# Fate/Zero Jump

*By Valeria*

## Introduction

In Fuyuki City, Japan, in the year 1994, a battle will rage. The 4th Holy Grail War. It will be the most brutal, unforgiving and personal conflict in the history of the Fuyuki Grail Wars, in past or future. It will not be a mess of Magi who do not understand the rules nor a chaotic brawl between the descendants of past fighters and those whose time has long since passed. The 4th Grail War will be between Magi who are terrifyingly skilled at killing, monsters who wish only to spread death and pain, nobles who have mastered the arts of magecraft and fools desperate enough to do anything to win. There is no mercy to be found.

Are you ready Jumper?

You will awaken at any time between 1986 and 1993, with the Command Seals emblazoned on your hand and your Servant ready to be summoned. In time, the bloodiest Grail War will begin in earnest, so prepare wisely and with fervour. With these 1000 Choice Points, you are to ready yourself for the coming conflict.

# Locations

**1. Fuyuki City Bridge**
The large red bridge in the middle of Fuyuki City that links the two halves of the city together. The perfect spot to get a good overlook of the environment and a surprising number of the battles to come will happen on or around this bridge soon.

**2. Clocktower, London**
The centre of Mage civilisation in the modern world, the Clocktower is the headquarters of the Mage's Association and home to hundreds of Magi, including many of the oldest, strongest and most knowledgeable. It serves as both a governing body and as a school for Magi of varying ages. The politics here can get more than a little lethal.

**3. Einzbern Castle outside Fuyuki**
The ancient and noble Einzbern family have a sizeable castle located some ways outside of Fuyuki city, back from the days that they worked to create the Grail with the other two great families. It'll soon be one of the bases of Kiritsugu Emiya, his wife Irisviel von Einzbern and their Servant, Arturia Pendragon. Squatting here would perhaps not be the best of ideas but until the war starts, it's unlikely to have any visitors.

**4. Caverns underneath Fuyuki**
Fuyuki City has an amazingly extensive sewer system, with immense rooms being found under the city streets. They make a perfect hiding place for less savoury sorts and will eventually become the secret base of a truly terrifying duo. Still, with how large the system is here, you can quite easily create a hidden base of your own.

**5. Fuyuki City, Old Hotel**
It's not too ratty but the hotel you find yourself in is certainly past its prime. It'll make for a good temporary base but if you're looking for a more fortified location, something more upscale is probably the way to go. Still, stick around for a while and you might find some surprising neighbours move in for a little while.

**6. Torino, Italy**
Much further away from Fuyuki City is the city of Torino, in Italy. Capital of the Piedmont region, it is also home to a church at which one Kirei Kotomine will be stationed until a few years before the war begins. The area is also home to a number of large and luxurious villas, among which is one owned by Tokiomi Tohsaka, a Master in the coming Grail War.

**7. Alimango Island**
This island obviously once had life and many people on it but its long since been burnt to the ground. There's nothing left here except for ash, ruined buildings and wild jungle. Not a very pleasant place at all and the mansion further in just gives you the creeps. It's quite far from the nearest mainland so you're in for quite a swim if you want to get back. To land

**8. Free Choice**
Aren't you a lucky one? Take your free pick of the above locations at no cost.

# Origins

**Mad Man**

No one knows that you exist here. No records, no past, no nothing. And that's just perfect. You're a ghost in the system and that makes it all the harder for anyone to find you after you commit the horrible things you're going to commit. Wait, you're not going to? That is strange, we've got you marked down for becoming a pretty nasty sort. Well, I'm sure things will work out just fine. Just make sure to have a cool time here.

**Magus Killer**

What with Magi being just a tiny bit unbalanced, you'll find that there's a lot of demand for someone great at taking them out. By other Magi or from those harmed by their reckless, monstrous acts, there's always someone willing to pay for some magically inclined people to get deaded. That's where people like you come in. You're skilled with most forms of assassination and combat, but the area you dedicated your career to? Killing Magi, hence the name. There's only one other like you that's really all that known and just his name can strike fear into even the high echelons of the Clocktower. Wonder if you can make a legend on the level of that mans'.

**Family Head**

You were born and raised with magecraft in your blood and in your family. You learnt at the feet of your parents how to perform your family style and you got quite good at it too. While you might not be some grand prodigy, you definitely had a lot of hopes riding on you. When you became an adult, the head of the family passed on his status to you, along with the family crests, magical and not. It's certainly a weight on your shoulders, carrying the fate of your whole lineage, but you bear it with pride and the support of your family. With the upcoming Grail War, you could earn some renown for your family, if you're smart.

**Clock Tower Elite**

Unlike some more…uncivilised types, you grew up in the shining heart of the magical world. The centre of the Mage Association, the Clocktower, was where you were born, raised, studied and now research at. You were an excellent student in your years at the school, not only did you learn magecraft but you also made many useful connections with your peers, mostly the scions of important and influential families. Maybe you even deigned to spend time with some of the non-westerners that came there. You've heard of that eastern competition, the Holy Grail War, but hadn't held much interest until it chose you as a contestant.

**Magus In Training**

You don't have to be the heir to a family to learn magic. More than a few students are members of first generation mage families or the second children. It's not easy to get in without a big family to support and sponsor you, but you're smart, creative and able to convince people to give you affair chance. Or at least, you know what they want in return for that. The nobles and wealthy families might be ruling the tower for now, but you got in, who says you can't get higher? With your entrance into the coming Grail War, this could be your big chance.

**Church Coordinator**

One of the duties of the Church, as agreed on with the alliance between them and the Mage's Association, is to send a representative to manage the Grail Wars, inform the participants on the rules and offer sanctuary to those who lose their Servants or give up their places. Several members

of the Church are trained for this role, even when an official has already been decided on. You are one of these substitute members, a skilled clergyman who has knowledge on the true face of the world. The news of your Masterhood was certainly a surprise, but perhaps you could use your mutual allegiance to parley some favours from the current Coordinator.

**Fool**

World Peace. True Love. An End to All Suffering. The Holy Grail, by its very nature, attracts those fools who make reckless wishes. Whether they be the ones desiring that wish or fighting for the wish of another person, they are doomed to failure. The Grail holds no happy endings, only madness and evil. Yet some still strive to get their false wishes, some like you. You hail from an ordinary magical family and yet there's something that you have, from this world or some other, that pushes you to fight on, even knowing that the wish may not be all it's cracked up to be.

**Servant**

You are a Heroic Spirit, summoned to do battle alongside a single Master, in aim of gaining the Holy Grail. You are a being of legend and have legendary powers to match, though you cannot survive in this world without the aid of your Master. Whether you have a legend or myth in this world is up to you, though it may not interfere or change what is already known.

You now have 1000SP instead of 1000CP, though you still gain CP by taking drawbacks as well as convert CP you gain. You may only gain access to the Supplement and the accompanying SP through the Servant option once, no matter how many times you take this origin. You can gain another use of the Supplement with SP by using the Demi Servant option in another jump but that too is a one-time use, even if you take it in multiple jumps. For more information on both what your Servant specific abilities are and how to pick a Master, please refer to the Servant Supplement.

# Perks

**Command Seals- Free/50 per**

The 3 red sigils which mark you as a Master in the Holy Grail War. They signify the bond between you and your Servant, and can be used to command them three times. These commands can only be disobeyed by the strongest of Servants and can even be used to warp reality to limited extents. Ordering a Servant to come to you would teleport them to your location regardless of distance. They may also be used to increase the power of the Master for brief periods, serving as very short lived mana batteries, though such a thing expends their uses. While you receive 3 seals for free, you may pay 50CP to receive an extra seal, as many times as you can afford.

You may opt out of this option, giving up your place in the 4th Holy Grail War but you will not receive Command Seals, a Servant and you will be unable to take the Long War, Does Anyone Follow the Rules? Or Return of the Kings. Servants cannot opt out of the war.

**Magic Circuits- Free/100**

Magic Circuits are the spiritual-physical circuits that lie within all magic using humans. They allow the generation and manipulation of magical energy for Magi. Magic circuits can vary wildly in both quantity and quality between people, though a person with high quantity and/or quality will usually pass those on to any children they have.

You start with 20 circuit, with each one being exceedingly high in quality, equivalent to the Circuits of Tohsaka Rin. You may also purchase extra 30 Magic Circuits for every 100cp you pay extra here.

**Basic Training- Free/100 per**

All magi, all competent magi at least, know the fundamentals of magecraft. Formalcraft, Reinforcement, Gradation Air and Hypnosis. These basic skills are known by all Magi to some level, though only a few make a serious study of any of them, as opposed to focusing on more complicated, more 'sophisticated' disciplines. You are skilled in the use of all four basic disciplines for no cost, the equal of an adult magus who completed their training in each area and was notably skilled. For an extra 100cp, you may increase your skill in one of the four areas to that of a masterful level, well beyond what most magi are capable of.

**Magical Legacy- free/200**

To be called a real magical lineage, a family needs to have a notable specialisation. Something that separates them from any other family. This is the focus of generations of work, from the head and heir of each family at the very least, and often all other members contribute too. Whether you have a family or not, you have been trained to a level of excellent quality in one magical discipline of your choice. Easily enough to be recognised as an adult magus by the Mages Association, you'll be notably skilled even among your age peers. You'll find a list of specialisations will be at the notes section at the bottom of the jump. This perk can be taken multiple times.

**Homunculus- 200**

You are an artificial human created by the Einzbern family, or someone who stole those techniques from them. This has imbued you with greater physical and magical power than most modern humans can even imagine. Your physical attributes are almost at the peak of human ability and your Magical Circuits number 200 in total. You also have an impressive affinity for magic in general, improving the speed with which you learn it. You may freely choose to take on an albino

appearance, with very pale skin, white hair and red eyes, but you will not suffer any of the drawbacks of being albino nor the other associated penalties of being a Homunculus, such as limited lifespans.

**The First Snake- 200**
Many Masters seek out specific catalysts, artefacts from or relating to the Servants they wish to summon, to make gaining that Heroic Spirit more likely. And they do indeed find the rarest things. Scraps of cloth from the cloaks of the original heroes, tablets or books written by them personally, the skin of the very first snake to ever shed its own skin. You're just as skilled at this and more now. Not only do you know how to start searching for ancient and lost artefacts like these, but you seem to have a preternatural luck when tracking them down, such that you will often be led to your target even when you would normally miss it or not even come close.

**Stronger Servant- Variable**
This option is available to convert Choice Points (CP) into Servant Points (SP) at a rate of 1:1. Every 100 CP converted is turned into 100 SP. You may not reverse this process or otherwise convert SP to CP. You may transfer your CP to your Servant as CP for them to use in the main jump at a 1:1 rate.

**Demi-Servant/Pseudo Servant- 500**
*Demi Servant costs CP and must be a Non-Servant origin*
*Pseudo Servant costs SP and must have be Servant Origin*
*You may only pick these options once each in your chain, spread across the various Fate jumps. They may be taken again for access to capstone boosted effects but you will gain no other benefits of these options.*

Through some form of tangling of time and space, you've undergone a more perfected process to create a fusion between a modern human and a Servant, making you either a Demi Servant if you are human or a Pseudo Servant if you are a Servant originally.

A Demi-Servant is a fusion between a Servant and a modified human that allows the human to make use of the powers, skills and Noble Phantasms of a Servant they are bonded with. You know and are skilled in the use of all of these abilities and items, though you might not quite know all the tricks as the original did just yet. You gain the Servant Origin in addition to your original one, though you do not gain the 100cp for free, as well as access to the Servant Supplement as described for those of the Servant Origin, with 1000SP and all associated discounts and freebies. You may only gain the Supplement related benefits of this perk once no matter how many times you take this option in various jumps, though it does not prevent you taking its alternative version below at a later jump to gain the capstone booster effects. It also does not prevent you from being a Servant in a later jump and neither does this option stop you from gaining a Servant companion in this jump.

A Pseudo Servant is much the same as a Demi Servant, a Servant is summoned into a human vessel but in this case the Servant is the one who gains control over the body with the human spirit already discarded. In effect, you gain a free origin, including discounts and freebies, and 1000CP with which to buy perks and items, though none of this extra CP can be converted into SP. You will still be summoned as a Servant by whatever Master you chose, they were the ones to prepare the vessel you now inhabit or to have someone else do it for them. You may only get this benefit once, no matter how many times you take the Pseudo Servant option, though you can still take the Demi Servant option in a later jump to gain the capstone booster effects. An important note, is that Pseudo Servants effectively count as having living bodies, for the purposes of Magical Energy regeneration and any other effect that might care.

Whichever option you have taken, the changed nature, be it Servant or Human, has magnified the powers of certain perks you could take. Any 600cp perk will gain an upgraded form for you if you take them and this perk at once, as described in the Notes section at the bottom of this jump. Taking either of the above options does not lock you out of getting a Servant or Master if you normally would, these are entirely separate from such a thing.

## Mad Man

**I'm a Demon!- 100**
Making scary faces, screaming and roaring, waving around those big, sharp swords. So last season. A real bad guy, like yourself, doesn't need such vulgar and blunt methods to spread some fear around. Sure, you know lots of ways to scare people, even if you didn't before, but the real upside to being so freaky is that you don't even need to try to be scary. Just the way you move and the way you talk is enough to set people's nerves on edge. You might talk in the happiest tone and use the friendliest of words but they'll still get shivers down their spines when you're looking at 'em.

**Coooooooooool!- 100**
The Holy Grail War is a war like any other. If you want to win, you've got to kill everyone else. While you work your way through the other Masters, why not take the time to enjoy your work? From now on, you have a mental switch in your head. Whenever you flick it, you'll lose any sort of restraint, guilt or regret you might have and you'll gain a deep, intense enjoyment for evil in all its nasty, filthy forms. You can even set limits so you don't accidentally go too far prior to flipping the switch and set conditions or time limits for the switch to flip back. And once you're done? We can just keep those nasty secrets between us, you'll never feel guilty or bad about flipping that switch at all.

**Hyenas in the Grass- 200**
Food always tastes better when you're starving and that moment just before you take a bite, it's the most enticing part of the whole meal. It's such a shame when you forget to control yourself and scare off the prey. You can always control any murderous intent or otherwise negative emotions that might leak out. This isn't just a matter of you concealing an aura, those nasty thoughts won't even show up on your face at all. You'll keep a happy smile on, even through the worst of humiliations or the deepest depths of rage.

**Master of My Art- 200**
Half the fun of the kill is the hunt to catch it and it's made all the sweeter when your prey is crying and squealing in fear. You always know just the right buttons to push to get someone shaking but you're not about to stop there. The true art only comes when you've brought your catch to the depths of despair. You know what will break anyone you manage to get in your clutches and a general idea of what you need to do to get there. It might be as simple as giving them one last look at the sky before you descend for the kill or require the death of a certain person to really make them shatter. When it comes to making men go mad or die inside, you really are a virtuoso.

**Blood Brothers- 400**
It's not fair that heroes are always getting to make teams and friendship speeches. You know you're just as friendly as any of those do gooders. It's just hard finding some whose hobbies include mass murder and cannibalism. Isn't it great that you can bond with other freaky guys like you now? Long as you aren't fighting each other already, you find it easy to make friends and allies with all the psychos, monsters and other twisted beings you can find. Even those that would normally attack on sight give you a chance to talk and get to know each other. And if you happened to share a treat together, like some tasty young morsel you've caught, you'll get closer even faster. I'm sure if you did something really nasty together, the two or more of you could become Best Friends Forever.

**Hands on Experience -400**

Being a full time murdering maniac is a big job. And like with any big job, if you want to do it well, you need lots of previous experience. Luckily, there's no other human alive that has as much experience with you in causing pain and misery to others. You've got every single technique a normal human has ever thought up to make someone else suffer and cry stamped onto your brain and you're a genius like no other when it comes to coming up with more. But this knowledge isn't just for when you have someone strapped to the table. Oh no, you know how to apply it all to combat and when you do, your attacks deal more damage the more pain you're causing, even when that doesn't make a strict amount of sense.

**Most Popular Man in Town- 600**
Turns out, killing people as you please results in a lot of grudges and desires for vengeance. Totally unreasonable, I know. Still, when you've got all your foes teaming up on you like that, things can get a little hectic. It's a good thing they won't anymore. No matter what you do, no matter how vile or far reaching your crimes, people won't ever team up against you. If you risk the secrecy of magic and get all 6 other Servants sent after you, you'll be assured off only having to fight 6 one on one fights, though they may be right after each other. If you mess with a whole organisation or country, they'll come after you as such, but you'll never need worry about any other organisations or countries, or singular beings on those levels, teaming up with each other. Of course, if you seek out a group fight, you'll get one. Sometimes that can be fun too.

**The Hungry Darkness- 600**
That lust for misery making, death dealing and chaos causing within you seems to grow by the day. It feels like a gaping maw within you, devouring everything it can to feed itself at the cost of everything else. Perhaps you may never sate those dark urges of yours but you have become able to placate it for a while with a nice round of evil acts. You regain energy by committing sins and causing pain and misery to others. The worse your crimes, the more energy you'll regain from them. This is not merely limited to restoring your stamina either but can be channelled into any form of energy you produce, including magical energy. You'll be able to go all day and all night, so long as you keep the cruelty turned all the way up.

**Magus Killer**

**Someone Always Needs Killing- 100**
You'll always be able to find employment for your skill set. Whether you are a hired gun travelling the war torn nations of the world or just a struggling artist looking for a sponsor, you can find someone willing to pay you for your work. It might not always be glamorous, safe or even morally good, but you'll never be lacking for a job.

**The First Step is Trust- 100**
Within any relationship, the most important thing is trust. Even the most passionate of lovers will be unable to truly connect with each other without being able to trust the other half. Foolishness like betraying your partner in order to prepare for a later, greater betrayal is exactly the sort of lie that tears people apart. From now on, you'll always be able to resist any temptation to lie to your beloved or to be unfaithful towards them. So too will any partner of yours be able to resist attempts to draw them away from you. If you do split, it will only be after an honest, open talk between the two of you and not some horrid secret being revealed.

**Mind of Steel, Heart of Gold- 200**
As time goes on and you experiences the worst the world has to offer, it'd be understandable if your heart became harder and harder. With all the evils of mankind one could witness, it's no wonder they try to protect themselves by closing off to other people. You'll never lose your ability to empathise this way though, no matter what awful things you see. In fact, your ability to feel the emotions of others and comfort them will only grow over the course of your life, as you see more awful things. You have seen the worst side of humanity and it has driven you to be better, not to become a mindless robot.

**Bogeyman-200**
Kiritsugu Emiya become more than just a skilled assassin to those who knew of him. He became like a legend, or a scary story, to many magi. Your deeds as well will create a reputation in a similar vein and level of strength. An assassin would quickly garner a fearsome reputation for themselves, scaring both potential targets as well as making them more attractive. Whatever your work or deeds are, they will only add to your growing legend.

**Hybrid- 400**
Somewhere, far in your ancestry, you had someone who wasn't quite human join the family. Despite having happened centuries prior to your birth, even now your family still enjoys certain benefits from that inhuman ancestor. What these benefits are exactly is a matter of what that ancestor was. A werewolf might have passed on enhanced physical abilities and senses to you, along with a tendency to grow hair quicker. A dragon might grant you incredibly tough skin, great resistance to heat and the ability to spit small amounts of fire. Whatever your choice is, these abilities will put you above your fellow man.

**No Method Too Low- 400**
Assassination is rarely a straightforward game, especially when it comes to killing those with magic at their fingertips. You've always been great with thinking of sneaky, underhanded ways to accomplish your goals, even those not related to killing. So good in fact, that it seems the world actively helps you along these paths. Taking the sneaky, nasty path is all too often the easier one. Guards that would be alert if you barged in instead decide to take it easy, not paying as much

attention. Doors are left unlocked for you, where you would otherwise need to break them down. And fighting dirty against opponents makes it all the easier to trip them up.

**Killer of Magic- 600**
All that experience hunting down mages has left you with a lot of skill in figuring out magic and how to get past it. It only takes you seeing a particular instance of magic, whether spell or item or ability, once and a few minutes to figure out the capabilities, strengths and weaknesses of it and once you have that down, you're a genius with finding ways to take advantage of the knowledge. In fact, even beyond this skill, when you use mundane methods against magic, they're more effective than ever. Magical shields are weaker, invisibility is clearer to see, magical fire doesn't burn nearly as hot and so on. Make sure to take advantage of the surprise when those witches find their magic far less effective against your trusty sidearm.

**Original MK- 600**
All people possess an Origin, a concept that lies at the very core of their being and what your Origin takes form as is up to you, though it should take the form of a single word that describes specific concept related to your being. You may also pay an additional 100cp to gain a second Origin word, which has all the effects of the following applied to it. Unlike most people though, you've learned to take full advantage of that Origin. Whatever you choose your Origin to be, you are immensely skilled in creating magical items and mystic codes based around that concept. These can range from simple, such as a Fire Origin allowing you to create explosives capable of tearing down large buildings, to the esoteric, such as a Severance/Binding dual Origin allowing one to create bullets that can disrupt and destroy a Magus' ability to generate and channel magic, potentially crippling it entirely. You also gain the ability to tell at a glance the Origins of other people, this translating into insight into their character that you can use against them.

**Family Head**

**For the Sake of my Family- 100**
Magi rarely lead easy lives and those who still retain some love for their own families only get it worse. If a parent is lucky, they'll only have one child. But if they had more, then a choice as to whom becomes the heir and who is left behind must be made. When it comes to those hard, personal choices, you'll never hesitate. You won't suffer from being paralysed by indecision or fear of choosing wrong. You won't be guaranteed of choosing right but you'll never leave that choice too late.

**The Gentleman Magician- 100**
The head of the family means more than simply being the oldest, at least to those Magi who truly care. It means acting the part and not bringing shame upon your family for your own ill manners. Luckily you received all the training you could wish for in your upbringing, to make you the finest heir. From table manners to discussing Clocktower politics without offending anyone, horse riding to wine tasting, fencing to history, you have mastered all the skills one would expect of a venerable noble much older than yourself, along with the ability to comport yourself properly so as not to offend those who really are older than yourself yet still do not match your skill.

**A Long History of Friendship- 200**
Old allies come with having an old family. While they might not always be close enough to help you without payment, you always have them to go to. You know how to make lasting relations with other groups in this way. Families, organisations, even entire countries. Even if who is in charge changes, their successors and descendants will always remember the friendship and favours you exchanged with their predecessors and ancestors. By maintaining these bonds over several generations, you can reinforce them to become even tighter than they would otherwise.

**Even a Magical Family Deserves Happiness- 200**
Keeping your family safe can be hard even when you're not a mage. Just juggling a job and family time can be hard. And keeping them safe when you're taking part in a brutal magical war on your home territory? Even harder. You've been blessed to almost never need worry about that. Your family will never be in danger unless you incite a foe to specifically go after them. Even when it comes to natural disasters, if there's even the slightest chance they could be okay, they will. And you'll almost always be able to have time for them too. Whether through skill or just sheer luck, your schedule always just happens to have at least an hour free for you to spend with those loved ones each day.

**A Most Loyal Student- 400**
Once you put your trust in someone, it's to be expected that they live up to that trust. Sadly, not everyone lives up to even these basic expectations. You can always tell though, both when someone is going to betray you and when someone is not worthy of your trust. It's just this instinctual sense you get when you think of someone that will inform you of the trustworthiness of people, as well as their intentions towards you in regards to betrayal.

**Yes, My King- 400**
Heroic Spirits have heroic egos. Some worse than others and you're just the man for controlling those unruly Servants. No matter the size of their ego or pride, they're always far more lenient with you then they would be for any others. And you can take advantage of that, as you're skilled with

manipulating those types with both praise and cajolery. You're long experience with these dominant sorts has also taught you how to force your will on those with weak temperaments, making you able to order around the weak willed and have them follow, simply from the sheer authority of your tone and demeanour.

**Old Dog, Strange Tricks-600**
You're perfectly aware what more modern mages think when they see your refusal to use technology of the current era. You don't even need to see their faces to know the disdain they have for tradition. That's alright. You know that their technology isn't needed, because you can already match it with magic. Not to say you can just cast Missile or chant up a Microwave. Rather, you create mechanisms that run on magical energy, rather than whatever force powered the base you are working with. These magical machines require a great deal of magical knowledge to create and roughly the same effort and materials as a mundane variant would but are powered solely by magical energy, no matter what originally powered the machines you are recreating.

**For the Family- 600**
Whilst the ultimate, traditional, goal for all Magi is to reach the Root of the World, most realise that they will never do so themselves and thus must pass down their dreams to the next generation. Thus, a suitable partner and an excellent offspring are often the final goal of most Magi generations. When you start to look for a partner, for romance or for more specific purposes, fate will twist and bend to bring a person most suited to your aims to you, no matter how strange or specific those aims are. Whilst this twist of fate will only facilitate your first meeting, you will be gifted with unnatural charisma and talent in romancing or convincing this person to join you, with only the strongest wills or purest of hearts being able to hold out against your charms. Finally, once you actually bring this relationship or partnership to its peak and bring about a child, you will be able to pass on traits of yourself or your partner that would normally not pass on or not pass on fully. This refers to physical and mundane traits, not supernatural abilities. You could pass down your intelligence or your physical might and be assured that, barring a problem as they grow, they will be naturally able to match your unaltered by magic intelligence or strength once they reach adulthood, even if yours is only the result of harsh training.

**Clock Tower Elite**

**Not Entirely without Merit-100**
With the culture of the Clocktower, reinforced by centuries of tradition, you can understand why many of your peers look down on the younger generations, those without old families in their blood. You're not nearly so foolish. No matter what biases or beliefs you might normally have, you'll always be able to fairly and clearly consider any advice, suggestions or proposals from others, even people or beings you might have extreme distaste for or believe are innately inferior.

**Noblesse- 100**
Generally, people find racist, arrogant, elitist, rich snobs to be rather distasteful. No surprise then, that a lot of the Magi from the 'great' families are not very popular, at least for what people really think of them instead of the fake smiles to get into their coffers. There's a certain something about you though. A touch of genuine nobility. It'll get others to look past the stereotypical actions those in your station might commit, as long as you don't go too far, and see you for the shining knight of chivalry and knowledge that you truly are.

**Nine Generations-200**
Yours' is an ancient, noble and proud lineage and it is only to be expected that others will recognise this and give you the due respect. The older you or your family is, the more respectful and deferring others around you will be. Just on sight they can recognise the wealth of experience you carry with you, regardless of your true physical age, and they will acknowledge both the great wisdom your life must obviously have granted you, as well as the respect you deserve from living so long. And as is traditional among Magi, the age of your lineage is interchangeable in this case with your own age. For truly ancient beings, they will begin to see more and more diminishing returns as they age.

**Ice Queen- 200**
The Supernatural being of this world are often more than human in ways beyond just physical strength, speed or magical might. Many beings, including the Heroic Spirits a Master might summon, have inhuman beauty, able to charm mortals with just a single glance. You won't fall to these unnatural wiles though, or even the charms of normal humans. You'll never be effected by any attempt to supernaturally charm or seduce you and you'll always be able to tell whenever someone is trying to charm you with only their looks or charisma. You can still choose to let yourself be effected if you like, no reason you can't enjoy that beauty in a safer situation.

**Marrying the Magics- 400**
In your studies of magic, your research led you to discover a unique ability. You are able to alter the rules or any spell or ritual in a single way. That is, you can allow others to take on any costs associated with the magic alongside you. This may not be forced on others, they must willingly accept the costs alongside you, but once a willing partner is found, it allows you to split or share the costs in whatever fractions you both agree on. Wish to share the cost between two people, each with half the energy? Sure. Want to have another person take the entire burden? Long as they agree.

**My Home is my Castle- 400**
Every wizard has their towers. And a tower is nothing without proper fortifications. When it comes to shields, wards, forts, walls or any other sort of purely defensive magic, you're the best around. Your spells are stronger, cheaper, faster to cast and best of all, they stick around quite a lot longer

than they normally would. But stationary fortifications are where you truly come into your own. As long as the spells do not move from their position, such as by being cast on a person or item, but instead on a castle or home, all the previous effects will be far greater in nature. Simple shield spells will deflect high powered rifles with ease, you'll be able to cast tens where you could only cast a half dozen, incantations would take a fraction of the time and your work would almost last till it was destroyed in combat, at the very least surviving dozens of times longer than normal.

**Code Creator-600**

Many Magi rarely move beyond their own field of focus when crafting items imbued with magical power. What reason would there be when they could simply pay for another Magi to make something if they absolutely needed it? You're one of these skilled experts that others come to. Obviously in your chosen field, you're one of the great masters in creating magical items, such that something like Volumen Hydrargyrum wouldn't be hard at all, but even when it comes to fields of magic you have no knowledge in at all you can get surprising results. So long as someone with the requisite knowledge is nearby and willing, you can draw on their knowledge of the subject as you work, effectively combining your skills with their knowledge to become a master craftsman in fields that you have no knowledge of.

**A Wizard Never Cheats-600**

Officially, the Holy Grail War has rules. Unofficially, the Mages Association also has rules of honour and ways to battle. Almost no one actually sticks to these rules of course, except when it would advantage them or let them seem superior to others. But when you take part in a contest, competition or battle of any sort, you enforce the rules. As long as they have willingly entered with knowledge of the rules, any other being will not break those rules. Even if they had previously planned to or it is in their nature, they will just choose to do other things. Masters will respect the sanctuary and authority of the Church, the Church will not favour a particular Master, and Masters will face each other as mages and not bomb the heck out of each other with high explosives. However, you too are bound by these rules. The moment you break them, all other competitors are released from their bonds.

**Magus in Training**

**Tiny but Fierce!- 100**
Size, whether big or tall, can be a source of mockery for some. Whether they were telling you to get on their level or asking how the weather was up there, you got so tired of the jokes that you decided to make use of your height gift or curse. You know how to use your size to your advantage, both in and out of a fight. You can make yourself look cuter and defenceless if you're small or scarier and stronger if big. You'll be able to use your small stature to slip around attacks or cover allies with your great height more easily.

**Keep You Chin Held High- 100**
The child of a Magus family is rarely one that will live a peaceful, idyllic life. To be a Magus is to walk alongside death and even a Magus who never gets in a single fight is likely to see all manner of gruesome scenes and deaths, of animals or humans. Despite your upbringing as the child of a magical family, you are not weakened or scarred by the experience. Instead, the trauma only strengthened your resolve, a trait you still carry to this day. Whenever you work past an issue or trauma that you have experienced, your will and mental fortitude will grow that little bit more. You may still be broken but so long as you can put the pieces back together eventually, you will find yourself with a will of ever stronger steel.

**Magus of the New Age- 200**
You might be young and new to the magic scene but even the oldest, most traditional families seem to give you a fair shake. No matter how young or old you are, or what you look like, you're able to get the respect your work and achievements really does deserve. Even if the work you are publishing goes against every belief and prejudice a person might have, they'd give it an equal consideration to anything else they'd read.

**Kid Detective- 200**
Like you came straight out of a manga, you're a skilful detective. Noticing the tiny clues around a room or figuring out when someone's telling you a fib, that's basic stuff. What you excel at is tracking down the nasty people that hide in the shadows. Long as the criminal didn't leave a roughly city sized area from the crime scene, you'll be able to find where they are within a day or two.

**No Longer a Boy- 400**
It's not that you don't feel fear. You do, sometimes quite a lot of it. But it never holds you down. No matter how terrible a monster, how awful the consequences or how in danger you are, you'll always be able to act in spite of any fear, pushing through to function as normal. And despite not being held back by that fear, you can still channel it into fuelling your body, giving you a burst of strength and speed. Why, with all the fear you've experienced, you could even summon these bursts of energy at will by thinking of something scary.

**Great Teacher Waver-400**
You've got the knack for teaching. Your students adore you and not just for your good looks. You're genuinely good with teaching any skill or knowledge that you yourself know, enough that you could cut the time needed to learn those to a fraction of the normal for any student you take on. You're especially good in bringing out the hidden talents of others, even when you yourself don't possess those abilities. While not as fast as if you knew the art, you are still able to guide and teach your

students on abilities they have but you do not, increasing the speed at which they master those abilities.

**Hard Work Conquering Talent-600**
Talent. Natural aptitude or skill. You either have it or you don't. Your entire life could be decided at the moment you were conceived. You struggled so desperately to pass this barrier, this unbreakable glass ceiling and somehow, you did the impossible. You became living proof of the value of hard work. When you put in the work, the long hours, you get more out of it than anyone else would. The longer you work at learning something, the better this gets, but it won't continue forever. You enjoy working in this way, so don't worry about not having the will to put in that effort. And when you come up against something that only those with talent could do, something limited to those born with it? With enough work, you could match them in that too, no matter what your elders say.

**King's Companion- 600**
A king rarely leads all by himself. His retinue accompanies him, whether beside the throne or on the battlefield. Among this retinue is the role of strategist, a role you were born for. When it comes to mental pursuits and challenges, you're unparalleled by all outside the realm of Heroic Spirits. Your one of the smartest men around, you've got a strategic mind that can only be surpassed by the likes of Zhuge Liang himself and, when it comes to getting leaders and rulers to trust your insight, you can gain their trust, in your abilities and your loyalty, with only a demonstration or two.

**Church Coordinator**

**I Know My Purpose- 100**
Given that you are yourself and not someone else, it's perhaps understandable that you can't always look objectively at your own mental problems. For some, this is out of shame, for others it is self-hatred or rage. You're able to see your own issues clearly and quickly. You won't be any better at fixing your own problems nor will this help with you pushing this knowledge away once you find it, but you'll never be unable to identify what you need help with or subconsciously bury your own issues.

**Father's Love- 100**
Why did they do that? Why are they acting this way? As much as a parent might want to, sometimes they simply cannot understand their own child. Differing generations and age, gulfs in experience, mental issues or a simple clash of personalities. No matter what differences lie between you, you'll never be left incapable of understanding your own children. You may not love them, you may even come to ignore or despise them for this knowledge, but you will always understand who they are and why that is.

**Heresy Alert- 200**
An extension on the innate awareness the official Coordinator of the Grail Wars possesses, you now have the ability to sense summoning magic and effects that occur in a wide area around yourself. Within several dozen kilometres, you will be alerted to the occurrence and location of any such magic or effect that happens, as soon as it happens. No more information is gained from this, though you could always send out familiars to check it out personally.

**Shura's Child- 200**
You were trained in the arts of the Executors, the special section of the Church that deals specifically with hunting down all manner of heretics, demons and witches. Empowered to act beyond the rules of their religion to protect the faith, Executors are trained in a wide variety of skills. A mastery of a martial art, various forms of weapons and holy implements, the skills to track down heretics and to find mages or demons that might hide themselves. You have an excellent level of skill in utilising artefacts like Black Keys as well as lots of experience in working with a team in combat situations. Finally, as a member of the so called Shura's Den, you are well versed in all manner of awful things that exist in the world and are thus mostly resistant to any sort of horror or fear that you might feel on seeing death, gore or the monsters hiding in the night.

**You!- 400**
You might consider them a rival, an archenemy, a true love, a best friend or a family member but whichever it is, you've got an unnatural focus on one person. While you may change who this is at any time, it may only be a single being. Whoever it is, you gain an unnatural read on their emotions and thoughts, such that you are almost always aware of their general emotional state, thoughts and have incredible accuracy in guessing their general plans for the future and how they might respond to any plan of your own. If it came to a fight, you could seem like you were almost precognitive in predicting their moves, though they can still surprise you if they pull out an ability you had no knowledge of at all.

**The Eighth Sacrament- 400**

There are times when rules must be broken for the greater good. Using forbidden weapons, acting in monstrous fashions or attacking those who have been promised protection. All these, and far more, can be justified when for the greater good to some. You have been inducted into the Eighth Sacrament, or its equivalent in any other organisation you join. This induction gives you one single privilege. Any action you do, no matter what rule it breaks or how immoral it is, so long as you are able to justify it to the higher ups as being for the ultimate good of the organisation and its goals, will be overlooked by your group. This provides no protection against those outside of your organisation nor to those so personally offended they leave, but you will face no official punishment and will have a great resistance to personal grudges being carried out by those within the group.

**The Real World- 600**

When it comes to cover ups, there's no one else in the world that can match the Church. You've been trained in all the ways and knowledges needed to cover up everything short of an entire city being obliterated. A few hundred strange murders in one location? Amateur hour. Very public and very loud battles between powerful magical beings in the middle of a city? It's your 9 to 5. Cthulhu himself rampaging through downtown, witnessed by both police and the military, along with thousands of civilians? It'll stretch you to the limit but even this is something that you can cover over with the masquerade. Through a combination of skill, connections and truly unnatural luck, you can maintain the masquerade.

**A Purpose or Lack Thereof- 600**

To some, the reason children learn so much faster than adults is that they have not yet experienced life, being like empty books to ascribe knowledge onto. Whilst you are no longer a child, you have an emptiness within you. The only thing that fills this empty space is knowledge. With this ability, you may focus it on one subject at a time. A particular style of combat or magecraft, a single discipline of academia or a single sport are examples of such subjects. You learn this subject in a tenth the time you would normally take to do so, racing through all the stages of skill and knowledge involved with it. However, just as you reach the verge of mastery, this chosen skill will become unaffected by this ability, leaving you to choose another target. The void within you desires purpose, but it is flighty and will seek variety, even if you desire otherwise.

**Fool**

**All Loving Heroine- 100**
True love doesn't need you to understand what you love. You know this better than anyone. Even when you don't really understand what drives a person or who they truly are, you can still see the good in that person. Even if they are from a different time, possessing an alien mindset and unimaginable power…you'd still know just by seeing them that they are in truth a caring and responsible person beneath their mask. And if it ever comes to the point that you find someone with utterly zero worth or good in them? You'd still be able to care for them if you wished, instead of coming to hate them.

**Initial Irisviel- 100**
Sure it might be utterly terrifying to be in the same vehicle as you but there's no denying that you do get there faster. At least, no denying that you can hear over the vomiting of your passengers. Whether it be driving, piloting, sailing or even riding, when you're at the helm and driving like a madwoman, you somehow manage to be just that bit faster and a heckuva lot safer in the process. You might be swerving across multiple lanes but you've actually got almost as little chance of crashing then as you do by doing the safe, boring route.

**A Princess in Her Castle-200**
It's a lot harder than the hero might think, staying sane while locked up in a few cold stone rooms all the time. Still, like many fairy tale princesses, you can get on just find even with nothing to stimulate your mind. You never suffer from boredom or monotony, always able to keep up a cheerful smile and an active mind even when you have only four stone walls for company for years on end. Certainly, a few books would be nice but patience is a virtue and princesses are most virtuous beings.

**Rise from my Ashes- 200**
When you've got people relying on you, there's no way you could possibly lose, right? Sadly, reality rarely cares much for optimistic delusions like these. Sometimes, you just lose. You fail the people who had no one else but you to rely on. Before now, maybe that would have broken them for good. But now your failure won't drag them down. It'll inspire them. If you were able to fight for them, who says they can't fight for themselves now too? Seeing you fail will only bring your allies to even greater heights, putting in more effort, more energy and more will. The greater the fall, the higher they will rise. And if you did truly die for someone, then they'll never ever break again.

**Not So Last Scion- 400**
The miserable fate suffered by some Magi families, of a long and slow death from a degrading bloodline, is not a thing you'll have any need to fear. Your bloodline will always remain as pure and strong as it was when the blood ran through your own veins. Anything that is passed down from parent to child will never lose potency for your lineage, no matter how distantly descended the child in question is from you. However, you may instead decide to purposefully dilute your own bloodline when a child is conceived, limiting what they will inherit from you to any level you wish, as well as deciding how much they or their descendants will pass on.

**Light in the Dark- 400**
Even in the darkest of times, when there is no hero left to rescue you, no path left to reach your goals, you do not give up hope. Despair finds no purchase on your mind, with even the greatest of

obstacles or failures being unable to bring you down. This hopefulness, an eternal optimism, is infectious. Those around you that are on your side will be similarly ignorant of misery and lacking of hope. As long as you are with them, they'll still be able to hold onto the belief that the day is not yet lost.

**One Extra Line- 600**

The cost and strain of summoning can harshly what and whom a Master might summon as a Servant and moving beyond the Master's limits can have disastrous effects on them over time. Now, you at least may worry less on this limitation. When you summon something, you pay only half of the initial cost in energy to do so but when it comes to maintaining and supplying energy to an active summon, your costs are only a tenth of what they would normally be. Your summoned being still receives the full benefit of whatever mana you would normally need to give to them but it ultimately only takes a tenth of that amount from you, no matter what they gain in the end.

**Perfect Vessel-600**

Through nature or by design, you are the perfect container for any sort of energy or spirit or corruptive substance. Whether it be All the Evils of the World or a truly staggering amount of magical energy or even another soul, you can contain it all within yourself and safely too. There is no limit on the amount that can be sealed within you or the sorts of energy or substances. Once it is sealed within you, whatever it is, the only way it can be removed is with your own willing cooperation. The only limits are that, so long as it is affected by the protective feature of this ability, you cannot use what is stored within you by any means, no matter what. The moment you access any energy, being or material sealed within you, it loses the protection of this ability and becomes potentially able to harm you if it normally would. Secondly, you must possess some manner of sealing ability to make the best use of this perk, as it does not come with any of its own.

**Servant**

**Like a King- 100**
A King must wear Kingly armour, wield a Kingly blade and ride a Kingly mount. Else they could hardly be a King, no? Sadly there are times when a monarch must make do with lesser means and materials, no matter how holy their right to rule is. But even if the materials themselves are of lower quality, there's hardly any reason they can't at least look the part, even if it doesn't truly change what they are. Anything you wield, wear, pilot or use will take on an appearance, purely cosmetic and not actually physically changing, in fitting with the style of yourself and your kingdom. If it's something under your ownership, it'll last as long as you want it to, even away from you. Otherwise the change will only last so long as it remains in your Kingly hands.

**Are You My Master?- 200**
Many a Heroic Spirit has met their final ends at those they fought for, jealousy and envy bringing those the hero served to stab them in the back. It'd be most wise then, to be sure of the character of those you pledge your loyalty towards and you do have an uncanny ability to tell whether any particular person you see would make for a good leader or king and the qualities in them that make it so. However, even when you might think you found a worthy leader to follow, circumstances may drive them to turn against you. Thankfully, any who you personally pledge allegiance to will always take a more favourable view of you now. It won't excuse everything but you're sure to be much closer and more trusted then you would have been before.

**Know Your Place, Mongrel- 400**
They might think they can hold you down, break your spirit, and degrade what makes you who you are. They couldn't be more wrong. There's not a thing on this world that can make you bow your head if it was not your own wish. No force of presence, no unnatural charm, no magical spell or trick, no corruptive essence nothing would bend your will or change your character from what you have decided upon, save for those few beings that utterly surpass the entirety of the planet. Even when faced with those mighty beings or energies, they will never be able to permanently change you fully. They could certainly control you temporarily but only small changes would remain forever. The will of a king is not so easily overturned after all.

**King of Jumpers- 600**
Even amongst the legendary rulers that will join the Holy Grail War alongside you, you would be renowned for the skill with which you rule. You have all the charisma and skill that would be required to lead others, whether it be a single town or a continent spanning empire. In all areas, from politics to economics to military matters, you excel beyond almost any other. The only ones who could surpass you would be the likes of Alexander the Great or King Arthur and even then only in the areas they specialised in, with your breadth of overall skill making you greater king than those who have truly mastered the art of war.

# Items

**Magic Crest- 300**

Within a tattoo somewhere on your body is the combined knowledge of magecraft from your ancestors and family. This tattoo is in truth called the Majutsu Kokuin, the Magic Crest, and is formed of Magical Circuits donated from each of your precedents. It also marks you as the heir to your family, as you hold the family's most important possession on your body. Your Crest has a great deal of knowledge, the equal of several tens of generations of your family imbued within it, though focused on the specialty or specialties you chose as your family's focus early. The knowledge is yours to use as you will and the Crest itself works as an additional 100 Magical Circuits added to your own.

**Mad Man**

**Bucket of Blood- 100**
It's a metal bucket filled with blood. Just your average, normal, any blood type you want blood. No yucky bits. If you ever empty it, it'll fill up again the second you look away. Use it for some dark ritual or just give your walls a scarlet coating.

**Murderer's Best Friend- 200**
Your ever trusty companion. Coming in whatever type or model of knife you want, this razor sharp implement is able to shear through flesh and bone like a hot knife through butter. It can even get through metal with a hack or two. It'll keep itself sharp for you so you don't need to worry about taking care of it and even if it gets coated in blood or gunk, it won't lose its' cutting edge. And like all best friends, it'll always be there for you. All you need to do is reach behind yourself or into a pocket and it'll appear in your hand, good as new and ready to slice.

**Lovely Lairs- 400**
Much fun as it is to go wild, there'll often be times when you need a quick escape after you've had your fun. Having a bolthole or escape route to get to at all times will be a lifesaver and a travel time cutter too. Buying this will ensure that, so long as it's not totally illogical, you'll always be able to find a secret route to get the heck out of there. Whether it be a hidden hatch that leads to a network of previously undiscovered tunnels beneath a city or a crevice out in the wilds that leads to an extensive cave system with many openings to the outside. It'll never be more than a few minutes from your position and it makes for a great way to get around quickly and undetected.

**Demon Summoning Handbook- 600**
This small handbook is a lot more valuable than it might immediately appear to be. Wrapped in human skin, and rather smelly because of it, this book describes a wide variety of summoning rituals and the methods and components needed to perform them. From various imps, ghouls and familiars, to the details for the Servant summoning ritual for sue during a Grail War, to even theoretical research on how to summon a True Demon, though there are no details on binding or control methods in this book. It will update in future jumps to detail new summoning rituals.

**Magus Killer**

**Attaché Case- 100**
A basic metal case, this contains an assortment of guns and explosives for your use, whether on the job or for personal reasons. There's a few handguns, a submachine gun, some grenades and a bunch of higher powered explosives in here. Unless you open the case, no one will be able to detect what's in it, no matter what they use, but you can't store anything else in here. If you use up the weapons inside, you'll find some more a day later.

**Badass Bike- 200**
The wide open road calls to you, whether in the pursuit of work as a gun for hire or just a simple desire for freedom, and you need a proper steed to travel along it. Provided for you will be a motorcycle, of any model and make available prior to 2004. It'll never run out of fuel, or electricity if you're the type to make it that way, nothing short of a tsunami or hurricane will make it slip or lose stability and any crashes that happen whilst riding it will never deal more than moderate injuries to you at worst. Your trusty companion will always be just out of sight too, in case you have need of it for a quick escape or chase.

**Abandoned Island-400**
Far out at sea, at least a few hours boat ride from the nearest known landmass, is an island not on any maps or records. This island was perhaps the site of some terrible event that caused it to be erased from all official records. Big enough for a small jungle and village of around 300 small families to be on it, only animals and yourself live no it now. Unless your actions cause it, no one will discover this island or be able to find you on it. Lastly, a lone mansion rests at the heart of the island, equipped with a fairly complete Magi Workshop personalised for whatever art you chose to specialise in.

**Spy Network- 600**
A network of loyal friends and informants you've created over the course of your career. They could number anywhere between a few dozen to a few hundred, with only you knowing just how many and who your spies are. They won't lay down their lives for you, not without becoming a lot closer friends first, but if you're ever in need of some info, they can get you stuff relating to their position. And those positions? Could range from just being a cop or thug on the streets, to being one of the higher ranked magi in the Clocktower or a member of the Executors. They're not immortal though, so if they get killed feeding you info, they're dead. This network will carry over and update to new worlds.

**Family Head**

**Infinite Wine- 100**
A collection gathered from decades or centuries of personal interest from your family, you have a rather large wine cellar connected to any property you own. The wine from the bottles stored here will never run out and has a vast range of flavours and years to pick from. If you found any such things from the outside world that you had a particular taste for, you could store them in the many open racks here to give them the same never ending effect too.

**Magical Patents- 200**
Usually Magus Families guard their secrets and magical knowledge jealously and lethally, not hard to blame them with the potential losses associated with such a thing. Despite this norm, some families do decide to sell off some information or research they have gained, especially families that do not have easy access to vast sources of wealth while also studying high cost disciplines of magecraft. A number of patents were created by your family in the past and they garner enough regular income to support you in an upper middle class lifestyle fairly easily, with some extra saved up for any magical experiments. You could add to this, the more valuable, rare, powerful or strange the magical knowledge you sell in this manner, the greater the financial returns will be to you. This will even work in future worlds, though you will need to be aware that it may mean spreading this magical knowledge amongst the magical population.

**Family Lands- 400**
Your family staked a claim on an immense stretch of land long ago and they've retained it ever since, with the title now falling into your hands. Large enough to fit all of Tokyo within its borders, these lands are largely uninhabited by any other human, though it is likely brimming with flora and fauna in excellent condition. Located in any reasonable location of your choice and in any terrain or climate you desire, these lands are legally yours no matter what government or organisation you are dealing with. Furthermore, there are certain amounts of protections to be found here. A number of magical wards have been set up to alert you to the presence of any intruders upon your lands and a few hundred combat familiars of varying types also patrol the lands and will attack any unauthorised entrants.

**Ancestral Fortress- 600**
Your very own magical fortress. It might look like some luxurious palace, and it is indeed that, but make no mistakes. Nothing short of the Clocktower Queen and her personal legion would be able to penetrate this bastion of magical protection. The castle itself is already one of the largest and sturdiest in the world, with hundreds of rooms and vast grounds surrounding it but the magical protections far surpass what it offers on a physical level. Immense wards surround it in every direction for several kilometres, strong enough to prevent even expert mage hunters with great skill in taking down wards from getting in, even with years of effort. Large numbers of advanced combat familiars and homunculi prowl the grounds and the castle itself, each easily lethal enough to butcher a squad of elite soldiers, though those with magic may fare better. The castle itself is reinforced with many powerful magical effects, chief among them being reinforcement applied to every stone of the castle to make it easily able to hold up to even strong magical assaults. At the centre of it all is a fully aware and totally loyal artificial intelligence, bound in the form of a humanoid golem that will manage and direct any and all defences and affairs within the castle for you.

**Clock Tower Elite**

**Mystic Focus- 100**
One of the first tools you ever received in your training in the arts of magecraft, this implement has served you well time and again. Whether it takes the form of a wand, staff, rod or some other classic tool, it helps to focus your magic in general and improve your control even further in your own specific specialisation, as chosen earlier. This foci will never be out of reach for you, at most requiring you to reach behind your back or into a hat to pull it out, good as new. It's very sturdy though, so don't be afraid to use it to give something a good smack in an emergency.

**Self Geis Scroll- 200**
This scroll is a fairly complicated magical artefact known as a Self Geis. Used in contracts between magi, they are able to ensure both sides will stay true to their words or pay a dire price. When an agreement or deal is put in writing on this scroll and both parties agree to it, the contract is sealed and the price for breaking that contract is the permanent loss of all supernatural abilities. Both parties must be aware of this clause and indeed will be, as it is enforced by their own powers rather than the magic of the scroll itself. This contract respawns a month after it is used.

**Penthouse Reservations- 400**
Not all Magi spend their time bunkered down in fortresses their families have owned for centuries. More than a few disciplines or roles require a particular magus to travel all around the world, for research or for work. And sadly, getting the proper accommodations an Elite like yourself deserves can tax even an old family's resources at times. Now though, you'll always be sure of having top class accommodation wherever you go. Penthouse suites will be reserved for you in any city you arrive at or at the very least, the finest room at the local inn. Food and other sides will be supplied free of charge but the real draw is that such reserved hospitality always seems to come with significant magical protections already. Any such hotel, inn or other temporary resting place you go to will possess strong magical wards and experienced guards that will protect you from uninvited intruders and hostile invaders. And if you wanted to add your own work as well, the owners will always be happy to allow it.

**Magical Mona Lisa- 600**
The pinnacle of one of your chosen magical specialisations or at the very least, it is such for the foreseeable future. This powerful artefact has found its way into your possession and is an example of how far a modern magus can really go with effort and the right stuff. Lord El-Melloi's Volumen Hydrangyrum is a lesser example of what this would offer you, your version of the same artefact would be fully aware and self-sufficient, acting with unnatural intelligence to predict and act in the best way to serve you. Whatever you chose to gain, studying it will greatly accelerate your own learning in the areas of magecraft that were used to create it, until the point that you can replicate the artefact's creation on your own.

**Magus in Training**

**Magic Tracking Gear- 100**
A specialised set of tools for finding trace amounts of magical energy in the environment and then tracking them, much higher quality than the one's Waver made makeshift used of. By using these tools and a few minutes time to test the air, dirt or water around you, you'll be able to find even tiny traces of magical energy as well as the direction in which it originated. You could certainly use this to track down mages over repeated uses to narrow down their locations.

**Stupendous Steed- 200**
A mighty horse, loaned to you from a truly magnificent king. This horse is wild and untameable, the only one it willingly allows to ride it is yourself. It seems almost capable of responding to your thoughts when you ride it, the smallest of movements from you easily directing the impressive beast to follow your commands. It will never spook or skitter away from danger, even if you direct it to leap off a cliff and into the maw of a great monster, it won't hesitate for a second to follow your orders. Your new companion will never tire nor wear itself out from long days of galloping.

**A Place to Call Home- 400**
It's no giant castle but this cozy, two story suburban home makes you feel almost as safe. An older couple lives here, who consider you a sort of surrogate grandchild and will always have a spare bed and warm meal ready for you. Talking to these two will always calm you down and let you get your head straight and they often have surprisingly accurate and wise advice for you, even if they don't quite understand all that you get up to. The house itself has no outright protections but so long as you yourself don't use it as any sort of combat base or place to attack from, you'll be sure that it and you will not be directly attacked. The home and its two occupants will appear in all future jumps, assuring you that you'll always have at least one home away from home to come back to at the end of the day.

**Thesis for the New Century- 600**
This fairly hefty stack of papers is quite a bit more important than it seems. Once per ten years, you may choose a thing you wish to change people's opinions on. This could be a specific person, a place, an ideal, a type of action or anything else. The paper will turn into a detailed thesis on why the popular opinion on your chosen subject should change. Whilst the paper is convincing enough on its own, if you actually published it publicly the true effects will become apparent. The majority of those who care about the subject in question will find that their opinions are now in line with the terribly convincing new paper published by yourself. You could even use this to convince the majority of the Mage's Association to believe in the ideals that hard work and smarts are what is truly important, rather than lineage and age.

**Church Coordinator**

**The Bible- 100**
Your father, in either sense of the word, gave this to you when you were a child. It's become well worn by now, covered in dog eared pages and countless underlined passages, but just taking a few minutes to read it can do wonders for getting your head straight and calming down from stress. Even if you have it all memorised, reading the word of the Lord will always have a soothing effect on you from this small book.

**Black Keys- 200**
A Black Key is a long, weighty sword with a cross like guard that is considered to be a symbol of the Executor group within the Church. Sharp enough to easily slice through metal, they are partially spiritual weapons and can be filled with magical power to increase their size, durability and sharpness, as well as eventually becoming able to take on different properties, such as pinning shadows to the ground to immobilise people or to be imbued with fire. Black Keys make for awkward swords, though they can be mastered to be such anyway, and are more commonly used as large throwing knives. Only the guard is physical, with the blade being manifested from magic and this allows one to store dozens or hundreds under a coat with ease. You receive one hundred Black Keys in total, each regenerating an hour after being broken.

**Shroud of Martin- 400**
A Holy Shroud and important artefact of the Church, this red fabric is capable of sealing events or returning something to normal, so long as it is wrapped tightly around the subject in question. With enough material to cover the average sized adult man, it is an incredible tool for saving lives. Even the most ferocious and deadly of poisons could be stopped by wrapping the shroud around the limb or part of the body which was bitten, reverting that event until the victim could get to a proper care facility. This reversion effect is not without limits. It cannot bring back the dead and as soon as the shroud is taken off the being it is wrapped around, all effects are undone and they again suffer with full force what afflicted them. The shroud cannot be cut up into more than one piece, not without losing its supernatural properties, but any damage done to it will be undone within a day.

**Neutral Party- 600**
You've been given the position of official Coordinator, sharing it with one Kotomine Risei. Thus, you are a neutral party in the war until you decide otherwise and unlike Risei, people will respect the neutrality that you represent as well as the shelter you extend to those who ask for it. So long as you take no actions against any side involved in the war, or at least no actions that can be seen, your position will be respected even by those who would normally have no reason. Break your neutrality and this protection will fade entirely, as word spreads to show you no longer honour your side of this position. The fact that you are a Master with a Servant has been kept secret from even your fellow priest, as well as all others involved. You retain this position of neutrality in future worlds for future conflicts, keeping it until you take action against one side or another.

**Fool**

**Sentimental Souvenir- 100**
Travelling around the world all the time can often mean you leave loved ones back at home. They might understand why you have to leave but it won't stop the hurt or loneliness they feel. Once a month however, you'll receive a small, already wrapped present box. Whoever you give it to will open it to find a small, inexpensive but touching gift inside. It might not change their lives or stop them getting upset when you leave again but at least they'll know you do still care once you come back.

**Cool Car- 200**
A luxury car and particularly handsome driver to take you wherever you personally wish to go. While it must be a grand and fancy thing, the exact model is up to you to decide. Whatever you choose, the driver will be excellently skilled in both handling the vehicle and in keeping you entertained along the way, whilst the car itself will never run out of whatever fuels it or be wrecked for more than a few hours before reappearing good as new. The car will also generally survive any sort of ramming action and is even capable of ramming into spiritual beings that would normally phase right through.

**Alchemical Wires- 400**
A large spool of wire has come into your possession, a particularly adaptable mystic code based on the alchemy used by the Einzbern family. This wire, so long as it is touching your skin in some way, responds to your thoughts to control it. It is impressively fast, such that no ordinary human would be able to react to its speed and it can adjust its sharpness freely. At one end it is dull but capable of lifting and throwing a small car with all the wire but at the other end it can slice through stone and metal with barely any resistance. It's even possible to turn the wires into physical bodies, such as birds, swords or shields. You have a few hundred meters of wire at first and know how to recreate this wire, though the skill level required may take time to reach, and you can only handle so many wires at once without improving the limit of your mind.

**Crest Worms- 600**
You've undergone a special process to implant your body with a hundred Crest Worms, a unique invention by one Matou Zouken. However, whilst normally these would function as nothing more than harmful extra circuits, yours are special. Not only do the worms within you make no physical change or discomfort on your body, they can in fact be converted into independent stores of energy for any form of supernatural or mundane energy, not just magic. So long as you can produce it, you can convert any of the worms within your body to also produce that energy, along with being able to use it as easily as you could use your own stores. You could even have the worms crawl out of your body and implant themselves in another to give them use of the energy. Crest Worms create and store relatively little energy on their own, the equivalent of one magic circuit each, but it is possible to increase this over time with study and experimentation. These Crest Worms are also capable of laying an egg every few months to breed more of themselves, taking around 6 months for each egg to hatch. Finally, in an emergency, each of the Crest Worms is capable of fighting on their own, being capable of flight, covered in nasty spines and having around the attack power of a mid-sized dog.

# Companions

**Servant- Free**
To fight the war as a Master, you need an accompanying Servant and so long as you did not pick the Servant origin, this option grants you one free Servant. They are to be created using the Servant Supplement. They will gain 1000 Servant Points (SP) to use for free. There is a list of premade Servants at the end of the Supplement for those uninterested in creating their own.

Any new Servant companion, other than yourself, gains the Servant origin and 300cp to spend on the Servant perks found in the main jump. You may also choose to import a single companion into this option for free, though they take up the free Servant option. They do not get anymore CP then described above and cannot be imported with the option below.

**Master- Free/300**
Your ally and generator of energy throughout the war, as a Servant, is your Master. If you have chosen the Servant origin and opted to not take the Canon Master for your Servant Class, as outlined in the Supplement, this is the option for you. They gain 1000CP to spend as well as a free origin with all the discounts and freebies these origins come with. They may convert their CP into SP for you to use as a Servant but be aware this will leave them vulnerable and possibly lacking magic to power you with. Their appearance, personality and history is entirely up to you, so long as it does not grant them any special advantage that is not reflected in the rest of their build. They are of course a companion and will join you at the end of the jump. You may also import a single companion into this option for free, with them gaining all above benefits.

You may spend 300cp to gain a second Master, following all the same rules as above and becoming a second source of energy for you. They too may be imported companions instead of newly created ones.

**Import/OC Companion- 50**
There's no reason to fight alone, despite the pain some people put themselves through, your friends are here to help you. You may pay 50cp to import an old companion or create a new companion in this jump, with further imports/new companions costing 50cp each. Either option grants the companions 600cp and a free origin, along with all freebies and discounts. They do not gain a Servant or Command Seals. If you are creating a companion, their appearance, personality and general history, so long as nothing gives them an unpaid for advantage, is under your control to decide.

**Canon Companion- 200**
Did you make a new friend? Are you aiming for someone in specific? This option will allow you to not only take along an existing character as a companion but also to create a pre-existing relationship of some kind between the two of you as you enter the jump. Siblings, parent and child or even lovers. If you choose one of the other Masters as a companion, they will be willing to fight you if you oppose them but you'll have much more luck than any other in talking them down or into an alliance. Only characters that feature as major characters of Fate/Zero may be chosen here. Even if they exist in setting, if they did not appear in multiple scenes in Zero, you cannot use this option to bring them along.

# Drawbacks

You may take up to 1000CP in drawbacks from this section. Anymore will not grant CP, but may still be taken.

**Keeping Continuity- 0**

Have you already been to this world? Do you plan to go to another part of this world later on in your adventure? By taking this drawback, you may retain any changes you have made as a result of your existence here into the other Fate jumps that might be affected, though events will always resolve so as the main plot of that jump happens, if perhaps quite differently than it normally would. You won't be able to stop the Fifth Grail War from happening in the Fate Stay Night jump through your actions here, but you could radically alter the participants, location, conditions and so on.

**Long War- 0**

130 years. That's how long you'll be here now. Instead of participating in the 4th Grail War, you'll start as one of the original combatants in the very first, very chaotic First Holy Grail War, alongside the three Great Founders. You must survive through each of the Grail Wars until the Fourth, automatically becoming a Master alongside your original Servant in each of the conflicts. You are not required to win and so long as you can survive until ten years after the end of the Fourth War, you will move on from this jump. You will not be protected from aging during the course of this and unless you have or find some way to stop it, slow or mitigate it, you are likely to have grown quite old and weak by the end.

**Those Barbaric Easterners- +100**

You're not racist, really, you just have certain ideas about who should and shouldn't be treated in certain ways. It's not your fault all these people keep clamouring about discrimination and bias. It seems like you've picked up a whole lot of prejudice on entering this place, directed against pretty much any group that you could see as being a minority or disadvantaged in comparison to you. You might find some like-minded people back at the Clocktower but over in Japan? Just try to hold your nose and think of better times.

**A Contradictory Life +100**

It seems that everyone somehow found out about the ideals that drive you Jumper, the things that make you who you are. Unfortunately, everyone found them laughable. You'll be constantly questioned and mocked for the things you believe in, forced to defend yourself and what you believe in if you want anyone to take you seriously. They're quite good about it too and to give a good argument, you'll need to really think about yourself. Or just knock their heads off. Either way I'm sure you'll emerge with a newfound appreciation for yourself or for people minding their own business.

**Wish for another 30 Centimetres +100**

Taller, richer, smarter, stronger. There always seems to be someone just above you in some way and you just can't bear that thought for a second. Whether or not you're already the best around, you've got an irrational need to make everyone around acknowledge that you are in fact the best. There's not much of a limit on how far you'll go to prove this and you can expect this reckless drive for fame and power to get you into quite a few sticky situations.

**Does Anyone Follow the Rules?- +200**
The Magus Killer, Kiritsugu Emiya, became truly feared by Magi because he was willing to use anything, even mundane methods, to kill his targets. In the coming war, all of your opponents, Master and Servant, now share this mentality and knowledge. None of them will be above the dirtiest of tricks or sneak attacks, no one will be limited by their pride or codes of honour, they will make free use of both mundane technology and mundane humans as allies and will disregard any rules such as not revealing magic quite freely, all in the aim of winning the Grail for themselves.

**You Judas- +200**
Unbeknownst to you, someone you trust has plans to betray you. Someone got to them and convinced them that the only way they could truly feel happiness is if they slay you and move on their own solitary path. Whether a companion or a person you meet in this world, they will be one of those who you wouldn't expect such a dire betrayal from. If you can figure out who it is before they strike, you might be able to talk them down in time, though such a thing would take a great deal of love and convincing logic too.

**Knightly Manner- +200**
You are, at heart, a true knight. The Code of Chivalry is not just a fantasy dreamed up long after the fact for you. It is your very way of life, as undoubtedly true as the fact that the sun rises every morning. The Ten Commandments of Chivalry are your guiding lights and breaking them is impossible for you to consider. Your fight is a righteous and true one and just the sight of others breaking these rules fills you with revulsion and contempt. Working alongside someone who lacks the respect and honour you do would be a trial to say the least, if you don't closely contain your fury, you may even strike out at them to punish them for their evil ways.

**Used Goods- +300**
You were the first attempt at creating the vessel for the 4$^{th}$ War's Grail. Unlike Irisviel, you were a failure and in a particularly catastrophic way. You have been linked to the Grail like that woman has but you receive only the downsides of becoming such a being. As the War progresses and more Servants are killed, the strain on your body will worsen. At first, you will constantly ache with great pains. At the halfway point you will be barely capable of moving on your own. As the final battle with the last remaining Servant other than your own approaches, you will be unable to move entirely, forced to rely solely on your partner for victory. All the while, you must struggle within your mind to resist the pervasive corruption of Angra Mainyu, who will grow stronger over time. You may be able to fight him back if he takes over you but the more this happens, the harder it will become to resist. At the end of the Grail War, these burdens will be reset to the initial level of constant aches until they are cleansed entirely at the end of the jump.

**Return of the Kings- +300**
The Banquet of Kings was the meeting of 3 Servants who were mighty and magnificent Kings in their living days. But now there is not just 3 Kings who will partake of the banquet. This war will be waged between Kings, 7 in total, each being a Servant of immense power. Gilgamesh, Iskandar and Arturia will be accompanied by 4 new Kings, replacing the former Servants in those places. These Kings have decided that rather than compete for a silly little thing like the Grail, they'd rather compete to see who the greatest King among them is. What's worse, they've all unanimously decided that you should be the first opponent as you are quite obviously a King of great repute to them, regardless of any fact that says otherwise. One by one, you will be challenged to duels by each opposing Servant.

They will all honour the one on one nature of these battles but if you choose to break it, they will all descend on you at once to punish your un-kingly actions.

**Mind of Rust- +300**

The world must be saved from itself. From the misery and death and hatred humanity inflicts upon itself and the rest of the world, something must be done to stop it. You might not feel worthy of the task but it falls to you nonetheless. You will be driven to take whatever actions you deem necessary to save the world, no matter what extremes it drives you to. Your life is only worth anything so long as you can save others, the majority of lives will always take precedence over the minority and the happy ends you fight for will justify any means, no matter how vile. With the greatest of efforts, you may be able to hold yourself back for a while, but alone you will not survive and may indeed be driven to worse and worse actions, taking more and more risks. But with the love, trust and companionship of others, perhaps you might be able to hold yourself back better.

# Notes

Biggest thanks to the most awesomest guy ever- Nubee
Special thanks to the people who helped out- Action Replay, Aionon, Worm

**Wishes**
It's said that winning the Grail war will grant the victor anything they desire, a wish that grants anything. Of course, not everyone thinks the same. Some believe it opens a path to Akasha. Other's think it shows the way to paradise or hell. Whatever the truth might be, it'll matter little to you as a Jumper. However you choose to interpret the wish you have won, if you won it, it will only be granted to you after your chain has finished.

**Demi Servant**
The Servant you have fused with can be any character that would be valid to summon in this war, so long as you meet the minimum requirements for their build with your own Servant build using the points Demi Servant grants. If you do meet the minimum, you may have that Servant be fused to you. As long as they are fused with you, they do not count as a companion and may also talk to you, whether just for companionship or to offer tips and tricks on using their abilities and gear. By default they will be friendly to you but mistreatment of them or the advice they offer can cause you to grow apart, though you will never lose the abilities or Noble Phantasms they have granted you. If you somehow remove them from you, they will simply be a normal spirit, as you currently possess their powers and gear.

If you don't care for this, you may simply have a faceless spirit that contains what you have purchased, though they will offer no advice to you or talk at all.

**Hard Work Conquering Talent**

In regards to supernatural abilities that people are born with, you need to have something relating to that ability in the first place to be able to train to it. If you had magic circuits, you'd be able to train them up to get more/better quality ones. But if you don't have them, you won't be able to train to get them.

**Magic Specialisations**

In the interest of saving time, the list of specialisations for the Family Art perk can be found herehttp://typemoon.wikia.com/wiki/List_of_Magic_Spells. Below is a list of the few magical disciplines that cannot be taken with this perk and the reasons why. For any valid specialisation, you can choose to have your Family Art focus on a narrower part of that magic and in return be even better there, with commensurate drops outside of that specialisation of course.

-Runes can be taken, but only the modern version, not the one Servant's have access too.

-Sacraments are the domain of the church and cannot be taken, as the perk is meant to represent the work of a Magus family.

-Numerology can be taken, but only the modern version.

-Divine Words cannot be taken with this option, it is not the purview of modern Magi.

-Golemancy may be taken but it is at the level of modern Magi, not at the level of the Servant Solomon.

-Time Manipulation may be taken but it cannot progress beyond the level of the Emiya's work, as any further or broader is the purview of the Fifth True Magic.

-Unified Language cannot be taken as it is not a learnable discipline, rather it is an innate trait to be able to learn and use it that only some possess.

-Witchcraft may be taken, but only the modern version.

## Boosted Capstones

*Most Popular Man in Town*-
People won't ever team up on you but the same is no longer true in reverse, at least to an extent. Whilst your opponents will never start group battles against you without you looking for one, you can bring up to eight others into these solo battles without your opponents crying foul and breaking out of the effect. Any more than eight and the ability will fail to take hold as usual.

*The Hungry Darkness*-
Your evil acts can now increase your overall physical or magical power. Instead of gaining back energy, you may choose to channel it into either of the above, slowly increasing them the more evil the act and the more evil acts you do. These boosts are temporarily and will not last long. You may customize the way the boosts work to an extent, putting it all into one category or partly into both. You may also choose to concentrate all the evil energy into one short boost that only lasts a minute or greatly lessen the power you gain in exchange for almost an hour of strengthening.

*Killer of Magic*-
Your very presence now weakens the magic of those you oppose, whether you use hostile methods or not. You don't even need to be actively working against the enemy to weaken them when they are near you and even when you yourself use magic against the, the effects of this perk will still weaken their magic whilst leaving yours untouched.

*Original MK*-
You may now include your Element in the original effects of the perk. Elements work similarly to Origins, but instead dictate the general alignment of a mage. In practice, you may repeat the process of choosing an Origin to gain another concept with which you can create impressive magical items with. Stacking the same concept twice is possible and brings you to the verge of Noble Phantasm quality items in your work. This also extends to the empathic effect, allowing you to recognise the Elements of others on sight and increasing the innate understanding you gain of other beings.

*Old Dog, Strange Tricks*-
You may now replicate the effects of technology in your spells, rather than just as recreated items. This is a far more costly venture, taking several times the amount of energy it would take to create the same effect as if you used the perks normal ability to make a machine running on magic to do it, but it is possible to now do instantly and without requiring prior preparation or materials.

*For the Family-*
The limits on what you may pass down are lifted further. You may pass down knowledge, skills and your own memories as genetic memories to your children. When they awaken the use of these, whether all at once at a certain age or slowly over time, is up to you. If you wished, you could even imprint everything you know onto your child, essentially turning them into a mental copy of your own mind and removing whatever individuality they had from their parent.

*Code Creator-*
The sorts of things you can draw from those assisting you or willing to offer help has grown beyond just skills, now including abilities and powers that you yourself do not possess or possess at a much lesser level. Whilst you may only use them when you are crafting something and with their permission, you can use any skill, ability, spell or power that they have alongside what you yourself possess to bring your crafting even further beyond what you are normally capable of.

*A Wizard Never Cheats-*
Ostensibly, you honour the rules as much as anyone under the perks effects. In truth, you are no longer required to stick to them to retain the benefits, though there is a limit. So long as no one else involved in the contest or battle notices you're cheating, you are able to break the rules without lifting the ban for everyone else. However, the instant you are found out, the ban will lift, whether you can remove the knowledge or not.

*Hard Work Conquering Talent-*
Your hard work has begun to surpass even the limits of humanity, much less the limits of your birth. So long as it is something that can be improved or trained with hard work in the first place, such as physical fitness or skill in magic, there is no practical limit on how far you can train it. However, as with all things, as you get better, it will take longer and longer to see substantial results.

*King's Companion-*
When it comes to serving your leader, you confer more upon them then just your strategic insights. Your servitude makes them better. Better as a person, as a leader, as a warrior. Traits that you find desirable in a leader will slowly become more emphasised, they will quickly grow into their roles as a leader and gain the necessary skills much faster than otherwise, and they seem to be much stronger, faster and tougher then should be possible for who they were before.

*The Real World-*
Your skill in covering up the breaches in the masquerade have transformed into an innate ability of your very own. Supernatural events or actions caused or taken by you, no matter how wide the scale or great the magnitude, are almost impossible for any mundane human to remember. This requires no interference on your behalf, so long as you are the one causing the instance of the supernatural or at least one of the participants in it. The normals will simply replace the events that truly happened with a safer, saner alternative. Only the greatest of mortal men could resist, but that's where your own training comes in handy.

*A Purpose or Lack Thereof-*
The purpose you have found is not limited to one subject. Rather, it is *knowledge* itself. Whilst the increased learning speed will still leave you just before you reach mastery in any skill or knowledge field, you are no longer limited to one specific task or area at a time.

*One Extra Line-*
Rather than going through a lengthy ritual, possibly filled with horribly rare and expensive sacrifices, requirements and components…you can just choose to not bother. What really matters, beyond will, intent and raw energy? So long as you know what you wish to summon, you may bypass any ritual, material components, chants, durations or waiting times and simply supply enough magical energy to make up for all of them former. The harder, more complex, more expensive or more powerful, the more energy it will take, but if you can pay. And if you can gather that energy up, then you'll also bypass anything that would normally block you from summoning something specific, though this will not allow summoning things from across jumps that you would not normally be able to summon.

*Perfect Vessel-*
No longer will you need to rely on the rituals or spells of others to act out your purpose. Now you are capable of sealing anything within you that the original perk would allow through nothing more than getting a physical hold on the target and expending enough magical power. The stronger or larger your target, the more energy, but so long as you can pay the price, they will be sealed within you as an eternal prisoner.

*King of Jumpers-*
More than a 'mere' king of legendary skill, your inherent right to rule is something that is visible to any with eyes to see. No matter how tyrannical or incompetent you may act, all know that it is your divinely given right to be the ruler and leader of others. As such, rebellions or uprisings against you or your administration are almost unheard of. Certainly you may find individuals taking out their rage on you but only the most vile of excesses and most dire of crimes against the populace will make them form into a cooperative rebellion against your kingship.