Limitless eternity

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Welcome back to the moonlit world of the Nasuverse Jumper. Though things will be a bit different with the anomaly of the gamer Fenric.

Perks and Items marked with * will be explained further in notes

+1000 Charlotte points

Times and Places

1. **Anywhere in 1920 Germany**
2. **Anywhere in 1930 Germany**
3. **Fuyuki during the third holy grail war**

Age and Gender

16-20 years old and whatever gender you came here with. If you really want you could choose to have a background as being inserted in as Fenric.

Perks

Four 50% discounts on perks except limitless eternity

System (free)*: Now why is something like this free you may ask? It's because it's heavily nerfed. 1 is the average for an adult of the modern era for physical stats and a single statpoint increases it to...1.1. So you'd need ten points to increase a stat by a point and that's not even getting into your stats for circuits. You'd need to spend 100 points to raise your circuits ranks by *one*. Did I mention you only get 5 stat points per level and that the quest function unlocks at level 20 and dungeons at max level? Silver lining is that you gain 10% exp from those you kill indirectly and that you can gain physical stats the old fashioned way. Beings like servants killing someone count as you killing them directly. There's also a prestige system as well unlocking a familiar slot every time you prestige. You can also buy an element for 40 stat points.

Skills (400CP requires System)*: With the help of the system you can gain skills. What skills? Servant skills that's what. But, the system isn't intelligent nor automatic. You actually have to ***want*** to develop those skills. Another reason why this is so cheap is that it's entirely up to you to gain and improve these skills. You won't get anywhere trying to brute force it by casting the same spell over and over. You also won't gain redundant skills i.e you won't gain Eternal arms mastery if you have **[Absolute composure]**. **For an extra 200** you can create Item based Noble Phantasms. Their power will be limited by the time you are in and actual people learning about it. I.e your Noble Phantasms will be E rank if you're in the modern era but ranks could go higher in medieval settings.

Grave robbing (Free/600CP to keep requires System)*: Upon directly or indirectly killing a servant you'll have a chance of getting ***one*** of their Noble Phantasms or skills. Any duplicate skills gained this way increase the rank of skills by one (EX rank is still EX rank). Fanwank for duplicate Noble Phantasms. Post-jump applies to any ghostly or undead beings outside the Nasuverse.

Perks (400/600CP requires System)*: You can gain **only two** of the perks offered to Fenric at the start of the fic. The perks are in the notes. You can have one for 400 or two for 600.

Titles (200CP requires System): Like creating Noble Phantasms above titles need people to learn of your deeds. They don't actually need to know *who* did them, mainly that they happened. Titles are usually gained alongside a skill.

Circuits Quality and Quantity(Free 100/200 per can't take with [Prodigious magical talent]): By default you get 20 circuits with E rank quality. (cap of B rank) For **200** points you can increase quality by one rank and **for 100** the number of circuits by 10.

Divine chant (400CP): The sorcery trait of Fenric. This is borderline cheating. It allows you to cast spells silently and without leaking prana.

The archer class is full of archers (400CP): You have a talent for ranged weaponry. While you won't be barely qualifying as an archer anytime soon you'd reach it much sooner than normal.

Someday, For the third time (400CP): You can create a simulation of the current jump. The Simulacrum of you will have all perks and items at the start of the jump. Who knows, maybe you might learn if something was possible for you or reminding you of your failures. The copy of you might eventually figure out it isn't real but it can't do anything about that.

Elements (400CP per element)*: You have an affinity for an element in magecraft. Any element purchased will have a 200% affinity with learning magecraft associated with it. That means that you learn at twice the rate with those elements. If you have **System** the affinities you haven't

purchased will instead be increased to 100%. Examples are the standard five, canon extra elements and the OC elements of Space, Time, Distortion.

Limitless eternity (1200CP): Congratulations on becoming the user of heaven's feel. You've become a ghost that can't be killed by anything that isn't a conceptual weapon. The death of your physical body isn't that big a deal anymore on top of UNLIMITED POWAAA, soul materialization and manipulation. You could probably manifest heroic spirits but Fenric doesn't because of possible retaliation from the counter force. Basically, whatever heaven's feel can do in canon and the possible uses in this fic you can do it.

Items

Items may be imported into similar items weapons to weapons, clothes to clothes and such. You get three discounted to 50%. You get a 400 CP stipend for the Items sections.

Magecraft supplies (200CP): A replenishing daily supply of regents for whatever branches of magecraft you practice. There's nothing that you couldn't get in the modern era but rare items will resupply monthly. **For an extra 600 points** You can get regents from the age of gods that can only be found on the reverse side or in the dungeon of the system. However these regents will only reply once every decade. The AOG regents won't be as strong as something like the blood of Fafnir or the skeleton of Curriuid but still leagues above anything found in the modern era.

Contempt for the weak (200CP): A copy of the mystic code from the Leiquritus family. An earring of pure mythril that steals the health of wounded opponents.

Desperate:cold snow (400CP): Fenric's Karabiner 98 Kurtz mystic code turned E-rank Noble Phantasm. It has no muzzle flash and muffles gunshots. It uses wind to accelerate bullets and enchants it with a freezing spell. Anyone hit will be frozen. Has an effective firing range of 25,000 meters and a maximum firing range of 75,000 metres.

Random familiar (400CP): You get a random familiar; It could be anything from canon or a dragon. Respawns at sunrise if killed. (since a Dire miralis shows up briefly monster hunter monsters are fine too)

Silver gleam (400CP): A silver locket that can deploy a bounded field that can resist a single attack on the level of high thaumaturgy.

Avalon (600CP): The scabbard of the once and future king. Possessing it grants unparalleled regeneration and agelessness. It also becomes a bounded field on par with true magic isolating the user from harm.

Rhongomyniad (600CP)*: The holy lance of the king.is now in your possession. It's capable of all the things it can in canon. Like the one in the fic the lance has no restraints and grants the skill **[Blessings from the end of the world: EX]** which boosts all stats save for mana and luck by 10 in System terms or one rank in nasuverse terms during combat and eventually should you wish **[Divinity]**.

Companions

Import (FREE): Bring all you companions should you wish.

Canon companions (50CP per): You get a 100% guarantee to meet a character from the fic. No guarantee they'll agree to come with.

Servant (600)*: You can take only one servant. They count as a follower. If killed you can resummon your chosen servant or another Nasuverse servant that you have the compatibility for or from a relevant catalyst after 24 hours. Any kills they commit count as if you did them yourself for purposes of leveling up in any gamer system you have.

Drawbacks

Bro/siscon (+100CP): You gain a sister/brother through adoption or by blood. They'll grow a crush on you that they won't grow out of and it'll be awkward. If they survive till the end you can take them along.

Declining lineage (+300CP per can't take with Prodigious magical talent): You're part of a Magus family that is in decline. Decrease your Quantity and Quality of circuits by the same rules as the perk.This obviously caps out when you don't have any circuits left. Before you munchkin this you can't get more Circuits or Quality since the duration of the jump the purchases you make won't have an effect until post jump so you'll be losing quality and quantity each time since this acts as if you just took the freebie version of the perk. You can get around this by using the system however.

The grind (+400CP): Whenever you try to grind levels or try and improve it will be only 1/15th as effective due to interference. Examples of this include important meetings you can't ignore or Fenric using your planned methods only leaving you the scraps.

Fenric the white death (+400 CP): You've pissed off Fenric. He doesn't play fair and he'll do whatever is possible to stack the deck in his favor. Oh and he has a gamer system more in line with other gamer fics. Have fun :)

Grail wars (+600CP*): You'll be sucked into grail wars. If none can take place in your universe you'll be sucked into another. You'll take part as a master and occasionally a servant

Moonlit world (+600CP): You are guaranteed to be a part of an edge filled trauma conga line that the Nasuverse has in spades. The target of this will either be you or someone you care about.

Choices

Go Home

Stay

Continue

Notes

System: Fanwank on what the max level is because it skips to max level and the prestige system at the end of the 3rd grail war. For the purposes of declining lineage if you have only other gamer systems you'll only have access to the one provided in jump. You'll also be able to merge this system with others you've obtained post-jump

Skills: There doesn't seem to be a limit on skills that can be learned besides needing to be possible to obtain. Obviously you can't gain ranks in **[Divinity]** unless you had Rhongomyniad or are in a world where you could possibly be worshiped as a god or already a god. You can also toggle these skills at will to function as if it was a lower rank. So have fun creating an empire if you want **[Imperial privilege]** or get rich for **[Golden rule]**.

Grave Robbing: The amount of skills and Noble Phantasms you would get for the rng pool seems to be dependent on how many skills and Noble Phantasms they have listed on the wiki as seen with Spartacus during the Great grail war only having three options for his pool counting his Noble Phantasm in the fic. If they have canonically more skills than what is shown on the wiki feel free to add them to the rng pool.

[Blessings from the end of the world: EX]: You can only obtain this skill from having Rhongomyniad. You don't actually need to keep Rhongomyniad on your person to keep the skill, only that you own it.

Origins and elements: If you don't take **[Infinite potential]** you get one that is the closest to the jumpers current personality. Elements related to the origin are free and must be to the theme of the origin

Servant: By default the servant will have their canon stats unless they're ridiculously powerful servants like Karna or Gilgamesh. Should you have a servant on their level they'll be reduced in power to where you can safely handle them until you get a mana source that can handle them. If you wish you can use the servant supplement.

Grail wars: The wishes you get through the grail wars are fiat backed limited to what they can do in canon. You can't gain true magic this way however.

Simulation: By default you're in the simulation with the gamer fenric. If you so wish you can start earlier with the real Fenric. Though fanwank on what that's like since the only thing known about the real fenric is that his servant was Jeanne, he obtained all true magics and that he went off the deep end after Charlotte died.

Perks:

[Prodigious magical talent]: EX rank magic circuits of quality and quantity 3000 units total, Average one affinity with a rare element and random common mystic eyes.

[Special mystic eyes]: Random rainbow class mystic eyes with quick mastery.

[Lineage of blood]: Become a true ancestor with all the benefits it entails.

[Divine miracle]: Once per day usage of one random authority. Use is restricted based on how strong it is. I.e divine resurrection would work on one person and not on yourself.

[Bearer of myths]: Two random Arms-type Noble Phantasms. Can be materialized and dematerialised at will.

[Infinite potential]: Gain the limitless origin. Infinite growth and above average talent is provided.

[Dawn of madness]: Gain favor and powers from a random eldritch god or great old one.

[Revival of legends]: Become a demi-servant or Pseudo servant. Guaranteed no personality change. Might also cap stats at the servant stats so fanwank.

[Bane of magic]: Ex rank magic resistance

[Exalted Half-blood]: Become a half breed to a random Phantasmal beast and gain instinctual use of the provided abilities. (a random monster from monster hunter is in this fic so any monster from the series is fair game)

[Prodigious ESP talent]: Gain five random ESP abilities including mystic eyes.

[Absolute composure]: Eidetic memory and gain the ability to remain calm under any circumstance. Doesn't erase emotions and its basically this fic's gamer's mind.

[Distortion zero]: Gain a Reality Marble instantly without a distorted personality or needing to be an incarnation.

Link to the fic:https://www.fanfiction.net/s/12963199/1/Limitless-Eternity

Version 1.0 jumpable

Version 1.1 tweaked Grave robbing and clarified it, Repriced divine chant, tweaked discounts on perks, reworded Rhongomyniad and clarified **[Blessings from the end of the world: EX]** in notes, clarified skills in notes, clarified Limitless eternity

Version 1.4 Added circuits option, Clarified magecraft supplies, changed how servant companion worked, added how origins work in notes