of forms, ranging from small knives to gauntlets to crossbows. They're disguised using a tag that's placed on them. When the tag is removed, their true form is revealed.
- You may select a **Lock** for yourself. You may choose the form it takes, so long as it isn't a modern weapon (like a gun or explosive).

Keys of Providence: -800
- Conceptual weapons used for purification. They were designed to be used against vampires, but are also effective against evil spirits, demons, and, to a lesser extent, other humans.
- Black Keys are one of the **Keys of Providence**.
- On the first day of every month, you receive a full set of the Keys of Providence (that is, the set of Keys that an Executor would receive before heading off to slay a target).

Holy Scripture: -1000
- Only the Seventh Holy Scripture, wielded by Ciel, is well known. That Scripture puts a large strain on her body, but gives her the ability to kill immortals, as the Scripture is inherently an anti-immortal weapon.
- You may design a Scripture for yourself. Using it will strain your body, so you must find a way to permanently or temporarily increase your physical body to the level of E rank in both Strength and Endurance in order to use it. The Scripture will inherently have the ability to slay any and all things that would threaten humanity as a whole, no matter the inherent defenses of their race. They'll also have a certain measure of "anti-magic"

properties, allowing the Scripture to be more effective than it would normally be against magical defenses.
- For example, vampires wouldn't rapidly regenerate the injuries caused by this Scripture, despite having the innate ability of regeneration. They would have to heal normally, through mundane biological processes.
- Mundane or magical defenses would be effective as defenses, though mundane defenses would work better than magical ones due to the anti-magic properties of the Scripture.

Magus

Magic Toolkit: -100
- This grants all the common magical tools a magus would need in order to create any mystic codes they have the knowledge to craft.
- This will also grant specific tools according to what Magecrafts you buy for this Jump.

Mystic Code: -200
- Grants a mystic code of average power. That is, something useful, but not truly impressive.

Magic Crest: -400
- Magic Crests can be thought of as a spiritual organ, like **Magic Circuits**.
- At some point in their life, usually towards the end, a magus will remove some of their own magic circuits and forge them into the **Magic Crest** of their family. This causes the circuits to degrade in quality, but allows them to be passed on to the next generation.
- A magus in possession of a **Magic Crest** will engrave their spells and knowledge into the crest. This serves two purposes. The first and most important is that the bearer of the **Magic Crest** may instantly cast all spells engraved into the crest in such a manner. The second is that they can study the information in the crest, no longer being reliant on their family's library.
- Normally, the process of giving somebody a **Magic Crest** is dangerous, as it's like adding a foreign, extremely complex, organ to the body. It's done over several years, with potions and medicines being used to assist in to prevent rejection. This will add it to you instantly, with no such issues.
- You will gain an additional 200 units of magical energy output. All your knowledge of magic will be stored in the crest. You may choose 25 spells to engrave in the **Magic Crest**, allowing you to perform them as a single action (that action being funneling magical energy into your crest to activate that specific spell).

Family Manor: -600
- You will have a rather large manor at some location in the world. You may freely choose this location.
- The manor will have a library with books recording all your knowledge and your entire history.
- The manor will have magical defenses on par with what a Castor with a B rank Territory Creation skill could create.
- There will be a ritual room in the manor where ambient mana is concentrated, allowing you to more easily perform magic. The room has bounded fields to prevent damage from backfiring magic from spreading to the rest of the manor.
- For an additional -200 points, you gain homunculus servants. Unlike normal homunculi, they won't die after ten or fifteen years. Instead, so long as the manor survives, they will as well. If they are slain, their spirits will return to the manor and slowly form a new body using ambient magical energy. If over 75% of the manor is destroyed, they will begin dying. If it isn't repaired quickly enough, then they will die. They won't be able to resurrect themselves either, as their spirit won't return to the manor in such a situation. They will be truly dead.

Sorcery Code: -800
- A mystic code that has a connection to one of the Five True Magics.
- This sorcery code is capable of granting the user the ability to use one aspect of one of the Five True Magics.

Grimoire: -1000
- A grimoire is both like a **Magic Crest** and a **Mana Core**. A mage can store their spells in it, allowing them to use it to activate their spells instantly, and it produces vast amounts of magical energy.
- This begins as a blank book. It does absolutely nothing.
- Every type of magic you learn becomes a section. For example, magecraft vs magic from the Age of Gods.
- Every school of magic you learn within that type of magic becomes a chapter. For example, alchemy or necromancy.
- Every spell within a school of magic becomes a single page.
- For every section you have in the Grimoire, it gains 1,000 units of magical energy output.
- For every chapter you have in the Grimoire, it gains 100 units of magical energy output.
- For every page you have in the **Grimoire**, it gains 10 units of magical energy output.

- One tenth of the **Grimoire's** maximum magical energy output is generated spontaneously. So, if you had 5,000 units of magical energy output, 500 units would be generated spontaneously.

Psychic Mutations

Masochistic Spiritualist Constitution: +200
- If a daemon (or other spiritual entity) has possessed a target nearby, your body will take on the same spiritual hindrance as the possessed host. For example, say that cuts slowly carve themselves on the body of the possessed host. Your body would gain those same cuts.
- People with this psychic mutation are used by the Church to detect and find daemons and other malignant entities.

Synchronization: -100
- The ability to transfer energy. It operates through the exchange of fluids, such as blood or saliva. But it works best through sexual intercourse.
- In truth, anybody can transfer energy through this process if they have the proper training. The benefit of this mutation lies in the sheer efficiency of the transfer.

Retrocognition: -200
- The ability to perceive the past. Usually, it works through some sort of trigger. Like seeing the history of a room you're in or the history of an item you're touching. Doing it in a different method from one of those costs far more magical energy.

Spontaneous Combustion: -300
- The ability to cause a target to combust. It doesn't allow for the control of the flames or grants the ability to put them out. Only to cause a target to be lit on fire both internally and externally.

Plunder: -400
- Grants the ability to drain the vitality from those in your line of sight. It's also capable of granting the user's own lifeforce to others, whether to heal and strengthen them or to do something like raise corpses as zombies.
- This is a potent ability, but a well-trained mage can resist it without too much effort, to say nothing of existences like heroic spirits or true ancestors.
- This is functionally identical to the Origami (Caged Hair) curse that mixed-blood oni/human hybrids can have. The only difference is that Plunder is a psychic mutation, while Origami is an innate curse that can be controlled by the mixed-blood. Both of them operate through the creation of a form of bounded field.

Clairvoyance: -400
- The ability to flawlessly perceive and observe the world around them. This could be simply extending their senses, perceiving things that are normally imperceptible, or casting their senses to another part of the world.
- Clairvoyance only allows you to see what is currently happening. Not to see the past or future.

Future Prediction: -400
- The ability to unconsciously gather information and automatically absorb data about one's surroundings. This data can be compared to past events and experiences in order to flawlessly predict future events and their outcomes.

Future Calculation: -600
- The ability to purge possibilities from occurring by choosing from a certain pathway of choices, a number which will ensure the highest likelihood of making them succeed in any kind of the possible futures, thereby bringing to fruition the events one desires. It can thus be described as forging the path to achieve the desired future, enabling its user to flawlessly calculate and define the future with perfect accuracy.
- That is to say, the desired future is calculated mathematically with 100% accuracy. The user can then do whatever they need to in order to make that future happen, knowing exactly what steps they must take and what they should avoid.
- This causes the future to be “tangible”, making it possible for something like the **Mystic Eyes of Death Perception** to kill it and make that future forever impossible.
- This perk will grant the bearer’s right eye the ability to see the future the bearer desires, while the left eye will give the ability to see the path to achieving that future. However, this ability isn’t actually manifested in the eyes. So losing them wouldn’t affect this power in the slightest.

Divination: -600
- This could be considered the truest form of seeing the future. This isn’t seeing a possible future or predicting something that will happen through some strange method. This is the absolute right to see the future that <u>will</u> happen. Although the very nature of divination makes it possible to change that future using your knowledge of it.
- The caveat to this incredible ability is a near-total lack of control over it. You don’t choose what you see. Usually, you don’t even choose when you see it (it’s possible to learn to trigger it on command, but it will always be able to trigger randomly). Although it is possible to learn to use catalysts to narrow the parameters for what is possible for

you to see. For example, holding somebody's hand and focusing your **Divination** so that it gives you something in the future related to them.
- This puts a great deal of stress on the body, mind, and soul. Not in a way that harms the user. Rather, if they don't meet the minimum requirements in physical, mental, and spiritual strength, they'll be unable to divine the future.

Telekinesis: -800
- The ability to move and/or bend objects, living or inanimate, with one's mind. This could also be used to create barriers, such as a shield around yourself that defends you from physical and magical attacks, though defending against powerful attacks would be costly in terms of magical energy.

Mystic Eyes

Note: Multiple mystic eyes can be bought. But only the first one bought will actually be the Jumper's eyes. All other mystic eyes that are bought will appear in preservative jars. They won't degrade over time, so feel free to leave them in those jars as long as you want. Installing them in your own eyes or the eyes of another person will be as simple as pulling out the original set of eyes and placing the mystic eyes in the sockets. They'll automatically bond perfectly to their new user. However, this will only happen the first time. If you want to move the set of eyes to a new user, you'll need to use a proper medical process to prevent them from being damaged and to make sure they work properly.

Mystic Eyes of Seeing Emotions: -100
- Allows for the seeing of human emotions.

Mystic Eyes of Finding: -100
- These eyes have the ability to find lost things.

Mystic Eyes of Charm: -100
- These eyes distort the target's perception so they see the owner of these eyes as someone of great sex appeal.

Mystic Eyes of Whisper: -100
- Allows the user to subtly manipulate others to a limited extent, hypnotizing them into not doubting the words that the user says unless there is direct evidence otherwise.

Mystic Eyes of Binding: -100
- These eyes are capable of preventing the target from being able to move their body. However, this binding force can be overcome without undue difficulty by any well-trained mage.

Mystic Eyes of Contract: -200
- These eyes create the ability to enforce all contracts, deals, and bargains made. No contract made in the sight of these eyes can be broken without facing serious repercussions.

Mystic Eyes of Flame: -200
- These eyes grant the ability to project a symbol of three overlapping triangles on a target before setting it aflame.

Mystic Eyes of Illusion: -200
- These eyes grant the ability to place a target in an illusion. Eye contact must be made in order to begin the illusion, but once the illusion is created, the target simply needs to remain in your line of sight.

Mystic Eyes of Compulsion: -300
- These eyes grant the ability to forcibly take control of a target's body against their will and compel them to follow the user's commands.
- Despite the power of these eyes, the target is entirely aware during the process and can actively fight against your control. A well-trained mage could eventually break free, to say nothing of existences like heroic spirits.

Mystic Eyes of Glam Sight: -300
- These eyes grant the ability to easily perceive and adapt to any information that can't be normally processed by the brain, such as high-speed movements. But it could also be extended to logic, knowledge, or existences alien to humanity.
- For example, if Shirou had these eyes, he would be able to comprehend things such as Divine Constructs due to these eyes making the alien logic of a Divine Construct something he could understand.

Mystic Eyes of Usurpation: -300
- These eyes can usurp the vision of any eyes, regardless of whether the target is a human or a Divine Spirit or something else entirely. Once linked, the bearer of these eyes can even make use of his victim's Mystic Eyes.

Mystic Eyes of Enchantment: -400
- These eyes are capable of applying a high level of hypnosis to the target. It can be overcome like any other high level of hypnosis, but the fact remains that the bearer of these eyes is able to hypnotize any number of people simply through making eye contact.

Mystic Eyes of Transience: -500
- These eyes show visions in the form of bubbles. They are also capable of bringing past effects (such as a "slash") into the present and have a physical effect on an intended target.
- The further in the past the effect is, as well as the more damaging/powerful the effect was, the more difficult it is to bring it to the present.

Mystic Eyes of Prolongation: -600
- These eyes grant the ability to reverse strengths and weaknesses by observing a target's possibilities and then forcibly culling them - restricting the advancement of events to a single course.
- Essentially, it allows you to see what things your target might do, then decide which of those courses of action you want your target to take. The target will be forced to take that course of action.
- The main limitation of these eyes is that the target must have already considered the course of action. That is to say, you can’t force a person to do something they didn’t already have a possibility of doing.

Mystic Eyes of the Heavenly Eye: -600
- These eyes grant the ability to set the resolution of the desired result as 'inevitable', by way of committing the entirety of the user's existence to the act of achieving the outcome.
- This doesn’t actually make the outcome inevitable. Rather, it gives the outcome a sort of “momentum”. Preventing the outcome requires a person to overcome that momentum. Which, in turn, requires a high Luck parameter.

Mystic Eyes of Penetration: -600
- Mystic Eyes capable of breaking down any Bounded Field. It’s sometimes possible to use them to find a weakness in fortresses.
- They could be considered the absolute bane of any static magic. That is, a magic that isn’t currently under the control of the caster.

Mystic Eyes of Petrification: -800
- Cybele, the Mystic Eyes unique to Medusa.
- The corneas do not take in light, and the irises are solidified, preventing the eyes from being closed while the Mystic Eye effect is active. They have the effect of draining the lifeforce and mana of any organic target while slowly turning them to stone.
- The target's mana parameter rank determines how long the petrification process will take, with individuals possessing C rank Mana or lower being instantly turned to stone. Targets with B rank Mana can throw off the petrification effect with effort, and those with A rank Mana will not be turned to stone at all, merely suffering a feeling of considerable pressure.
- A Magic Resistance skill of similar rank is similarly capable of resisting the effects of these mystic eyes.
- All targets within the user's field of vision are affected, even if they are not physically looking at the eyes themselves.
- That being said, these eyes do have limitations. While they can be used to affect whole groups at once, the energy demand for keeping them active makes them unsuitable for dealing with hordes of enemies. Furthermore, the eyes only affect organic targets.
- The user may cancel incomplete petrification effects at will, though they will take time to recede.

Mystic Eyes of Death Perception: -800
- The Divine Spirit-class Mystic Eyes possessed by Shiki Ryougi and Shiki Tohno. These unique eyes grant the user the power to perceive the conceptual existence of death within whatever they look upon.
- This concept of death manifests in the form of Lines of Death and Points of Death. If the user cuts along a target's Lines of Death, the end result is the conceptual 'death' of the target along that line; severed limbs cannot be healed, broken objects cannot be repaired, and so on. There are ways around this, such as reinventing a removed limb altogether or replacing it with a prosthetic, but the original limb could not be regrown or sewn back on, as it has been rendered conceptually dead.
- Points of Death are even more significant, serving as the representation of the target's very existence; the thing that embodies an individual's status as a living person, or a hallway's status as a hallway. Destroying the point results in the absolute cessation of the target's existence under those parameters. The living dies immediately. A hallway ceases to serve as a juncture between rooms. It cannot be reversed or bypassed, even by powers like reincarnation that return an individual to life after their death.
- Despite these eyes' immense power, they do have limits. First, the user must be capable of cutting the target's Lines or Points of Death, which requires striking the target in melee. If the target is faster than the user, they have little to fear from their attacks.

This is made especially difficult due to the fact that the Lines of Death are in constant flux over the bodies of living beings, always shifting and moving, and partial cuts lack the absolutely lethal qualities of a complete severance. This could be considered the main weakness of these mystic eyes.
- Furthermore, certain abilities or qualities can impede the user's ability to cut the target's Lines of Death, such as enlightened individuals that have achieved a state of detachment from life without actually dying. Likewise, things that exist as phenomena rather than true entities with a life and death cannot be truly killed with this power. Individual instances of phenomena may be killed and dispersed, but the phenomena itself cannot be. For example, 'killing' a tornado would not eradicate wind, or tornados everywhere, merely the instance of a tornado in front of you.
- Finally, certain targets simply lack a concept of death in the first place, rendering them impossible to kill with this power, as they do not have Lines or Points of Death to strike at all. This includes True Ancestors at the height of their power and Ultimate Ones like Type: Mercury and Archetype: Earth.
- The power of these Mystic Eyes is not actually bound to the eyes themselves, as the user can still see and cut Lines of Death even if they are blinded or gouge their eyes from their skull.

Mystic Eyes of Distortion: -1000
- Regardless of being organic or inorganic, if it's a substance that exists, it will be reflected as an image printed on a flat sheet. Then, this distorted target - regardless of its strength or scale - will be twisted and severed.
- Put another way, what is seen through these eyes is treated like a flat, two-dimensional existence. This "flat" image can then be twisted on an axis, like the spinning of a whirlpool or tornado. Think of it like taking a picture, placing your finger firmly in the center, then spinning the picture while holding the center in place with your finger. The center won't move at all, but the rest of the picture will crinkle in a spiral around the center.
- The one restriction is that the target must be within the user's line of sight, as is common for mystic eyes.
- Magic Resistance or a Mana parameter of B rank can slow down the process, but not stop it. Magic Resistance or a Mana parameter of A rank or higher can fully resist the process, but only for a short time. After that, the process of distortion will begin, albeit slowly.

Mystic Eyes of Balor's Eye: -1200
- The original form of the **Mystic Eyes of Death Perception** heralding from ancient Irish myth, these eyes could be considered the original form of that rare and deadly power, possessed by the Demon God Balor.

- These eyes can be activated and deactivated at will. They manifest as a third eye on your forehead. The skin on your forehead seems to be torn apart as Balor's Eye forces its way out, yet no blood comes gushing out as an observer would expect. When the eye is deactivated, the skin returns to its previous state, as if it had never been ripped away.
- Where the **Mystic Eyes of Death Perception** only allow the user to view and manually sever Lines and Points of Death, Balor's Eye is capable of viewing and severing those Lines with merely a glance. As long as you can see a Line of Death, you can sever it without effort. This does not extend to Points of Death. Those must still be manually pierced by the bearer of these eyes.
- If the target doesn't have a concept of death, you can impose one on them. This manifests as a single Point of Death. However, you must pierce that point of death manually, as you would with the **Mystic Eyes of Death Perception**. This Point of Death will only be maintained for as long as you can keep your gaze on your target.

Magecraft

Note: For any and all magecraft options, you may pay an additional -200 points to be granted a true mastery over that field of magecraft. Without it, you'll merely be well-versed and competent in the field. Adept at using it, but absolutely inferior to a true master.

Note: Those with the **Magus** origin receive a 50% discount on two purchases. Those with the **Spellcaster** origin receive a 50% discount on one purchase.

Formalcraft: -100
- The absolute basics of magecraft. Anybody who calls themselves a mage must be at least passingly competent at this. Otherwise, nobody will consider them anything other than a third-rate magus.
- Spells such as Graduation Air and Reinforcement fall into this field of magecraft. Using things like ritual sacrifice or blood sacrifice would also be a part of formalcraft, as is the process of creating a familiar.
- A master of formalcraft could perform respectable feats of magecraft even if they themselves had no magic circuits, as the vast majority of formalcraft isn't reliant on having the ability to use magic. Rather, it depends on knowledge and skill.

General Alchemy: -100
- Grants a general knowledge of alchemy. However, this knowledge is mainly surface deep. It mostly tells you what's possible rather than actually giving you the ability to

perform any impressive feats of alchemy. You'll only be able to perform low level alchemy if this is all you buy.
-- **Material Focus:** -200
- Alchemy that focuses on altering inorganic material. Specifically, this allows for the alteration of one material into another and/or altering the innate properties of a material. This allows for the creation of substances ranging from incredibly strong metals to potent elixirs to dangerous poisons.
-- **Flesh Focus:** -200
- Alchemy that focuses on altering organic material. Usually living material at that. Specifically, this allows a person to modify their own body using alchemical processes or to create new lifeforms, such as homunculi or chimera, using alchemy.

Bounded Fields: -200
- The knowledge of how to translate spells you know into a Bounded Field. That is, an enchantment or a ward, where enchantments are bounded fields placed on a target and wards are bounded fields placed on an area.
- Put another way, this allows you to take a spell you know and create a bounded field variant of it. For example, creating an enchantment out of your Wind Strike spell that allows you to use Wind Strike just by funneling magical energy into the enchantment.
- Figuring out how to convert a spell into a bounded field takes time and research. This simply gives you knowledge of how to do it.

Elemental: -200
- Spells for manipulating the elements in their raw forms. Throwing fireballs would fall under this field of magecraft.
- Elemental magecraft is powerful, but generally wasteful. There's usually a more elegant solution that has the same effect for less magical energy.

Curses: -300
- Spells for causing illness, disease, and other such adverse effects.
- Put another way, curses allow you to impose a malady on a person. A well-designed curse will linger, constantly enforcing that malady. For example, a curse designed to prevent wounds from healing. Or a curse designed to poison somebody and make so they can't be cured.

Jewelcraft: -300
- Spells for storing magical energy in a jewel, feeding the "jewel spirit" and causing it to do "something" when the jewel is shattered.
- What actually happens depends on a few things. How the gem is cut, how the gem was treated, and what sort of rules were imposed on the spirit being the main ones.

- Jewelcraft is extremely potent, but also expensive. While it is possible to make jewels that can be used more than one time, even those jewels have the downside of needing large amounts of magical energy to function. It takes time to pour that much magical energy into a jewel.

Modern Runes: -300
- Modern runes are essentially a shadow of the primordial runes created by Odin and used by Scathach and Cu Chulainn. They can technically do anything primordial runes can, but that isn't realistically true. Modern runes simply aren't powerful enough to do all the things primordial runes can.
- This lack of power doesn't prevent them from being useful. Each rune has an effect. The effect of multiple runes can be chained together, building on each other and creating a new, more complex effect. If used properly, they can still be extremely powerful.
- No, these aren't Norse Futhark runes. Though Futhark runes and **Modern Runes** were both derived from Odin's primordial runes and thus have a lot in common, **Modern Runes** are fundamentally different from Futhark runes.

Healing: -300
- A form of magecraft designed to repair the body, remove toxins, and cure all manner of poisons, venoms, and diseases. It can also be used to alleviate pain or to keep the body in optimal condition (such as being used to prevent physical fatigue in a fight).
- A master could even regrow entire limbs that have been lost, though it would become more difficult the longer the limb has been lost.

Necromancy: -400
- Spells for raising and controlling the undead.
- This is powerful, but also extremely frowned upon. It's easy for any of the truly powerful necromantic spells to run out of control of the caster, leading to a swarm of undead reminiscent of a **Dead Apostle** going on a rampage. Thus, it's hard for people to feel safe around powerful necromancers, while weaker necromancers are mocked and scorned for their inability. Besides, working with corpses is just distasteful.
- Most necromancers restrain themselves to making high quality undead, rather than creating hordes of undead. Others focus on replacing their body parts with mystic codes created from parts of corpses or grafting those body parts to themselves.

Puppetry: -400
- Spell for making puppets that you can control at will.
- In large part, the strength of the puppets depends on what materials they're made from.

- This allows for the creation of mystic codes capable of acting either independently of their creator or under the control of their creator. It's also possible to create new body parts and attach them to a user, though doing so in a way that the new body part is indistinguishable from the natural body parts would require the skill of a master.

Spiritual Surgery: -500
- While **Healing** grants knowledge on how to repair the body, **Spiritual Surgery** grants knowledge on how to repair the soul.
- This can be used to recover lost memories, repair magic circuits and magic crests, remove or destroy curses, restore a person's sanity (so long as their lost sanity is due to an issue in the soul), transplant magic circuits, move a Master's command seals from one owner to another, assist in connecting a new limb to a person, and more.
- This can also be used to heal the body, but only in a limited way. Essentially, it's possible to prod the soul into acting in a way that heals damage to the body. But it's just not very effective.

Unique Magecraft: -100 to -600
- Buying this allows you to go to the Unique Magecraft Creation section and create your own magecraft.
- You may buy this as many times as you want, at whichever point cost you want.
- The amount of points you spend determines the overall power and flexibility of your magecraft. The more points you spend, the better it is. But the cap is -600. After all, this is modern magecraft. It's not supposed to be incredibly powerful.

Unique Magecraft Creation

Foundation
- The Thaumaturgical Foundation of a mage's magecraft. That is, the blocks of ideas and concepts formed by mankind's beliefs and legends. Or rather, the Greater Magical Formula created by mages using that block of beliefs and legends. Think of the beliefs and legends as the computer. The Thaumaturgical Foundation (Greater Magic Formula) is the operating system that makes it easy for people to use the computer. Spells are programs that use the operating system.
- Thaumaturgical Foundations are linked to where their legend/story is told in the world. While you can still use a Thaumaturgical Foundation while on the opposite side of the world from it, your spells would be much weaker and harder to cast.

Expressed As
- For example, does your system of magecraft take the form of alchemy, curses, jewelcraft, or something else entirely? This is where you choose how your Thaumaturgical Foundation is used to actually affect the world.

Core Concept
- This is the core concept of your magecraft. For example, the Tohsaka family's jewelcraft is all about the conversion of energy.

Noble Phantasm Creation

Rank
- This determines the rank of your Noble Phantasm. Rank determines both the potency and raw power of the Noble Phantasm. If you choose not to buy a rank, then your Noble Phantasm will be set to E- rank and only last for one year. After that, it will crumble away and cease to exist.
- For ranks B and below, you may buy up to two "+" modifiers to a rank for -50 points each. This represents one of two things. Either your Noble Phantasm is significantly stronger than other Noble Phantasms of the same rank, or that, under certain conditions, your Noble Phantasm is much stronger than normal. You may choose which it represents.
- For ranks A and below, you may accept one "-" modifier to a rank for +50 points. This represents the opposite of a "+" modifier. Either your Noble Phantasm is significantly weaker than other Noble Phantasms of the same rank, or that, under certain conditions, your Noble Phantasm is much weaker than normal. You may choose which it represents.
- You may not buy both types of modifiers for a single Noble Phantasm.
- **E:** -100
- **D:** -200
- **C:** -300
- **B:** -400
- **A:** -500
- **A+:** -600
- **A++:** -700
- **EX:** -900

Type
- This determines what your Noble Phantasm actually is. An item, something that you summon, or some sort of spell that you either cast or that is always active.
- Item
- Summon
- Spell

Scope
- This determines what your Noble Phantasm does. In large part, this is also dictated by the rank of your Noble Phantasm. An E rank Noble Phantasm would be rather pathetic as an Anti-World Noble Phantasm. It would be much more useful as an Anti-Unit Noble Phantasm.
- Anti-Unit (Personal)
- Anti-Unit (Selected Target)
- Anti-Army
- Anti-Fortress
- Anti-World

Companions

Import Companion: ???
- This allows you to import companions from other Jumps.
- It costs -100 points to import a companion. You may import as many as you like.
- Each companion starts with 1000 points to spend. They may not earn points from taking drawbacks. However, you may share your own points with them, though they can't share their points with you or with each other.

Be Nice To Your Companions: -300
- You can teach your companions from previous Jumps, this Jump, and all future Jumps any and all skills and magical abilities that you have. This doesn't mean it will be quick or easy, but it will be possible.

Type-Moon, The Eroge: -500
- In honor of how this entire franchise was spawned from a couple of eroge, this perk allows you to import any and all companions from this Jump into all future Jumps for no cost. They'll automatically start with 1000 points that they can spend. Alternatively, you can choose to import them using the rules of whatever Jump you're going into. But you can only do one or the other, not both.

Familiar: -50
- You gain a loyal familiar. They're just a normal animal whose corpse you raised through magic so they could act as your familiar. But they're still able to think on their own, when you aren't possessing them, and are utterly loyal to you. Though, they're only as smart as the original animal was.
- You may choose what type of animal your familiar is, though it must be a mundane animal.

Generic Homunculus: -100/???
- Brand new homunculi, made to your specifications! You can buy this multiple times. Each purchase gains you a single high-quality homunculus.
- Alternatively, you can go look at the race options. Do you see **Homunculus**? You can spend the appropriate number of points to get a **homunculus** with the extra bells and whistles dictated in the description.

Generic Mage: -100/-200/-400
- You may purchase this multiple times.
- The cost varies on how well trained and powerful the mage is.
- For -100 points, you get an average apprentice mage.
- For -200 points, you get either an exceptional apprentice mage or an average fully trained mage.
- For -400 points, you get you an incredible apprentice mage (on par with Rin), an exceptional fully trained mage (someone like Waver), or an average fully trained mage that has something special and unique about them (like an average mage with Blueblood magic circuits, or something similar).

Canon Character: -100/-200
- You may purchase this multiple times.
- Allows you to select a canon character from whichever time/timeline you've selected. They'll be guaranteed to like you and will become your official companion at the end of the Jump.
- You may choose to pay -200 instead of -100 to select a canon character from any time/timeline, not just the one you selected. They'll appear alongside you when you enter the world. Be warned: they won't know what's happening and may panic a bit.

Master (Companion): -200
- 50% discount for **Servant (Race)**.
- As a **Servant**, your **master** will become a companion for you. This also means that you and your **master** will be guaranteed to like each other and will have personalities that mesh together well. Remember how Shirou and Artoria had their little whirlwind

romance during the Holy Grail War? That's the sort of connection and synergy you two will have.

Servant (Companion): -400
- You may purchase this multiple times, but only if you summon/have acquired multiple **Servants**.
- 50% discount for **Master (Origin)**.
- Whatever **Servants** you summoned or acquired will become a companion for you. This means that you can summon them without the support of a Holy Grail, but their mana cost will be the same as if a Holy Grail was supporting you. It also means that after this Jump, they'll be incarnated, gaining a physical body. But unlike normal incarnated servants, they won't lose all the benefits they get from being a **Servant**, such as not needing food or being able to astralize.

Open Slots: -100
- You may purchase this multiple times.
- This gives you an open slot to bring along any friends you make in this Jump. That is to say, if you become friends with Shirou during your ten years here and want him as a companion, you can offer an **Open Slot** to him. If he accepts, then he becomes a companion.

Drawbacks

Delayed Gratification: ???
- You may choose one of the perks you bought this Jump. You no longer receive the benefits of that perk until after the end of this Jump, but you get half the cost back.
- For example, say you buy **Reality Marble**, then using this drawback on it. You won't actually gain your reality marble until your next Jump, but you'll receive half the cost of **Reality Marble** to spend buying more perks. In this case, that would be +400 points.
- This may be bought three times.

Extended Stay: +50 CP per purchase
- You may purchase this as many times as you like, the only restriction is that after the first 6 purchases you stop receiving CP.
- Every purchase of the drawback extends your stay by 10 years.

Umu!: +100
- You have a silly verbal tick, like ending all your sentences with "umu~" or "nya~". It won't ruin your ability to get your point across or endanger you or your allies, but other people might get sick of hearing you speak.

Scarred: +100
- You have a scar on your face. It isn't actually all that bad, but it definitely makes you less attractive. You might also get some weird looks.
- For an additional +200, your scar becomes truly sickening. People will be unnerved by your appearance and will have trouble looking at your face. Mothers will take their children to the other side of the street so they don't have to look at you.

Atrophied Parameter: +100
- One of your parameters is lowered by a full rank.
- If applied to an EX, it lowers it to A++. A++ becomes A+ and A+ becomes A. From there, it lowers A to B, B to C, C to D, and D to E. E can then be lowered to base human levels.
- This may be purchased multiple times.
- You cannot purchase this if you don't have a full parameter rank to lower.

BONK!: +200
- Go to horny jail! Jumper, did you come here just for the beautiful women and handsome men? You did? Well now, that's a real shame.
- This drawback makes it so that nobody in this Jump will ever consider you in a romantic light. No matter what other perks you have, no matter what tricks you try to pull, they just won't see you that way.
- If you've taken somebody from this Jump as a companion, then they'll be able to see you romantically in other Jumps. Just not this one.

Atrophied Circuits: +300
- Your circuits have grown weaker due to being underused. Your maximum magical energy output is 10% of what it should be. However, you can restore your circuits back to their maximum potential through careful training.

Sealing Designation: +300
- The Mage's Association has placed a Sealing Designation on you. A Sealing Designation can be thought of as an order for house arrest, if said house arrest involved studying you and forcing you to give away all your secrets.
- It’s claimed to be the greatest honor. The ultimate acknowledgement of either your ability or uniqueness. But if it’s such an honor, why do people treat it like a death sentence?
- If you’ve taken this in a time before the existence of the Mage’s Association, it will cause the Mage’s Association to form purely in order to hunt you down and enforce a Sealing Designation on you.

Hunted by the Church: +400
- The Church has decided that your existence is an affront to God and all His creation. Nothing would make them happier than to have your head on a platter.
- If you've taken this in a time before the existence of the Church and Christianity, one or more other religions of the time will begin hunting you down.

Stranded: +600
- You no longer have access to perks or powers from other Jumps. You still retain all mundane skills and knowledge you picked up, but that's the limit of what you retain.
- This drawback cannot be taken if this is your first Jump.

Time Loop: +800
- At some point during your stay here, you'll be stuck in a two week time loop. The individuals in that loop will either start off being able to kill you or be capable of developing a way to kill you. The time loop won't end until you die (a true death that would have you stay dead and end your chain), find a way to escape, or the Jump ends.
- The people in the time loop aren't automatically hostile towards you. But at least one individual will be capable of figuring out that the only way to escape the loop is to kill you. And they'll probably tell other people about it, and then they'll all work together to kill you so they can escape the loop.
- Neither you nor anybody else will naturally retain memories of each loop. However, the people in this loop will begin retaining memories from the moment they're aware a time loop is occurring. Not you though. No, you'll need to discover the existence of the time loop, then work to find a way to retain your memories of each loop. On the bright side, that'll be an easier task than escaping the loop entirely.
- Time spent in this loop still counts as time for your jump. That is, if you loop twice, for a total of four weeks, that entire four weeks will count towards your time here.

Everybody Look At Me!: +1000
- Jumper, are you suicidal? Well, I suppose it's not my problem if you are. This drawback will grant you the immediate and undivided attention of every magical group and organization in whichever world you live in. They'll have a very good idea of what sort of creature you are and what powers you have. Naturally, the vast majority of them will immediately begin researching ways to kill you, whether they want to do so to remove you as a threat, so they can study your corpse, or for any number of other reasons. And Jumper? There's *always* a way to kill you. This set of parallel worlds has a ludicrous number of ways to become immortal or unkillable and just as many weapons to kill such beings.

- Those groups and organizations aren't automatically hostile towards you. But this is the Nasuverse, so everybody's first thought will be how they can kill you and study your corpse.

Your Own Worst Enemy: +2500
- Frankly, you shouldn't be able to survive this. This was provided as an option for the incurably greedy who are willing to risk anything and everything for more points.
- Your future self is coming to kill you, Jumper. An endjump version of you that failed to gain their Spark and went through eons of pain and suffering because of it. Their one desire is to kill you so that they cease to exist and never experience that hell. It's nearly impossible for you to defeat them on your own, whether in combat or strategy. After all, anything you can do, they can do better. And there's plenty of things they can do that you can't.
- Your best options are to try and gather the entire world to help you fight them. You'll probably all die, even if you gather all the gods from the **Age of Gods**, but it's not *totally* impossible to win. You could also try to *somehow* convince them that you'll succeed where they failed. But there's a reason this is worth +2500 points. You're a dead Jumper walking.

Jump Notes

Version 1.0.0: Official release!
- I'm a bit dissatisfied with my items and will probably need to adjust the prices of stuff, but I'm pretty happy with the Jump as a whole. Though the general Jumping public is probably going to tear it apart and make me feel like an absolute buffoon.

Version 1.0.1: Minor Updates
- Added **Atrophied Magic Circuits** drawback.
- Fixed the bug where you could get EX++ in a Noble Phantasm.

Version 1.0.2: Minor Updates
- Fixed a few point value errors, where I had assigned the wrong number of points to a thing.
- Made some aesthetical changes in the descriptions.
- Fixed some typos

Version 1.1.0: Mostly Minor Updates
- Added the **Import Companions** perk.