Fate Servant Supplement

v2.6

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

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

Please make sure to read the first section carefully. It's what tells you how it all works. You're not going to know otherwise. You can't use this if you don't know.

Basic Mechanics

You will receive *1000 Servant points* or *SP* to spend in this document at base.

This Supplement uses a ranking system to organise costs for Statistics, Skills and Noble Phantasms. The Ranks are as follows: E>D>C>B>A>EX. Each category (Statistic, Skill, Noble Phantasm) will describe what each rank means.

Each letter upgrade from E to A costs 50SP each, meaning that an A Rank costs 250SP. Upgrading from A to EX rank however, costs an additional 350SP on top of the cost for gaining A rank as it is a much bigger boost. Your first EX rank costs this much but everyone after that you take, regardless of which category they are from, costs an additional 100SP. Thus your second EX rank will cost 450SP to gain whilst your third would cost 550SP and so on.

Drawbacks do not give as many points as things above cost. Drawbacks give 25SP per rank in the drawback.

A discount halves the cost of what it is applied to. A discounted Statistic will cost 25SP per rank, with EX Rank costing 175SP. The additional surcharge for second and further EX ranks is NOT discounted. It is always 100SP more each time. A discount applied to something that gives points, such as the very rare instance in a Class Skill being a clear downside, will grant double the normal points in return. 50SP per rank, in that case.

A plus (+) costs 50SP per plus and can be added to any rank level except EX up to three times. It is also possible to apply a minus (-) up to three times to any ranking without a plus (+) mark. This will give you 25SP back. You cannot gain more than 150SP in total from Minuses, regardless of how many you take. A Minus on a discounted skill grants twice as much points, 50SP per Minus, but is still subject to the 150SP limit.

Pluses and Minuses are explained in detail on the next page.

Plus and Minus

There are also Pluses (+) and Minuses (-) that can be applied to any statistic, skill or noble phantasm. These represent conditional bonuses or penalties and cost or reward points respectively.

Pluses and Minuses work on a scale of Bonus/Penalty and Condition. The Bonus measures the magnitude of the benefit or penalty gained when the Condition is met, whereas the Condition measures how difficult to activate the Bonus/Penalty is. A single plus grants one of three starting combinations. A Small Bonus/Penalty with an Uncommon Condition, a Tiny Bonus/Penalty with a Common Condition or a Good Bonus/Penalty with a Rare Condition. Each additional plus raises either the Bonus/Penalty or the Condition by one step, to a maximum up three Pluses/Minuses total. You may also use each plus as a separate Bonus/Condition to stack multiple modifiers onto one thing, but this is again limited to three Pluses or Minuses in total.

The scale for Bonuses/Penalties is Tiny-Small-Good-Great-Massive. A Tiny Penalty/Bonus may be a small reduction in strength or a minor new ability. A Good Penalty/Bonus might be temporarily sealing off a useful power you have or gaining one or two full rank ups. A Massive Penalty/Bonus might cause intense damage or boost a Phantasm's power to many times it's normal level.

The scale for Condition is Rare-Uncommon-Common-Easy. Rare conditions are very difficult to meet, perhaps impossible without specifically planning for them, such as unlocking all of Excalibur's seals at once. Uncommon conditions are difficult, such as eating the meat of a dog offered to you by another or only during a full moon night. Common conditions could be easier to meet, such as being on the losing side of a battle or fighting a specific but common kind of opponent like a spirit. Easy conditions are harder to not activate, such as activating when fighting or when protecting something. Generally, getting better from using more energy is not worth a plus. It's a very common effect, to the point of being a built in assumption in most spells and many Noble Phantasms. The benefit is automatically offset by the cost.

TIER

Tier is a vital part of making a Servant and something that you must pay close attention to. The Tier that is assigned to you will affect almost every purchase you make in this document. It governs the overall power level of your Statistics, Skills and Noble Phantasms. It is the difference between A rank strength destroying a house and A rank strength destroying a mountain.

A Tier, in this document, is made to reflect the different levels of power across different Fate media. Servants very often display inconsistent levels of power and Ranks are rarely actually equal. Two characters with A rank in the same stat may be much stronger and weaker than each other in that stat, even in the same Fate property. Some of the document combats this with having options be open to interpretation and cover a range of possibilities. The rest is covered by Tier. What Tiers give is described in each section in this document.

Your tier is assigned based on the jump that you become or make a Servant in. It is not something you can raise a stat through different tiers by paying enough. It is a container you work within, a artificial construction for the sake of being able to make Servants that make at least a little more sense within each Fate world. Sometimes the tiers might seem inconsistently applied in the Fate games and that is true. They are a attempt at handling canon better, not a perfect solution. Try to work with the tiers, interpret them in a way that makes sense to you. Please don't try to abuse that allowance for free power and please don't see it as just something someone is using to grab more power through writing a document. They are there to enhance the fun, to help you feel like you fit in the setting, not to limit you.

If you disagree with what a Tier or Rank presents as possible for that Tier or Rank, please try to work with it first. They're base assumptions made to try and fit all of Fate's Servants into a single consistent and broad system. The intention is not to decide what is canon for the series, it's to give everyone a tool to use with the jumps to make things that are possible in Fate. There's a reason this document keeps telling you that things are open to interpretation. The costs are solid but what the costs give are open to reasonable interpretation. Don't be a dick and try to have fun. This is made for you to have fun, not get upset it doesn't match your headcanons.

There are three tiers that exist. Only two are currently available through this document as it is a work in progress.

Tier One is made for the original and lowest level of power in the Fate series. Fate/Stay Night and Fate/Zero are the best examples. Servants are mighty beings and physically tear down buildings and can even threaten a whole city with the most powerful Noble Phantasms. But they're not going to be slaying country destroying dragons, competing with a Beast or stomping through the Nasuverse. Fate/Stay Night, Fate/Zero and some of Fate/Grand Order's lower end are good examples here.

Tier Two is for most of the rest of the Fate series. Fate/Strange Fake, most of Fate/Grand Order, Fate/Extra and it's sequels are all the best examples of this. Tier Two, while it can be inconsistent at times, is meant to allow for all the times that Servants do crazy things like shoot arrows as fast as lightning, destroy mountains, kill dragons. Feats accomplished without Noble Phantasms and that are far beyond ordinary Fate/Stay Night characters, with Noble Phantasms shattering islands and other crazy feats. It is also intended, on the high end,

to allow for the creation of Grand Servants, who are Tier Two characters with a great deal of points.

Tier Three is currently not finished, as it covers the very highest end of Fate. Beasts, Servants whose power covers whole galaxies or even universes. Characters that somehow manage to reach the very top of the Nasuverse's levels of power. Due to difficult in managing the sheer extent of characters from planet level to universe level and even beyond, it is currently on hold for now.

Your Tier is assigned in the jump you become a Servant or summon one in. A quick guide is below but some jumps may give you special rules, such as scenarios, where you gain a higher tier than normal. The below guide is merely a quick reference for how this document tries to generally balance each jump.

Tier One: Fate/Stay Night, Fate/Zero, Fate/Prototype
Tier Two: Fate/Apocrypha, Fate/Strange Fake, Fate/Grand Order, Fate/Extra + CCC + Extella
Tier Three: Scenarios Only

Introduction

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

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

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

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

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

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

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

How Do I Choose

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

Time Periods

Heroic Spirits have been made throughout history, from all the way back in the very beginning of civilisation to the beginning of the 20th century. Just because they have been made however, does not mean they will continue to be so. In the world of Type Moon, after a certain point humanity simply ceased to qualify as heroic enough to become Heroic Spirits. However, despite this seeming rule about who might be able to summon, the whims of time often see it broken.

You may summon Servants from the past or future or even the present when taking this option through the jump. Within the setting, this becomes unlikely to the point of nigh-impossibility, but you've been given a bit of an allowance.

Fictions

Servants may not be summoned from any sort of modern fiction. Unless they are a canonical Servant, as in they exist in a published work in the Type Moon series as a Servant, you may not take anyone from any form of modern fictional media such as Video Games, Movies, Anime/Manga, Comics, TV Shows and so on.
Non-modern fiction that was made within the time limits of your particular jump is usable. In general, before the 1930s is a decent time. Folklore and myth make for acceptable fiction, a tv cartoon or manga doesn't. Not for this stuff.

Life

To be summoned, a Heroic Spirit must be such a thing. If the hero is still alive then they have not passed onto the Throne and cannot be summoned, though who is or is not alive may change depending on the Jump in question, as some take place in alternate realities or timelines. However, as with the time period rule, this one is also broken here and there. For the sake of any summons you do through a Fate jump, you can ignore this rule and summon valid servants despite them not dying.

Divinity

Demigods are a common sight in fables, as are other forms of god-children or other divine creations. However, the creators of the Fuyuki Grail War deemed fully realised Gods as being unwanted for various reasons. In the actual setting, they limited the summoning of any fully divine entity. You, via both summoning through the jump rules and/or the ever changing ways the actual rules in world work, can summon a divine being in even the Fuyuki setting. However, you still need to adhere to the power tier restrictions. You can try to summon Quetzalcoatl with Divinity EX in Fate Stay Night but it won't let you get around everything being limited within Tier One.

Jumps

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

Canon Servants
But what if you want one of the Servants that's already present in the war as someone else's partner? It's simple, you replace that someone. Taking any of the canon Servants in a war in which they'd already participate under another Master replaces that Master with yourself. As an example, taking King Arturia in the Fate Stay Night jump would lead you to replace Shirou Emiya as the Master of Saber. Some characters might still find a Servant, especially if they have a guaranteed spot in the war normally, but it is likely to be a different class of Servant.

Be careful, as this can change the story dramatically and ruin or mess with many plans.
If you are simply taking the same class of Servant as another that already exists, such as taking a Saber in a war that already has a Saber, they will both be summoned. It wouldn't be the first time a Grail War doesn't go as planned.

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

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

The first option is to take a canon character as your Master. This is generally limited to the characters that appear within the individual jump you are becoming a Servant in. A Fate Stay Night Servant could choose any of the canon Masters or other canon characters that could become Masters that appear in Fate Stay Night or direct spin offs like Hollow Ataraxia, but not choose someone completely separate like characters that only appear in Tsukihime or Fate/Extra. Whoever you choose, it won't change drawbacks if they might normally turn that person against you. If you replace a canon Servant, such as choosing Rin as your Master in Fate Stay Night and replacing her Archer 'EMIYA', it'll cause a reshuffling of the War. This might mean that someone else summons an Archer or it could be that the specific Servant you replaced is summoned in a new class, such as EMIYA as a Saber or Caster.

The second is to create a new Master. Most of the time, each jump will have direct rules for this in the form of a companion option. In the case that they do not or the rules don't suit you, you can create a basic Magus companion of a personality, background and appearance of your choice to act as one. They won't gain CP in a jump or have anything particularly exceptional but they'll be a decent power battery as a Master and have an agreeable personality.

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

A) First, you can choose to be summoned anywhere between a day and a year before the Holy Grail War of your jump commences, giving you ten years after your entry point for the rest of your jump.
B) Two, if you take a Canon master, you may choose to be summoned at the canon time that Servant would have been summoned instead.

How Do I Fit In?

If you are making yourself a Servant, there's a few ways you can do it. You can do the obvious and make yourself a Servant based on your own past, your history and legends and deeds. You can also just pick and purchase things you want while ignoring that backstory. You could even take on the guise of an existing character if desired. Similar to replacing a character in another jump, the right build could see you becoming Nero or Heracles, though this is obviously limited to giving you just what you buy.

As a Servant with a history in the world, you can obviously be known by others if desired. From the modern perspective, this could be books about your myths or historical deeds and from the perspective of other servants, they may know you from the past. You might be a Knight of the Round Table and be known as a friend and ally to Arturia and her knights. This history has to be reasonable, you can't make major changes to the setting or set up benefits for yourself, like any other origin past.

The Basics

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

Magical Energy

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

De-Materialization

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

Modern Weaponry Negation

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

Innate Knowledge

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

Sensing

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

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

Class

The first step to building your servant is to purchase their class. This will provide you with the discounts to statistics you'll work with as well as what Class Skills you gain, the skills you gain discounts on purchases of. Each option will describe what the Class is, what its common requirements are and what it will give you in return. You gain E rank in any Class Skills for free.

Saber
One of the three Knight classes, the Saber class is one of the stronger classes. To be a Saber, one must be known for wielding a melee weapon that does not fit into one of the other classes, rather than just sabers.
They gain a discount on buying ranks in Strength and Agility. They gain Magic Resistance and Riding as Class Skills.

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

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

Rider-
Servants in this class are known for having mighty steeds or familiars that supported them in battle.
They get a discount on Agility and on Magical Power. They gain Riding and Magic Resistance as Class Skills.

Caster-
Servants who are primarily magic users and famous for such take the Caster class as their own. It also includes inventors, writers, artists and other famous crafters or creators.
They get a discount on Magical Power and on Agility. Alternatively they may lose both statistic discounts and instead gain a discount on Magical Skill. They gain Item Construction and Territory Creation as Class Skills.

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

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

Shielder-
Servants that become Shielders were known for their defensive ability, nature or simply possessing legendary shields.
They have discounts on Toughness and Luck. They gain Magic Resistance and Self Field as Class Skills.

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

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

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

Alter Ego
One of the more unique classes, it is formed of Servants who are split off from another being, almost always an artificial creation rather than a natural Heroic Spirit.
They have discounts on Mana and one Physical Statistic of choice. They may take one Class Skill from another Class of their choice, excepting Other.

Moon Cancer
Even stranger still, the Moon Cancer class appears limited to those directly related to the being called BB in some way.
They have discounts on Mana and Luck. They may take two of the following three Class Skills as Class Skills- Magic Resistance, Item Construction or Territory Creation.

Saver
The Messiah-type heroic beings are almost always found in Saver, a rare class often made out exceptionally powerful Saints and Buddha figures.
They gain discounts on Luck and one Physical Statistic of Choice. Their Class Skills are Charisma and Counter-Hero.

Foreigner
Threats to humanity and dangerous beings indeed. Foreigners are those who have defied madness when encountering a Eldritch Being, through remaining themselves as they go mad or becoming Eldritch in their own manner.
They gain discounts on Mana and Luck. Their Class Skills are Existence Outside the Domain and Divinity.

Other
There are many strange, unique and often one-off classes that exist in the varied worlds Servants are found in. This Class provides a minor option to access the rarer examples, such as Watcher or Faker, classes with very unique entry requirements.
They gain discounts on one Statistic of choice that is not Magic Skill or Weapon Skill. They may take one Class Skill of choice, not limited to skills other classes have.

Personalised Class Name
For free, you may alter your class name to whatever you desire. This has no effect mechanical effect and for all non-cosmetic purposes you are counted as the original class you bought such as for discounts.

Templates

In this section, several additional templates will be presented. Each one will give a variety of buffs/debuffs, personality changes, history changes and cosmetic changes.
If you are the Servant or a companion is one, your/their history will not change but they will receive all other effects.

You are not limited in the number of Templates that you can take. Some templates may cost points and are noted as doing so.

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

Alter
Your Servant comes from a much darker version of their past. Though not necessarily unhappy, they were forced to take a much more brutal path in their original lives and this has left them much more aggressive, dominant and commanding. They are much paler and their armour or clothing has taken on a predominantly black/red colour scheme. This Template is incompatible with Lily template.

Lily
Your Servant comes from a much lighter version of their past. They succeeded where they might have otherwise failed and reached their happy ending. This optimistic ending has left them brighter, friendlier and more hopeful. Their outfit takes on a mostly white colour scheme and they a more graceful appearance. This Template is incompatible with Alter template.

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

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

Party/Counter
With a lovely chocolate tan, bleached white hair and a bit of an attitude adjustment, your Servant is ready for a party. Whether that party be some trendy Japanese beach in full tanned blonde fashion or some miserable battle in the far future, there won't be too much difference. This option can either represent the party girl aesthetic, even a full on gal style,

or can be used for a much more serious and angsty Counter Guardian style, making your Servant possibly one of those who has served Humanity's Will for many years now.

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

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

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

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

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

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

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

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

Mecha

Bzzt *Clank* Servant initialised! With skin of steel, the Servant launches into battle in their new robot form. They've been transformed into a fully robotic, technological variant of themselves, even down to their powers. They might act a bit more logical at times, even cold here and there, but they're still the same person. Just with extra missile launchers.

Statistics

Statistics are the core and basic abilities of every Servant. Their physical and magical abilities, their skills in combat and magic and their luck. This section covers the purchase and details of what these abilities cover. Each Statistics gives examples in Tiers, except when explained otherwise, and you buy from within the Tier you have been assigned for your Servant.

All Servants receive E Rank in each Statistic for free. This is the basic level which all Servants possess, though as noted below some Servants may be effectively only human level anyway.

EX Ranks grant the lowest rank from the next tier. You can't then buy higher ranks from that new tier, it's a one time limit break in this fashion. Your skill would appear as EX rank, not as E rank.

Important to note that the following statistics are all general ranges. They're not specific and most servants will not be exactly as strong as stated. If you buy D rank, you might be what it says or a decent amount above or below it. Don't be a wanker about it and try to be reasonable about what's justified. These are ranks made to give freedom while also giving you an idea of what you can do. If you're making Heracles and he has A rank strength, it'd make sense he might actually be 20-30% stronger than what A rank Strength has as an example compared to other Servants since he's so well known for it but it'd still be far below the next rank up. Meanwhile, maybe his agility is a little lower than the actual rank, since that's more a result of sheer strength instead of speed and grace and dexterity. You might want a character that is very fast without a great deal of flexibility or grace, dropping those parts of the Agility ranks.

These are guides to aid you and don't need to be absolutely set in stone if it'd get in the way of a more interesting character and story. Don't be abuse them for a bit of extra power.

Strength

Raw physical power. The most simple and straightforward statistic of them all. Your physical power is explained here in two measures, the amount of damage or destruction you can cause with a physical blow as well as a rough estimate of the amount of weight you could lift with effort.

First tier

E	Strength beyond any normal human. While you cannot break metal, you can punch through brick walls in a short time and crush a human skull by squeezing too hard. Lifting world record level weights requires only moderate effort.
D	The stuff of legends, it's starting to be. Short of thick bunker walls and metal airlocks, there's not much you can't punch your way through. Mundane human bodies explode when you hit them, you can crack concrete floor by stomping hard and you can lift five tonnes into the air with some work.
C	Punching through a metal wall is a straightforward attack for you, not any special technique, and masses of twenty tonnes can be lifted well above your head. Your blows create small craters in the ground should you hit it and most buildings can be ran straight through without stopping your charge.
B	A good punch from you can cause a decently large house to collapse in on itself and you can throw cars or trucks around like baseballs. You can lift up to one hundred tonnes at least and make craters in the ground big enough to fit people into without even using a Noble Phantasm.
A	Strength far beyond human reason. The wind pressure created by your blows cleaves great rents into solid concrete and can even fatally wound other servants of this tier with a direct below, to say little of knocking down buildings in a single strike. Lifting several hundred tonnes or more is simple and such weights can be flung at enemies as dangerous projectiles. Rare is the servant of this tier that can stand to your normal attacks for long without a defensive Noble Phantasm or similarly legendary endurance.
EX	Breaking the limit on your strength grants you E Rank Strength from the Second Tier below.

Second Tier-

E	Like a bulldozer made large, you can tear through whole clusters of buildings with ease. A strike with your hand can knock down half a city block or use the wind pressure to cut a hald dozen skyscrapers lined together in half. You could force a runaway train to a halt with a punch or throw a truck to the horizon with a good toss.
D	Lifting and throwing with one hand weights in the tens of thousands of tonnes is simple for combat and your attacks can now start to be compared to low level nuclear weapons. Each attack could leave a kilometer's width of destruction behind it and the destructive winds your full strength can create spread chaos much further.
C	The strategic weapons of mankind begin to pale compared to your physical power. The physical attacks you deliver can leave whole cities as blasted ruins, especially from the collateral destruction your power leaves beyond the initial blow. People across an entire country will start to feel the aftershocks of your blows as weak earthquakes.
B	Every passing of your arm will leave a great canyon in the ground now, measuring kilometers long and hundreds of meters deep. Even a mountain won't last more than a few minutes before being a pile of scattered rubble should you concentrate

	your attacks towards it. Your lifting power should be better measured in the millions on millions of tonnes. Perhaps those legends of lifting the sky don't feel so far away now.
A	The geography of whole countries is at threat from your battles, as each blow you deliver is capable of cutting whole mountains in half. Even some of the most powerful Noble Phantasm blasts can be deflected with your sheer muscular power and large sections of the mountains you so easily destroy can be lifted and thrown by you, using those vast masses of stone as weapons in their own right. The aftershocks your attacks cause can result in devastating earthquakes hundreds of kilometers away.
EX	Breaking the limit on your strength grants you E Rank Strength of Tier Three below.

Third Tier-

E	A whole range of mountains can be sent into the air with each attack from you, not just cutting a single one in half. The annihilating waves of force from your attacks permeate through the ground, causing disasters through countries and beyond. It's hardly out of mind for your attacks to outright obliterate enemies with sheer pressure.
D	Like the breath of a dragon, your fists leave countries as crater filled ruins. Not only can you singlehandedly destroy vast swathes of large countries with every blow, your strength is enough to now lift and throw entire mountains with ease.
C	The physical strength of your form is enough to shatter an entire continent. The very plates of the earth crack, snap and tremble, with the quakes echoing across the entire planet. A concentrated effort could even destroy a moon sized object over time and certainly result in the eradication of life on the surface.
B	These mighty hits of yours penetrate deeply into the very planet itself. Your sword's swing leaves wounds the size of countries that reach down through the crust of a world, potentially even splitting the planet into fragments with focused effort. You can't destroy a planet in a single hit but even one blow from your can exterminate surface life and a few dozen turn it all into rocks in space.
A	The last step to surpass the planet itself. A single attack is all you need to shatter the world, like someone smashing an egg with their closed fist. Even a fraction of that power is enough to render planets uninhabitable and the weight of these worlds is not unmanageable for your arms, should you be forced to hold one or an equivalent mass above your being.
EX	Planets are a tiny thing, in the grand scheme of the universe. It is the stars themselves that your strength makes tremble. While you are far from able to dissipate a star in a single hit, each of your attacks can make noticeable rents and impacts in the great sphere of light and heat, wounds far larger in size than many planets together. With enough dedication and some magical assistance, it may indeed be possible for you to force a star to die far before it's time.

Agility

This stat governs the speed at which you move, your dexterity and grace in those movements, flexibility and more. It works somewhat uniquely, in that the level of dexterity or grace gained is the same at every tier. The description for how well you control your body at rank A in the First Tier will also apply to Rank A in the Third Tier. The raw speed you move at is what will change.

First Tier

E	Enough to make others doubt ones' humanity. Your speed is certainly beyond that of an ordinary humans, enough that even a top class Olympian would struggle to reach half of your running speed in a sprint. Your agility is only somewhat above normal human levels, like that of a capable gymnast instead of anything surpassing limitations.
D	Beyond the limits of ordinary humans by far, the speed you move at is better compared to an extremely fast car, in the hundreds of kilometers per hour range. Your actual movements are like out of some sort of ninja movie or that of a world class acrobat, flipping and diving with practiced ease. It certainly makes moving at the speeds you do more manageable.
C	The speed of sound itself is what you rival, able to match step with the sound of a drum beat as you move. Your ability to control your own movement is now superhuman as well, letting you stop and turn on a dime even when moving at the speed of sound.
B	Rocketing past those earlier speeds, you now accelerate to a maximum of Mach 4 in physical movement, combined with a level of personal agility and flexibility that would be sufficient for even the Hashashin. At this level, the raw agility you have is more than enough to make you a frightening combatant, reacting to and dodging many simultaneous attacks at once even with little personal combat experience.
A	Near the peak of raw speed for the tier, the A rank allows you to move at speeds of up to Mach 12, among the fastest things in the modern day world, especially combined with your outright absurd ability to control that movement. It'd be better to compare you to a hurricane force gale of wind, since it's about as hard to hit you. Taking on a hundred foes at once is easy when you move with such agility that you can trick them into hitting each other.
EX	Breaking the limit on your agility grants you E Rank Agility of Tier Two below. Additionally, giv en the way actual agility or dexterity works in this stat, having an EX rank of any tier will allow you to accomplish magical effects through the extent of your skill at moving. This might be something as simple as instant acceleration to maximum speed regardless of starting position or as strange as phasing out of reality when you dodge or move at high speeds, letting you move straight through attacks. A limited focus technique that shows off the extent of the agility you have.

Second Tier-

E	A first step into a whole new world. The speed of E Rank here is set at Mach 60, almost twice the speed necessary to break free of the pull of the planet and exit the atmosphere. Even some slower space vehicles and satellites orbit at a slower velocity.
D	A second step and thrice as fast as the first. Almost at the peak of human technological achievement, 180 times the speed of sound. Enough to dodge even the concussive explosion of a very big bomb as it goes off
C	In the middle of tier two, the speeds of Agility start to become truly extreme. At

	Mach 540, there is very little outside of other Servants and the older supernatural inhabitants of the world that can threaten you. If they can't touch you or even come close to catching up, how can they pose a danger?
B	Edging towards your peak, you start to outrace the winds of the stars themselves. However you move, it is at the pace of around Mach 1620 or over 1.2 million miles per hour. Still far from enough to chase lightning but the realm of stellar objects is not too far out of sight now.
A	Few even among heroes ever reach higher than this. A Rank Agility enables you to reach speeds of up to Mach 4860, just around half a percent of the speed of light itself. Even a bolt of lightning could be caught or struck, though you're far from matching the return stroke of the electricity. Just ths sheer speed of your attacks make you one of the most deadly fighters in history, even with little strength behind them.
EX	Breaking the limit on your agility grants you E Rank Agility of Tier Two below. (Tier Three temporarily on hold so description here instead) The realm of the gods and the stars has been reached, a plane beyond ordinary mortal imagination. Even at the lowest level, these beings move at fractions of the speed of light. For you, it is 3% of that total speed, around Mach 26,000 for a more accurate measure. Even other worlds aren't too far away now. Perhaps actually moving at their pace would only take a little more.

Third Tier-

E	The realm of the gods and the stars has been reached, a plane beyond ordinary mortal imagination. Even at the lowest level, these beings move at fractions of the speed of light. For you, it is 3% of that total speed, around Mach 26,000 for a more accurate measure. Even other worlds aren't too far away now. Perhaps actually moving at their pace would only take a little more.

Toughness

For the most part, Toughness can largely be equated to Strength Ranks. Equal ranks will treat each other like a fight between normal humans, at least in a fictional world. A Servant with A Rank Tier One Strength will hurt a A Rank Tier One Toughness character as much as a punch from one normal man might hurt another in this world. The Ranks below thus mostly rely on using Non-Servant based examples to showcase durability.

Similar to Agility, Toughness also denotes raw endurance capacity, which is shared across tiers. What is noted for your Endurance in Rank C will be the same regardless of Tier. It is Durability that continues to upgrade.

First Tier

E	There are Servants who, despite their magical constitution, are no tougher than an ordinary man. They might even be quite frail, such as a young child. This initial rank covers those Servants who have the durability and endurance of a normal human, from one below average to a accomplished athelete at the highest level. The upper level here is still threatened by normal humans, though more in the sense of an action hero than an ordinary man.
D	Moving beyond human norms, the second rank confers skin like steel. Where before a human could be a threat with their fists, now even most firearms will bounce off a Servant, even if not for their ghostly traits. Servants become like metal walls at this point, accompanied by enough endurance to match the peak of what the human body can achieve. Your stamina itself is not unnatural just yet, though it verges on so.
C	Armor piercing bullets and even low amounts of explosive weapons are no longer a threat, neither is having your head pounded into a crater in concrete, While it can be said to be an average level of toughness for a Servant and the low end for a combat class, it's more than enough to remove most ordinary humans and magi as threats. Your endurance has skyrocketed to superhuman levels as well, enabling feats like fighting for twenty four hours straight or going a week without rest in labour.
B	The sort of high explosives that can knock over buildings, even a tank cannon, now feel more like a light bruising. When they catch you off guard. Other Servants will start to find you impressively tough and while a Noble Phantasm remains a threat, it's not a wise choice to fight you in close range for most opponents. Especially given your body can fight for days on end, campaign for weeks and go without food, water or rest for about as long.
A	Outside of proper bombs, human weaponry ceases to be a threat. Among an ordinary Grail War, you'd find that many Servants and even their Noble Phantasms deal reduced or no damage at all. It takes someone of impressive strength, or a weapon of impressive power, to seriously wound you. And like the legends of Heracles and Cu'Chulainn, you'll be able to fight with almost no limit. Rest is something that need only come every few months, even if you fight for full weeks at a time during those periods, and sustenance is rarely required even when remaining active.
EX	Breaking the limits on this Tier results in E Rank Toughness of the Second Tier. It also confers a unique benefit towards your stamina, as this is independent of tiers. Taking EX rank at any tier will ensure that you have an unlimited amount of physical endurance, never tiring regardless of how long you struggle. Food and drink is a luxury that will be painful to miss but not harm your effectiveness or life in the long run.

Second Tier

E	Enough raw toughness to start walking through lower scale military bombs, the sort that might flatten an entire city block if aimed right. Most elemental threats will be resisted at these ranks as well, short of magic from someone in the same tier or range of threat. A burning building or icy waters won't bother you more than a warm bath or cold shower.
D	The area where strategic weapons, and lesser phantasmal beasts, become more like nuisances than threats. Towns and city districts could be annihilated and you'd be left alive at the centre, no worse for wear.
C	Full scale nuclear weapons are required to harm you and even then, it's more the harm that comes from an equal's punch than the normal vaporisation. City destroying attacks must be dished out to wound your body, anything less just glancing off or breaking on your form.
B	Beings that hope to harm you had better be sure that their blows can reshape the landscape almost on the scale of mountains and valleys, because little below that can really threaten you. Your resistance to most phenomena, such as temperatures and pressure, has also risen to similarly supernatural levels, leaving little to threaten you without enough raw power to back it up.
A	The destruction of entire mountains is a common occurence when you fight with an equal, the collateral damage of the forces required to seriously harm you. Very little exists on Earth that can deal meaningful physical harm to you, as you are one of the great juggernauts of physical defence that have lived.
EX	Breaking the limits on this Tier grants E Rank Toughness from the Third Tier, reproduced here for temporary use. A step into the final realm, where you can withstand blows that cause devastation across whole countries. Attacks that can destroy entire mountain ranges are normal blows to you, ones that can be withstood with your immense endurance before, hopefully, you fire back at the attacker. Even a dragon would find you a tough nut to crack at this point.

Magical Power

The statistic measuring the amount of magical energy that you possess. This statistic mostly relies on comparisons to existing characters and reservoirs of energy as demonstration. In terms of destructive ability, unskilled use would see each Rank of Magical Power have about the same as similar ranks in Strength. Skilled use could get much greater results, sometimes many times over, than equivalent Strength Ranks. Magical Power is a consumable resource, hence it's greater potential power.

First Tier

E	Not all Servants are magical powerhouses. There are many who have little more magical energy than a normal person, save that which makes up their physical form. This tier covers those such servants, all the way until the level of the average modern magus. Nothing special to any other magi but in a way, that can make for a useful cover.
D	Quite the significant leap, going from an average magus to a prodigious one. The magical energy held is now five times what it was before, enough to put a Servant on par with Tohsaka Rin in terms of magical energy capacity. While low for a Servant, it's a very notable amount for ordinary humans and familiars.
C	Your magical core now contains enough to put you equal to almost any modern day human, even the likes of a Barthomeloi with their Blue Blood Circuits. Several times the previous level, this is where most Casters begin to take shape and can sustain a Servant over several battles without much issue.
B	You possess an inhuman amount of magical energy, in the sense that no human of these times would naturally have such amounts. Perhaps all of the Tohsaka family's gems together would be a match or a particularly powerful homunculi. Extensive mana intensive combat is possible and Casters will find themselves generously supplied for magical needs. It's enough to awe most humans with the amount you have.
A	Around the peak of the first tier is where one finds titans like you or Arturia, Servants who have such a wealth of prana that it manifests as a storm of energy around them. Save for the use of extremely costly Noble Phantasms, Servants with this amounts can fight for days without running out of energy and even a Caster is unlikely to have to rely on outside sources often. It'd take only minor effort to match the energy of whole gatherings of modern magi.
EX	Breaking the limit on the first tier of Magical Energy grants you Tier Two E Rank in this statistic.

Second Tier

E	The realm of olden times, at least in the beginning stages. A lesser phantasmal beast is what you can be likened to, something along the lines of a Pegasus. Not something built for war but it's heritage leaves it with an amount of energy that dwarfs almost anything in the modern day. Tesn of times above what all but the greatest magi can hope to contain in modern times.
D	Powerful spirits and fairies often find their prana amounts hovering in this area. A decent amount for the Age of Gods but towards a Caster of real worth, it'll prove inefficient. It's still enough to be able to substitute for massive sources of energy, such as leylines, with your own personal storage, at least for a time.
C	The heroic realm, as well as where one might find the energy of more minor Divine Spirits. A lesser force of nature can be an apt description for beings with this rank and only rarely will they find themselves running low on energy.
B	Enough magical energy to shake the land and warp the skies above when released.

	Few legendary heroes can claim as much energy and even Divine Beasts will often only be an equal match. King Arthur and his draconic amounts of magic would be a close match to the amount you hold here.
A	A stunning, monstrous force. A servant who alone can support many other servants on their back, while also powering a mana hungry organisation and array of technology, without finding it too hard to then fight at full power for hours on end. Even the stronger Divine Spirits can only keep up, as your rivals in energy amounts are limited to terrific opponents such as Merlin, one of the Grand candidates for Caster.
EX	Breaking the limits of the Second Tier confers the E rank of the next tier up. Temporarily reproduced below in lieu of a proper Third Tier set. Naught but a dragon can call themselves owner to such an amount of power. The threatening of entire countries is present here, as the near limitless energy within your body is enough to suffocate and drown lesser beings just by it's release.

Combat Skill

This Skill costs 25SP per rank, except for EX Rank which will cost 350SP as normal. EX ranks in Combat Skill do not count towards EX rank surcharges. Taking one won't make other EX ranks more expensive and it won't be more expensive for having EX ranks.

This Statistic measures your overall capability in combat when it comes to skill. From unarmed fighting to the use of a sword or spear, this skill best represents those achievements. The following Ranks are written with focus on a single style in mind, such as a Saber who is skilled with swords or a Lancer with spears. You may have it affect a broader area but you will find yourself less skilled to match, potentially to a lower Rank as well. This Statistic does not have Tiers. The potency of what you can do with your weapon skill would be decided by your other Statistics, Skills and Noble Phantasms. A Tier Two Servant is not innately more skilled than a Tier One Servant. Optionally, you may buy separate instances of Combat Skill that focus on separate styles, functioning as separate ranks.

E	The mundane level, representing everything from scholars with no training in combat at all to those who would be called normal for their time period. A common soldier's skill in combat, to be precise, is the maximum of what this rank can grant. Adept certainly but far from an expert and very far from the mythical heights heroes reach. Non combatant heroes like Shakespeare or ordinary modern day soldiers are examples of this level.
D	A capable combatant and one with a significant amount of battle experience now. Your skills might only be acceptable as a Servant but they would be considered expert level among more mundane peers. Many of the Hassan would be apt examples here, clearly skilled Assassins but unremarkable in actual combat.
C	The tipping point between acceptable and genuinely capable. Whether you are well trained or not, you are seen as a highly lethal fighter. To normal humans, you are a master of the craft and even other Servants are wary of your skill. You may not have a combat focus but you are solidly skilled. Medusa, Iskandar and Gilgamesh would be examples of Servants with this level of skill. While their skill would not be their main tool, it is an able ally for them in combat.
B	The border of mastery, just a step into the realms of legends. At this Rank, you can genuinely claim to be a master of your chosen weapon, letting your weapon of choice flow and strike like it was part of your body, like a gust of wind or bolt of lightning. An inhuman level of skill, though not inherently magical yet, Servants at this level usually rely on physical combat quite often. Arturia, Cu Chulainn and Diarmuid are exemplars of this level, extremely skilled fighters with their styles.
A	Peerless among heroes, the true legends of the blade. This level is the genuine peak of what is humanly and inhumanly possible with just sheer skill. The likes of Heracles and Lancelot, who can stretch the very boundaries of what is physically possible with their weapons or, should they broaden their horizons, masterfully use many kinds of fighting at once. Skill of this level can close large gaps in physical power, provided the enemy isn't also so skilled.
EX	Beyond what is physically possible, to the very root of combat capability. Only legends like Sasaki Kojiro or Miyamoto Musashi can compare at this level, Servants whose mastery of their weapon is so great that they can accomplish things that are not only magical, but even border or replicate True Magic, through pure weapon wielding skill. The space warping and replicating Tsubame Gaeshi, for instance. This level will begin you with a level of mastery equal to the two above along with a single superb Magical technique like Tsubame Gaeshii, with the potential to create more with work.

Magical Skill

According to the power and versatility inherent here, ranks in this statistic cost twice as much as normal. Each rank costs 100SP, though EX Rank will cost 350SP as normal. If you have a discount on this statistic, you only get the discount once. Multiple different styles are not all equally discounted.

A Statistic that governs overall capability with magical disciplines. From the general systems such as magecraft or magic, to more specialised fields such as runes or elements within those systems, this Statistic decides how skilled you are. The assumption of the ranks below is that it is general skill at a broad spectrum of disciplines within either magecraft or magic, based on what your Servant would more likely have access to. Magecraft and Magic are equivalent choices here, choosing to have access to Magic will not grant more below than Magecraft, similar to how Solomon and Merlin both accomplish more than Medea despite their use of a lesser system.

You may choose to have the following ranks be more focused, taking a specialisation within your chosen system instead of general skill, and will likely have moderate to significant gains because of that sacrifice. However, the True Magics will not be gained through this fashion and will be accessible through Skill or Noble Phantasm purchases.

You do not need to purchase Skills to gain access to a Magic System. As explained above, you pick a system to have your Magical Skill ranks affect. There is no reason or gain to also having it as a Skill. You can have it appear as the appropriate skill on your Servant Sheet if you wish.

This Statistic does not have Tiers. The potency of what you can do with your weapon skill would be decided by your other Statistics, Skills and Noble Phantasms. A Tier Two Servant is not innately more skilled than a Tier One Servant.

Optionally, you may buy separate instances of Magical Skill that focus on separate magical systems. You might purchase an A rank in Magecraft and also a C rank in Witchcraft. You must pay the full price for secondary purchases as normal.

E	Servants with actual training in the magical arts are not too common. Even within the Caster class, there are those with only very limited knowledge in regards to actual magical systems. This rank covers everything from those with no training at all in casting to those with only an average level of training for a magus in the modern day. Unimpressive but not without use, especially with a great deal of energy to use.
D	Servants make great leaps in skill between ranks in this statistic. The second rank grows from that of a basic magus to a rare prodigy, like Tohsaka Rin or Luvia Edelfelt. Once in a generation, or a few, these are the sorts that are broadly capable compared to other magi even with a specialty, and tend to be quite renown in the modern day as generalists.
C	A modern magus at their peak or a lesser caster from an older era. The stage at which proper Casters are usually found to begin at as well. This rank could be compared to Tohsaka Rin as an adult having reached her potential, the most skilled of the Barthomeloi or even legends like Aozaki Touko when specialised.
B	A step beyond the modern era, reaching back to more mystical times. Powerful and versatile casters can be found, figures like Cu'Chulainn in regards to Runes or Fionn for Magecraft as a whole can be found in this rank. Offense, defense, support and

	spells in well over a dozen or two categories can easily be used with this level of skill. A well respected rank for any Caster, though not enough to be legendary in it's own right.
A	A true casting legend, one of the greatest magic users to ever live and perhaps able to call oneself in the top ten of history. At this level, there are few limits on what a generalist can accomplish with enough energy, even partially replicating some feats of True Magic can be possible. Medea is an example of a generalist at this level, whereas Scathach would be a potent example of one specialised in the field of Runes, capable of significantly greater feats than Medea through a more limited method of application.
EX	Breaking the limits on what is possible, the sort of skill that makes lesser mages appear to be parlour magicians instead of serious casters. At this state, one is a creator more often than not, making the spells and in some cases, the disciplines and systems that other mages come to use. Mythical beings like Merlin and Solomon are among the few to climb to this height, each capable of feats that appear impossible even to mages like Medea.

Luck

The metaphysical quality that governs good fortune and, rather uniquely, the ability to avoid that which is certain and guaranteed. For Servants, this manifests as a chance to avoid attacks, effects and powers that have absolute qualities, like spears that reverse cause and effect to always strike the heart. The greater one's luck, the greater the chance of partially or fully avoiding such things. And the more lucky you are in general too. There is only one tier for luck, similar to Combat and Magical Skill above.

E	Your luck is no greater than that of a normal human. You are affected as normal by the strange and unfortunate. Your efforts will be entirely a result of your own skill and abilities, without anymore help from chance than other humans would get.
D	Not yet like a magic spell but a noticeable difference still. Your luck manifests in the occasional helping hand, turning a wound into a close scrape or a trip into a roll every now and then. It has a very low chance of allowing you to partially avoid the sorts of effects that would normally be 'absolute' or in some way undodgeable.
C	Unnatural luck, though of a moderate scale. You'll find regular minor advantages due to your luck, such as enemies heistating for a fraction of a second or an ordinarily missed transport lingering for a few extra minutes. The differences it makes aren't major but they are consistent, giving you a little bit of an advantage beyond the normal rate. Your chances of avoiding absolute effects become higher too, enough that you now have a small chance at partial dodges and a very low chance at fully avoiding things like Gae Bolg.
B	Luck that is held by great heroes, perhaps enough to avoid the tragic ends they tend to meet. Consistent and significant aid is what you'll find, such as allies appearing to aid you in times of need, enemies making foolish mistakes here and there or even meeting important allies by chance. It's enough that should you have the ability and grasp your chances at the right time, your luck will enable to you succeed and fight at a level quite a bit beyond your normal rate. Against absolute effects, you'll have a moderate chance of partial dodges and a decent attempt at a full dodge. About a quarter of the time, if you're prepared, you'll be able to reduce the effect. Luck comparable to great heroes like Arturia.
A	Incredible luck, only those quite blessed by life find themselves with it. Forming like an armour against misfortune, it enables one to regularly come out on top in unlikely situations. Like a magical charm in normal life, making most forms of gambling into easy wins, and even in deadly combat seeing you with a significant advantage much of the time. Enemy's find themselves with handicaps against you quite often, brought about by the situation around them, whereas you may find it quite easy to take advantage of the opportunities brought your way by fortune. Luck comparable to Shirou Emiya or Gilgamesh. Against absolute effects, you have a high chance of making a partial dodge, around half the time, and a moderate or one in four chance of fully avoiding such effects.
EX	It really just becomes absurd. Even among protagonists, it seems unlikely to have such blessings. Powerful new allies appear out of nowhere to save you from certain or actual death, you'll discover somehow having strong connections with people you've never met but desperately need as friends, even foes that greatly overwhelm you could find themselves delayed and disrupted until you have just enough time to put up an even fight. Luck comparable to Ritsuka Fujimaru. To Absolute effects, it is extremely rare for you to ever suffer the full effect even without efforts to dodge and the partial effect will miss you four out of five times.

Skills

You gain one C Rank Skill for free.You may refund it for 25SP per refunded rank if desired.

A Skill is generally an ability, power or literal skill possessed by a Servant or their Class Container. They are magical abilities with a vast range of potential manifestations, from ones that represent merely greater than normal skill in a task or a enhanced instinct for battle to purely supernatural abilities such as regeneration or the ability to totally conceal ones' presence. Sometimes even items and other things that should be Noble Phantasms will appear as Skills. For the most part, Skills and Noble Phantasms work in the same manner, with Phantasms having a handful of unique attributes described in their section.

To create your Skills, you will purchase ranks for each one below, creating them individually. The following graph has a guideline for what kind of advantage or effectiveness an ability offers at particular levels, along with examples of such things. If you are unsure of what sort of things can be Skills, please search up information on the Skills given as examples for each rank. They are usually the most well known and detailed Skills and should help you get a better understanding of the huge variety available and the style they are made in.

It is important to remember that, as with everything, your Tier will greatly affect what you buy. Some Skills, like Mana Burst or Battle Continuation, are simple to adjust in tier. Some will simply require an increase in the amount of damage they deal or the amount of power they can effect, like the aforementioned two skills. Others may be more complex, broad powers like Collector or unorthodox effects like the Presence Concealment skill, and expand more in breadth or mechanics than raw power. My suggestion is comparing to the examples in the Tier Page and given for Statistic Ranks for some help on how powerful things should be, though things that don't just deal in raw power aren't likely to carry over from EX to E rank of the next tier like with statistics.

Additionally, it is also possible to have powerful effects at lower ranks than normal due to limitations or flaws inherent to the Skills. However, these flaws are not Drawbacks. They will not go away after you finish your current jump, though neither are they impossible to fix. Please try to add actual flaws and not ones that are just 'flaws' when it comes to this.

Examples in the Skills section are written as the Skill Name and then the canon rank held by the person with that Skill being used as an example. This is important, as some Skills in canon can have the same rank across two different wielders but have significantly varying effectiveness. Madness Enhancement as an example would appear as "*Mad Enhancement*-Heracles (B Rank)" so that you know who specifically to look at for deeper information.

These examples are primarily Tier One, as examples. Remember that Skills often can be increased in the power of what they effect/level of being they work at but otherwise remain the same across tiers. They are balanced on overall benefit, not just in a fight or Grail War.

See the end of the document for further notes on Skills and Noble Phantasms, such as examples of cross tier rankings and options for handling 'Collection' purchases.

E	A Skill of the most minor level. At this level, abilities are very minor in effectiveness, if not there more for cosmetic effect or flavour. Skill that are not cosmetic are likely to have only small, limited effects applicable in few situations or simply be exceptionally weak, more like a magus' mystic code.	Examples *Divinity B* (Cu Chulainn) *Projectile Daggers B* (Cursed Arm Hassan) *Eye for Art E-* (Gilles de Rais) *Mental Pollution A* (Gilles de Rais) *Librarian of Stored Knowledge C* (Hundred Faced Hassan(
D	A D Ranked Skill has a small but useful advantage. A decent weapon with no major special ability or a power that provides a minor disadvantage to enemies or obstacles is common. It may be a minor effect of constant use or something a bit stronger that is more specialised.	*Charisma B* (Arturia) *Protection from Arrows B* (Cu Chulainn) *Disengage C* (Cu Chulainn) *Clairvoyance C* (EMIYA) *Eye of the Mind True B* (EMIYA)
C	Moderately powerful Skills, usually seen as average for servants and beings of the current Tier's level of power to have. Most fall within this range and tend to have useful effects in most situations or be notable in a specific problem. It is also a good place for decently powerful Skills with significant downsides or quite narrow specialties.	*Riding A+* (Medusa) *Instinct A* (Arturia) *Battle Continuation A* (Cu Chulainn) *Mad Enhancement B* (Heracles) *Item Construction A* (Medea)
B	A properly powerful Skill, something worthy to be used as someone's primary tool in a major conflicts and to solve wide varieties of issues. These are often potent weapons or quite strong in a number of ways at once. Powers with wide and good applications or extremely strong things with very significant downsides are also appropriate, as are major defences and weakness removers.	*Magic Resistance A* (Arturia) *Territory Creation A* (Medea) *Presence Concealment A+* (Cursed Arm Hassan) *Independent Action EX* (General. Removes major Servant weaknesses by allowing them to restore mana as if alive and not need a master in any way)
A	Extremely potent Skills, often the sort of item or ability that forms a core part of a Servant's toolset, the main specialisation of a magus or the core powerset of a spirit or creature. Powerful and broadly applicable effects or extremely strong in specific uses, these are Skills considered rare and awe inspiring even among Servants.	*Mana Burst A* (Arturia) *Mystic Eyes A+* (Medusa)
EX	The cheat codes of the system, things that appear to be unbalanced game breakers in a grail war. An EX Rank is an overwhelming, incredible advantage within a tier. A defense that can negate most or all of many enemies' entire toolset, weapons that can annihilate almost any other foe, extremely broad and potent powers.	Presence Concealment EX (True Assassin- Strange Fake) (A Tier 2 example due to lack in Tier 1 EX Skills) Look to the Noble Phantasm example section for Tier 1 applicable examples.

Noble Phantasms

You gain one C rank Noble Phantasm for free. You may refund it for 25SP per rank instead if desired.

A Noble Phantasm is the crystallisation of a Servant's Legend. The purest and most potent manifestation of their power, often taking the form of the legendary items and tools that they held in their life, or in their legends. A Noble Phantasm can be almost anything- a weapon, a suit of armor, an ability, an animal companion, a location, a state of being. Few limits beyond being part of the Servant's legend are present on what they can be.

Noble Phantasms are, in almost all cases, unique to the individual Servant, unlike skills that are often shared. A Noble Phantasm is as much a part of a Servant as their arm or leg, dematerialising or materialising as the Servant does and being recalled with a thought to their hand.

To create your Noble Phantasms, you will purchase ranks for each one below, creating them individually. The following graph has a guideline for what kind of advantage or effectiveness a Noble Phantasm offers at particular levels, along with examples of such things. If you are unsure of what sort of things can be Noble Phantasms, please search up information on the Noble Phantasms given as examples for each rank. They are usually the most well known and detailed Noble Phantasms and should help you get a better understanding of the huge variety available and the style they are made in.

It is important to remember that, as with everything, your Tier will greatly affect what you buy. Some Noble Phantasms, like Godhand or Knight of Owner, are simple to adjust in tier. Some will simply require an increase in the amount of damage they deal or the amount of power they can effect, like Excalibur and Rule Breaker. Others may be more complex, magic systems like Prelati's Spellbook or unorthodox effects like the Zabaniya, and expand more in breadth or mechanics than raw power. My suggestion is comparing to the examples in the Tier Page and given for Statistic Ranks for some help on how powerful things should be, though things that don't just deal in raw power aren't likely to carry over from EX to E rank of the next tier like with statistics.

Additionally, it is also possible to have powerful effects at lower ranks than normal due to limitations or flaws inherent to the Noble Phantasm. The Hanging Gardens of Babylon might be an EX Rank Noble Phantasm, if not for the flaws that require an expensive and lengthy construction process before it can even be summoned. However, these flaws are not Drawbacks. They will not go away after you finish your current jump, though neither are they impossible to fix.

If you wish to import something as a Noble Phantasm, you will need to figure out your own path and how it works with imports.

The following examples are all based on Tier One.They are balanced on overall benefit, not just in a fight or Grail War.

See the end of the document for further notes on Skills and Noble Phantasms, such as examples of cross tier rankings and options for handling 'Collection' purchases.

E	A Noble Phantasm of the most minor level. At this level, abilities are very minor in effectiveness, if not there more for cosmetic effect or flavour. Noble Phantasms that are not cosmetic are likely to have only small, limited effects applicable in few situations or simply be exceptionally weak, more like a magus' mystic code.	Examples *Bale of Inexhaustibility*- Tarawa Tota *Antares Snipe*- Chiron *Ars Nova*- Solomon *Song of Selfless Loyalty*- Qin Liangyu *Verg Avesta*- Angra Mainyu
D	A D Ranked Noble Phantasm has a small but useful advantage. A decent weapon with no major special ability or a power that provides a minor disadvantage to enemies or obstacles is common. It may be a minor effect of constant use or something a bit stronger that is more specialised.	*For Someone's Glory*- Lancelot *Kanshou & Bakuya*- EMIYA *La Black Luna*- Astolfo *Trap of Argyle*- Astolfo
C	Moderately powerful Noble Phantasms, usually seen as average for servants or beings in the same Tier to have. Most fall within this range and tend to have useful effects in most situations or be notable in a specific problem. Most Servant weapons and abilities fall in this region if they lack exceptional qualities or power.	*Rule Breaker*- Medea *Prelati's Spellbook*- Gilles *Gordius Wheel*- Iskandar *Hippogrif*- Astolfo
B	A properly powerful Noble Phantasm, something worthy to be used as someone's primary tool in a major conflict or adventure. These are often potent weapons or quite strong in a number of ways at once. It can also represent the primary powers of many powerful magical creatures or other beings of the same tier.	*Gae Bolg*- Cu Chulainn *Bellerophon*- Medusa *Gae Dearg*- Diarmuid *Balmung*- Siegfried *Armor of Fafnir*- Siegfried
A	Extremely potent Noble Phantasms, often the sort of item or ability that forms a core part of a powerful being's toolset. Powerful and broadly applicable effects or extremely strong in specific uses, these are Noble Phantasms considered rare and awe inspiring even among Servants and similarly powerful beings.	*Excalibur*- Arturia *Unlimited Blade Works*- EMIYA *Ionioi Hetairoi*- Iskandar *Knight of Owner*- Lancelot *Hanging Gardens of Bablyon*- Semiramis
EX	The cheat codes of the system, things that appear to be unbalanced game breakers in a grail war. An EX Rank is an overwhelming, incredible advantage within a tier. A defense that can negate most or all of many enemies' entire toolset, weapons that can annihilate almost any other foe, extremely broad and potent powers.	*Avalon*- Arturia *Godhand*- Heracles *Ea*- Gilgamesh

Drawbacks

You can take up to 600SP in drawbacks from this section and a maximum of six drawbacks in total. Drawback ranks give 25SP per rank.

Drawbacks are structured in much the same way as Skills and Noble Phantasms, but reversed. The mechanic of creating your own drawback exists, based on ranks detailing how severe the drawback is.

These ranks only go from E-A and do not have modifiers applied to them. They give 25SP per rank taken. There is a great deal of variety possible here and it is possible to create unfair combinations. It would be very nice if you didn't take the generosity of being able to custom make your flaws and abuse it.

Do note that the ranks are, unlike Skills and Noble Phantasms, based on disadvantages to you as a Servant. While a C rank skill might be worth A rank in the right hands, that doesn't apply here. Drawbacks are priced as according to how bad they are for you. If something is a minor nuisance, it is E rank, even if it might be a terrible danger for another servant. The examples given below are based on an average Servant. This rule does not take into account things you bring in from outside this jump but they are enforced by fiat as any normal drawbacks are.

If a drawback has zero downsides for you, it cannot be a drawback. If you are a Living Servant, then a drawback that represents having no mana connection to your Master gives no points, it is not even an E rank drawback.

While drawbacks will fade after the jump, some may need additional work to fully remove. A drawback you take that makes your Servant reluctant to use a Skill from trauma won't be unable to be fixed after the jump ends but it may still take therapy to get the Servant feeling okay.

-	Cosmetic 'downsides'. Not benefits and not drawbacks, they exist as flavour effects or common Servant goofs. There is no limit to how many of these drawbacks can be taken.	*Gender Bent*- Your Servant has been summoned as the opposite gender as they normally are. It might be the true history or just a mistake. *Saberface*- Another of Takeuchi's favoured ones. Your Servant has an uncanny resemblance to King Arthur. One of many like them.
E	A minor downside, fairly easy to deal with.	*What Spiritual Form*- An inability to go into the spiritual state, forcing the servant to remain in physical form.
D	A moderate weakness. Noticeable but managed with a bit of forethought and planning.	*Migraine C*- A pretty nasty case of the mental disorder, causing constant migraines to the Servant in question. Most of the time it's manageable pain but now and then it can spike and cause a brief loss of concentration, even in battle.

C	A serious flaw but not unconquerable.	*Personality Clash*- Whatever the cause, both Master and Servant are incapable of getting on. The relationship causes infighting at best and could degrade to outright hostilities if not managed well. *Mana Muncher*- This Servant consumes an exceptionally large amount of mana compared to normal. From upkeep to using their Noble Phantasm, they take at least twice the normal energy to function.
B	A significant and often felt weakness.	*No Natural Mana Replenishment*- The Servant is incapable of regaining energy from their master and they cannot generate it on their own. They must rely on external sources like eating souls or tantric rituals to restore energy.
A	A crippling weakness almost impossible to ignore.	*Sader*- A transformation that turns the Servant into a cheap knock off of themselves. Far weaker, with defective powers and gear, crude intelligence and a absurd personality. It'll be removed at the end of the jump but makes for a useless Servant in the mean time.

Notes

A FAQ of sorts, as well as clarifications on more specific circumstances present earlier. Things that can't be said without bloating earlier sections and that might not be needed for everyone.

Sometimes this section will just contain relevant quotes from in thread answers if they are sufficient. Sometimes it'll contain optional additional rules.

How can Collection Skills and Noble Phantasms work? Things like Gate of Babylon, Joyeuse Ordre, Wisdom of the Haunting Ground and so on? Can we buy them at all?

The following provides two possible ways to handle buying more than one option with a single purchase. It's a test run and may change or get wound back in the future. It still won't allow for things like Gate of Babylon or Wisdom of the Haunting Ground that would give hundreds or thousands of options for the price of one but it provides a more generous path too.

Each Rank can effectively provide 2 of the next Rank down in options, doubling with each Rank down you go. An A Rank can give 2 B Ranks or 4 C Ranks. An EX Rank doubles this, giving 4 A Ranks or 8 B Ranks and so on. However. This applies several restrictions.

The first is that this costs an extra 50% of the normal cost for whatever Rank you are initially buying. A B Rank will cost 300, not 200, points. This also applies to the cost for an EX rank.

The second is that what you buy must be closely related to each other, though this is less stringent the more Ranks down you go from your original purchase.
-An A Rank split into two B Ranks must have strong similarities and relations. Two swords with related backgrounds, complementary or opposing effects, similar appearances and more as an example. A pair of the same Noble Phantasm would apply, such as two Gae Bolgs, as well.
-An A Rank split into four C Ranks would be less stringent, it might still require that they be swords of matching legend but allow a wider range of possible effects than ones that were connected or opposite.
-Into eight D Ranks, it would become quite loose, potentially only that they share some common history like all being used by knights of the same order or all being swords.
-At the E rank, regardless of how far down it is, there is no requirement for similarity.

This imitation is there to prevent this option from just becoming a way to get more from nothing. It's meant to fit Servants who do have multiple things, like Charlemagne's Joyeause Ordre that summons the blades of his Paladin Order, each a Noble Phantasm in it's own right. As long as you're trying to keep high level stuff connected and not just using it to pick wildly different powerful abilities for cheaper, you'll be doing great.

An alternative and more expensive path to the above is to purchase whatever rank you choose at twice the normal price. Each Rank costing 100% as normal, including EX. In return, you gain the stated above rewards at each rank below your purchased one. An A Rank will give 2 B Ranks, 4 C Ranks, 8 D Ranks and 16 E Ranks, rather than choosing just one. Doing this will loosen the restrictions on similarity, to around the levels seen in the C or D examples above. They still need to be connected though.

The final limitation is that you can't do this more than once. This applies to both methods above, you can't do both and whatever you pick, you can only do it once. There's only so much you can stuff into a single build and so far you can stretch belief on how related everything is for one Servant. You can do it again in a different use of the supplement but no one's going to really believe you're being genuine if you take 5 EX rank Collections like this. Be reasonable, it's added freedom to have fun, not just to grab more power.

Are Skills and Noble Phantasms mostly ranked on their combat usefulness or how good they are in a Grail War?

Try to think of them as if you were buying a perk. Combat use is definitely going to be a big part of how it's priced but it doesn't have to be the only thing. Item Construction and Territory Creation aren't the lowest rank despite only tangential combat applications. Look at it as the overall advantage you'd get out of it, in combat and in adventures. Can it be hard to guess at times? Absolutely. That's why you have a lot of freedom here. There's always room to fudge things up and down if you're not sure. I personally would usually make something the higher rank if I'm not sure but I can completely understand the opposite or going for the middle.

If you have a non-combat power, take a look at the rank descriptions. Think about the general level of power and advantage the ability has. It might be pretty limited or useless in a fight but if the power is absolutely amazing for transportation or espionage, it might still be worth a high rank. You don't have to price something high if it's super good in a very niche area but try to think of 'advantage' as applying to more than just combat.

How do things that scale or don't change in power work as NPs between Tiers? Things like Karna's armor or Counter Hero?

Kavacha and Kundala is one of the best examples for this. The ranks for NPs and Skills is based on advantage, how good it is for you as a servant in your tier. KnK is a fantastic thing in Tier 1, reducing 90% of damage is amazing. It's also fantastic in Tier 2, because reducing 90% of damage is amazing. Even tier 3, the same. But if someone with it in Tier 1 faces someone in Tier 2, the Tier 1 guy is going to lose. KaK is a fantastic thing but it's also just one power and without the rest of your stats keeping up, it's not so good. It might be an B or A rank at every tier but it also depends on you being tough enough to not get one shot by the 10% that gets through.

Gae Bolg is another example between Tier 1 and 2. In Tier 2, the raw power of Tier 1 Gae Bolg is terrible. It'll probably break as easily as it broke Kanchou and Bakuya in FSN. The curse stuff could probably be resisted with raw magical power. But the fate bending is still just as good, because Luck isn't something that changes between tiers. If Cu from FSN used Gae Bolg's reverse casuality stab on like, Lion King or Tiamat, I totally believe the stab could work. It'd also not do much because they'd just ignore the curse and probably wouldn't be hurt much if at all. So the end result is that something that's B rank in Tier 1, a pretty good NP, is only D rank in Tier 2, something that's got a limited but specific use. Add Tier 2 appropriate power and you'd be back to a B rank for Gae Bolg.

Can I have True Magic?

Yes, you can but it's probably going to be expensive. The reason they're not gained through the Magical Skill statistic is because True Magic has proven to remain some of the most

important, desired and potent effects at every level of the setting. Even in Tier 3, just fragments of a True Magic can be enormously useful and full mastery of one can bring one to the point of defeating Tier 3 beings.

But the True Magic are buyable in the FSN jump. That's true. On one hand, I'd say that the jumps aren't going to be balanced the same way as the supplement is. But I can see the idea behind not wanting to have to be buying an top level Tier 2 or 3 NP just to have a True Magic. Personally, I'd handle having the potential to learn a True Magic, a rookie student just starting out, as an EX rank Tier 1 Noble Phantasm or Skill. And being an experienced user would be an EX rank Tier 2 thing. Zelretch stuff is probably going to be Tier 3 given what he can do. This is just my view but I feel that the way True Magic improves and the sheer potential it gives you means that even having no training in it, it provides such an immense advantage that not paying top dollar is being a little unfair here.