FGO Summer Events NA 0.1

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Introduction:

Welcome, Jumper, to the fantastic time of the year: summer! It's a season for going outside to enjoy the sun, camping, and, most importantly, donning a swimsuit. It's truly a feast for the eyes to see those gorgeous servants showing off their skin as if it were nothing—truly the magic of summer.

Jumper, I will say this: this jump will be a more fun destination for you. You will spend the next 10 years filled with the power of summer. As a servant, you will begin to show your 10/10 body near the water, embarking on summer-themed adventures throughout this jump.

Here, take this 1000 CP and embark on your journey, enjoying the many sights and wonders this world has to offer.



Starting Universe:

Choose one universe where you will start your stay in this jumpchain.

1.Chaldea Summer

You are summoned to Chaldea, an organization created by the Magus family of the Animuspheres, a high-tech group dedicated to ensuring humanity's future. When they discovered that the world would not survive past the year 2018, they threw everything into creating technologies and magics to prevent this disaster. They found that the cause of the impending apocalypse lay in the past, so they began to gather the best and brightest magi they could find to serve as agents to save the world. However, for some reason, this organization has a habit of getting sidetracked, engaging in goofy and unnecessary events, collecting and farming materials, and generally having the time of their lives.

And here you are, a servant summoned in a swimsuit because the season of summer has an effect on the Chaldea summoning system. Whoever you are, you are more chilled and relaxed than your original historical self would be.



2. Servantverse
You are summoned to the Servantverse, a unique Servant Universe where hypothetical scenarios are put to the test equally. Time here works in bizarre ways, measured in "episodes" and "seasons," much like a television series.

Due to a phenomenon called the Universe Update, which appears to have imposed the effects of the Third Magic on a galactic scale billions of years in the past, all but a handful of humans have become Servants in this universe. Only seven Masters remain in existence. Virtually no trace of the original "Origin Universe" was left behind, making its history almost completely unknown. The Universe Update had the side effect of releasing copious amounts of Ether to support its new Servant population, earning it the nickname "the Sapphire Galaxy."

And you are summoned here as the summer variant of a servant, embodying the relaxed and carefree spirit of the season while ready to take on whatever adventures the Servantverse has in store.



Starting Location:

Roll a 1d7 and there is where your starting location will be. If you start in Chaldea at the beginning of your master Journey in that singularity, and if you start in the Servantverse, you will be summoned onto the planet with the same name.

1. Uninhabited Island

You are stranded on a tropical, uninhabited paradise that, with a little elbow grease, you can transform into a luxurious resort. The island is abundant with natural resources perfect for development, offering everything from lush vegetation to pristine beaches. As you begin to envision your dream resort, you discover an intelligent race of boars inhabiting the island. These boars, capable of understanding and assisting in your endeavors, are eager to help you build your tropical haven. Together, you embark on a summer adventure like no other, blending human ingenuity with the unique skills of your boar companions. With their help, you clear land, construct beautiful bungalows, and create stunning amenities that blend seamlessly with the island's natural beauty. This collaborative effort not only transforms the island into a paradise but also forges a unique bond between you and the boars. Enjoy your summer adventure in this breathtaking setting, where creativity and teamwork turn a deserted island into a tropical resort.

2. Dead Heat Summer Race!

Welcome, racer! You have now arrived at this year's Dead Heat Summer Race, where summer servants compete in an intense eight-day race across a series of challenging biomes, including pristine beaches, rugged hills, scorching deserts, and treacherous volcanic areas. Throughout this thrilling event, each servant must complete eight races and reach eight different checkpoints. The competition is fierce, with every racer striving to outpace their rivals and overcome the unique obstacles presented by each environment. The winner of the race will be determined by who can secure the most victories at these crucial checkpoints. So gear up, brace yourself for an exhilarating adventure, and may the best racer triumph in this ultimate test of speed, skill, and endurance!

3. Honalilu Island
Welcome, Jumper! You have arrived at this year's SummerFes, a vibrant and dynamic event where artists and novelists from all corners gather to showcase their incredible talents. Here, you will immerse yourself in a world brimming with creativity, featuring a vast array of artistic works such as fanfics, doujins, picture books, and original character creations. This is a true palace of creativity, where enthusiasts come together to sell, share, and celebrate their original fan works. Enjoy the lively atmosphere, meet passionate creators, and explore the diverse range of artistic expressions that make SummerFes a unique and unforgettable experience!

4. Lasvegas
Welcome to Las Vegas, where you can immerse yourself in the dazzling city nightlife and try your luck at the bustling casinos. Here, you have the opportunity to gamble and potentially amass a fortune in QP for your efforts. Alternatively, for those seeking a more thrilling challenge, you can take on the formidable task of dueling the seven Sword Beauties, each a master in their own right. Aim to defeat them all and become the greatest Saber-servant that ever existed. Enjoy the excitement, the challenges, and the unique experiences that only Las Vegas can offer!

5. Summer Camp
You are located in a charming summer camp by day, nestled near a large and beautiful lake. The setting is serene and picturesque, perfect for relaxation and outdoor activities. However, come nightfall, the camp transforms into a scene straight out of a horror movie. The peaceful atmosphere gives way to chaos as all the classic horror movie tropes come to life.

At night, you find yourself dealing with a psycho murderer on the loose, roaming the grounds with malicious intent. Zombies shamble through the camp, their presence a constant, unsettling threat. The area is also haunted by vengeful spirits, driven by a desire to exact revenge on anyone unfortunate enough to cross their path.Even as a seemingly benign servant, you are not exempt from the dangers that lurk in the darkness.

6. Pirate Caribbean

You are now in the middle of an archipelago where adventure awaits you, as every island and every route you will traverse is filled with monsters, traps, and, most importantly, buried treasure. The adventure of a lifetime beckons, offering a thrilling blend of danger and excitement. As you explore each island, you'll encounter a variety of creatures and obstacles, testing your courage and resourcefulness. The promise of hidden riches keeps your spirit high, pushing you to navigate treacherous terrains and solve intricate puzzles. Amidst the perils, you'll find breathtaking landscapes and moments of serene beauty, making the journey as rewarding as the destination. So, set sail and embrace the adventure of summer, knowing that every challenge overcome brings you closer to the ultimate treasure.

7. Artic Summer world

You are now at the Arctic region where the gods have whimsically decided to open an eternal summer holiday park. Here, you and the other guests can enjoy a magical holiday in various themed attractions. Stroll through the peaceful flower garden, basking in the beauty of eternal summer blooms. Or, catch a thrilling hero show at the grand castle, where legendary tales come to life. This enchanted park offers a perfect blend of adventure and tranquility, ensuring an unforgettable experience amidst the whimsical charm of the gods' eternal summer. Enjoy your stay in this unique paradise!



Origins:

You may freely change your gender to female or male, and your age is irrelevant. All origins can be considered a drop-in.

1. Cast Away

It looks like you were stranded in your location, but luckily for you, you are a survivor. You know how to find and gather materials for shelter and food. Beyond just meeting basic needs, you are also a very competent builder. You can collect materials to construct more modern and advanced buildings. With your skills and resourcefulness, you can transform your surroundings into a sustainable and comfortable haven, ensuring not just survival, but a thriving existence.

2. Racer

You are a racer jumper, built for speed and the thrill of the race. You love the feeling of the wind in your hair as you navigate challenging courses. Your exceptional navigation skills, ability to maintain a consistent pace, and unwavering focus set you apart from the competition. Whether it's a straight track or a winding path, you know how to read the terrain, adjust your strategy, and push your limits to achieve victory.

3. Mangaka

Deadline hell is a challenge you've chosen to face, despite it being the cause of health problems for many mangaka. Even so, you are determined to push through, driven by a sense of duty to complete your passion project for both yourself and your fans. Whether it's a manga, a novel, or even a doujinshi, you know that your work is eagerly awaited by many. The pressure is immense, but so is your dedication. As you navigate this living hell of summer, remember to find moments of enjoyment and pride in the progress you make, knowing that your hard work and creativity will ultimately bring joy to others.

4. Gambler
The idea of summer bringing you joy comes through the thrill of high-stakes games involving a little risk that gambles either your QP, the casino you manage, or even the title of the strongest of the Sword Beauties. Regardless, you live life on the edge, relying on both your luck and skills to navigate these intense challenges. Each game is a test of your courage, wit, and determination, and the excitement of the risk is what fuels your passion.

5. Scary Movie JunkieGamblerMangakaRacer
You are a kind of detective who has a deep love for the many scary movies that typically come out during the summer. You enjoy delving into the mysteries and unraveling the plots of these horror flicks. Because of this passion, you are well-versed in the many tropes of the genre, have mastered the art of surviving monster attacks, and excel at solving mysteries. Your knowledge of horror conventions and your sharp analytical skills make you a formidable investigator in any eerie scenario.

6. Adventurer
You are an adventurer, and your goal is to sail the seven seas and explore every nook and cranny of this vast world. You thrive on the thrill of discovering ancient ruins and venturing into places that no man or servant has ever dared to go. Your heart races at the thought of uncovering rare, undiscovered species, like a living Stegosaurus.



Perks:

You will receive the normal discount for your origin, with 100 CP being free.

General

Servant Swimsuit Body[Free]

Let's begin with the body of a Servant. Most Servants are renowned for their exceptional physical appearance, often rated 9/10 in terms of looks. This is largely due to their legendary status, which manifests in their bodies as the perfect physique that humans aspire to. For males, this typically includes well-defined six-pack abs, while females have curves in all the right places.

Beyond their striking appearance, Servants possess several additional benefits. At the start of their materialization, they have vast reserves of magical energy. If you are in Chaldea, there are generators specifically designed to supply you with mana to sustain your materialization. In the Servant Verse, however, you naturally regenerate mana to maintain your existence.

A Servant does not have a true physical body and thus can choose to be invisible and intangible at will. However, they can still be detected and affected by magic. They have the ability to rematerialize whenever they wish. Due to their nature, Servants are primarily vulnerable only to supernatural attacks that utilize mana or magic as their source, making them resilient to conventional forms of physical harm.

Rarity[Varied]
Choose your rarity as a Servant, which determines the base power level of your stats and abilities It also acts as a baseline of what you're historically bases on . Higher rarity grants greater power and influence within the Throne of Heroes.

1 Star [+400 CP]: You are one of the weakest Servants possibly summoned from the Throne of Heroes. Your name only appears in passing within history textbooks or legends of other heroes. Your base strength is at the peak of human capability.

2 Star [+200 CP]: You barely made it to be considered a Heroic Spirit, with minimal feats that have made it into history. You are slightly above peak human ability.

3 Star [Free]: You represent the standard level of Heroic Spirits, renowned for feats and legends famous within your country and language Like Medea from Greek myth. You possess the power and strength to easily combat small armies.

4 Star [200 CP]: Your name and legends are significant, contributing greatly to the culture of your mythology or the history of your nation or group like Hercules from Roman Myth. Your abilities surpass those of a 3-star Servant, reflecting your renowned status and impactful legacy.

5 Star [400 CP]: You have reached the pinnacle of what a high-rank Servant can achieve. Your legends, feats, and contributions to humanity are monumental, akin to figures like King Arthur or Tesla. You are the epitome of your class in terms of skill and power.

Arts, Quick, Or Buster Focus [Free/200CP Each]
Most Servants have a tendency to focus on one of three types of fighting styles. While these may not perfectly reflect all their skills and combat techniques, they serve as a good analogy for their general approach. You can choose one for free and spend 200 CP each to gain the other fighting styles.

> **Arts:** You are an arts-focused Servant. Servants of this nature prefer using elemental attacks, magic, and summoning weapons with their mana as the source of their attacks. Most Servants with this fighting style have reduced capabilities in short-range combat but are more experienced in medium to long-range battles.
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> **Quick:** As a Quick Servant, you focus less on raw power and magic and more on technique and precision strikes on critical weak points to defeat your opponents. You are one of the swiftest in terms of speed and agility among Servants, excelling in rapid, agile combat**.**
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> **Buster:**You embody the simplest of fighting styles, focusing primarily on power and head-to-head confrontation. Among all Servants, your attacks are the fiercest, and in close-range combat, you are one of the best in your class and rarity. Your raw strength and durability make you a formidable opponent in direct combat.



Servant Class[Varied]
When a Servant is summoned from the Throne of Heroes, they are assigned a class. This class acts as a limiter or a nerf for the Heroic Spirits, as having access to all their abilities based on their legends and origins would make them even more overpowered. However, regardless of this limitation, you now need to choose one class below based on the criteria they present. You will automatically fulfill those criteria if you wish, but you can also ignore them as summer has the effect of allowing Servants to bypass the common restrictions made for those classes. Additionally, you will be given free or discounted skills, abilities, and Noble Phantasms:

The 7 Main Classes [Free]

Saber*:*This class consists of agile and powerful melee warriors adept at swordsmanship, boasting high ratings in all categories. They are often heroes from the Age of Gods when magecraft was still commonplace. The qualifying conditions require Heroic Spirits to have legends as knights of the sword, and it is the class that requires the highest levels of attributes in all but the Magic attribute.

Lancer:Among the seven standard Servant classes summoned for the Holy Grail War, Lancers are very agile, display excellent close combat skills, show proficiency in hit-and-run tactics that capitalize on range and speed, and are skilled with long-range melee weapons such as spears and lances. Many Heroic Spirits in this class were knights.

Archer:Servants in this class excel in possessing powerful Noble Phantasms, acting as highly effective scouts, and are frequently Heroic Spirits from the Age of Gods when magecraft was still commonplace. The qualifying condition for Heroic Spirits in this class is the possession of powerful projectile weapons or special abilities related to projectile weapons.

Rider:Servants in this class are known for riding mounts, whether living beasts or human constructs, during their lives. They generally have lower attributes compared to the Three Knight Classes, but the abilities of the mounts described in their legends compensate by granting them powerful Noble Phantasms or abilities.

Caster:Servants in this class are usually adept in magecraft, with the only qualifying condition being the mastery of sorceries of the highest caliber compared to the specific parameter requirements of the other classes. Due to not requiring any strong statistics, they generally have low combat abilities.

Assassin:The Heroic Spirit of Assassinations and a silent killer, Assassins are extremely skilled at covert, stealthy, and silent operations. They excel in assassination and stealth, making them proficient in eliminating targets without being detected.

Berserker:Among the seven standard Servant classes summoned for the Holy Grail War, Berserkers are Heroic Spirits who have gone berserk during battle at least once in their lifetime. This trait allows them to use the special ability Mad Enhancement, which trades their consciousness and sanity for a significant power boost.

The Extra Classes [200CP]

Ruler:Servants in this class govern the Holy Grail Wars and are summoned by the grail directly due to situations that could threaten the war. They are granted the rights of an administrator and Command Spells. Typically, saints are summoned into this class while managing wars related to the Holy Grail.

Avenger:Servants in this class can be summoned by tampering with The Holy Grail's summoning ritual. Avengers are driven by revenge that did not fade even after their deaths, making them formidable foes fueled by their unrelenting vendettas.

MoonCancer: Servants in this class are described as irregulars that threaten the world of the moon. The class skills of this class vary between servants, with the only skill shared among all being Territory Creation.

Alter Ego:Servants in this class are beings split away from the Saint Graph of another and now act independently from their original selves. A

phenomenon where one persona of a Heroic Spirit gains independence as a separate entity. The class skills of this class vary between servants.

Pretender:Servants in this class became Heroic Spirits while pretending to be someone else in life. They are masters of deception and can deceive the World itself with their lies, allowing them to disguise themselves as another class and even use that class's skills.

Foreigner: Servants in this class have survived being connected to the Outer Gods that exist outside the universe and wield strange powers tied to their otherworldly patrons. Such Servants are rarely summoned, as they can inadvertently act as a path for the Outer Gods to enter the world for their own incomprehensible purposes. The class skill of this class is Existence Outside the Domain.

Shielder: Servants in this class primarily utilize a shield and excel in defensive techniques.

Class Skills[Varied]
Each class is granted certain passive skills upon summoning, particularly within the Holy Grail War system. These skills generally reflect abilities that the Heroic Spirit had in life. However, due to the unique conditions of summer, Servants can gain these skills even if they did not possess them in life. This ensures that Servants gain the B rank of that skill for free and receive a discount on any of the higher ranks of that class skill based on their Servant Class. Also, if you wish, you can alter the skills below with summer variants. This includes changing their names and giving them alternate effects that follow the themes of summer or giving them extra effects while near water or locations normally associated with summer. ***Please refer to additional notes for more details about the specific abilities and limitations of Summer Class skills Variants.***

Magic Resistance[Discounted for Saber, Archer, Lancer, Rider, Ruler, and Shielder]
You now have the ability to resist magecraft, with various levels of resistance available for purchase. Choose the level that best suits your needs:

Rank D [50 CP]
You can reject magical energy from single low-level spells. This basic resistance provides a small but crucial edge in battles involving magic users.

Rank C [100 CP]
You are now resistant to both low and middle-class spells. This level of resistance offers significant protection against a wider range of magical attacks, ensuring you can withstand more complex and powerful spells.

Rank B [200 CP]
You are now resistant to magic of the highest level cast by mortals. At this level, you can nullify even the most potent spells wielded by human magi, making you a formidable opponent against powerful spellcasters.

Rank A [300 CP]
You are immune to all magic cast by mortals and receive minor resistance to divine-level magic. This grants you near-complete protection from any magical attack crafted by human hands and some defense against the powers of the divine.

Rank A+ [400 CP]
You now have the ability to reflect all types of magic that target you specifically. For wide-area magic, you will still be hit, but any non-immune damage will be reduced by 75%. This ultimate level of resistance not only protects you from direct magical attacks but also turns them back against your attackers, making you virtually untouchable by magecraft.



Riding [Discounted for Saber, Rider,and Shielder]
A class skill bestowed on Rider and Saber class Servants, the Riding skill enables the Servant to effectively ride or use all manner of beasts and vehicles, depending on the skill rank. Choose the level that suits your abilities:

Rank D [50 CP]
You are able to control and ride any vehicle and beast that is non-magical in nature. This includes ordinary horses, cars, bicycles, and other everyday means of transportation. Your skill ensures safe and efficient travel using common mounts and vehicles.

Rank C [100 CP]
You can flawlessly manage beasts and vehicles as if you have received the proper training and adjustments. Most vehicles and animals can be handled with above-average skill. This level of proficiency makes you a competent rider of both mundane and slightly more complex mounts and vehicles.

Rank B [200 CP]
You can perfectly ride anything that exists in reality with perfection, including living beasts and vehicles. Your mastery extends to all manner of creatures and constructs, allowing you to handle even the most challenging mounts with ease and grace.

Rank A+ [400 CP]
You can now control and ride any beast, including Phantasmal Beasts and Divine Beasts. Your unparalleled skill lets you tame and utilize even the most mythical and powerful creatures, granting you access to extraordinary mounts that few can rival.

Independent Action[Discounted for Archer]
Independent Action is a crucial skill for Servants, allowing them to remain in the real world even without a Master or a steady supply of magical energy. Choose the level of Independent Action that suits your needs:

Rank D [50 CP]
With this skill, you can act independently in the real world for several days after losing your Master. This grants you the ability to continue your missions or activities without immediate support.

Rank C [100 CP]
You can stay materialized in the real world for over a week without a Master or a magical source of energy. This level of independence allows you to operate autonomously for extended periods, maintaining your presence and effectiveness.

Rank B [200 CP]
Even without a magical energy supply from your Master, you can remain materialized for about a month at most. This extended duration gives you significant flexibility and resilience in pursuing your goals independently.

Rank A [400 CP]
Independent Action allows for nearly any act, whether related to combat or otherwise, to be undertaken without the support of a Master or external magical energy. This level of independence ensures that you can survive and thrive in various situations without relying on external sources for sustenance or power.



Item Construction[Discounted for Caster]
The Item Construction skill allows a Servant to manufacture magical items, from implements of war to items for daily use. The skill's effectiveness depends on the level chosen, and it requires time to gather components and manufacture items.

Rank D [50 CP]
You can create top-quality goods that do not possess any magical properties. These items are expertly crafted and highly durable, suitable for a variety of practical applications.

Rank C [100 CP]
You are now able to create low-level mystic codes (magical items) that have one magical ability. These items can perform simple but useful magical functions, enhancing your versatility and utility.

Rank B [200 CP]
You can recreate various weapons and items from myth and legend connected to your Servant's history. These items possess significant power and can be invaluable in combat or other tasks, reflecting the legendary feats associated with your origin**.**

Rank A [300 CP]
You can create many things with your mana, including miraculous medicines, advanced equipment, and seeds from any myth and legend as long as you have the blueprints for those items. This level allows for the creation of extraordinary items that can turn the tide in various situations, though divine constructs remain beyond your reach.

Rank A++[400 CP]
You are able to create magical items of divine nature and spirits, including legendary artifacts like holy swords and the Philosopher's Stone. This pinnacle of item creation lets you produce some of the most powerful and revered items in existence, granting you unparalleled capability in both combat and support roles.

Territory Creation[Discounted for Caster]
The Territory Creation skill allows a magus to build a special terrain that is advantageous to oneself, whether for collecting mana, creating magic objects, or performing other tasks. The size and complexity of the territory increase with higher ranks.

Rank D [50 CP]
Your territory creates a position that is beneficial to you. This one room will enhance one ability of your choice, providing a small but significant advantage in your magical or physical prowess.

Rank C [100 CP]
You can now create a very experienced laboratory where you can begin constructing some weak magical tools. This territory is well-equipped for basic magical research and crafting, allowing for the production of useful items and tools.

Rank B [200 CP]
You can create a powerful workshop the size of a small house. You have the choice of creating one type workshop. It can be a Specialized Workshop. That Creates one type of magical tool that is above your usual skill level, such as golems or other advanced constructs. A general workshop capable of creating and mass-producing all types of magical items with high efficiency. Or a dungeon, a fortified area designed to imprison and contain enemies, offering a defensive advantage.

Rank A++ [400 CP]
You can recreate one of the wonders of the world as your territory, with no size limit other than your mana capacity. This territory gains all the abilities of a B Rank territory and lets you build all three types of workshops. With the ability to construct powerful and intricate magical items with power levels similar to those of mages from the age of gods. Also those workshops you created can now be permanent as long you can supply them with enough Mana. These places also significantly boosts your mana regeneration and storage capacity.

Presence Concealment [Discounted for Assassin]
The Presence Concealment skill enables a Servant to cut off their presence, making it ideal for covert operations. Higher ranks of this skill allow for increasingly effective concealment, making the Servant progressively harder to detect.

Rank D [50 CP]
You can hide your presence as a Servant. This level of concealment is suitable for spying but still detectable by most magi and Servants with moderate effort. It offers a basic level of stealth useful for reconnaissance missions.

Rank C [100 CP]
Your ability to hide your presence is improved compared to D Rank, making you harder to detect. While still detectable by most Servants, it requires more effort and skill to pinpoint your location. This level is useful for more advanced stealth operations.

Rank B [200 CP]
Your concealment skill has been significantly enhanced, making you detectable only by the most sensitive forms of magical detection. Most Servants will have difficulty sensing you, allowing you to move and act with greater freedom in stealth situations.

Rank A++ [400 CP]
Your existence is nearly impossible to detect, even against a Servant's perception. Only the sense of a Divine Spirit can detect you at this level. This pinnacle of stealth makes you a master of covert operations, almost entirely undetectable in any situation**.**

Mad Enhancement[Discounted for Berseker]
This skill raises the basic parameters and strengthens one's physical abilities in exchange for usually making one lose cognitive abilities and increasing mana consumption. Normally, servants that have the Mad Enhancement skill lose their ability to speak and can only communicate with roars and grunts. However, summer has a mysterious effect on this skill. Now, you can still talk as normal but become obsessed with one aspect of summer to a certain degree.

Rank D [50 CP]
Your Strength and Endurance increase slightly. Continuing complex thoughts over long periods of time is difficult except on things related to summer, like love.

Rank C [100 CP]
All of your stats increase except for Mana and Luck. In exchange, you become even more obsessed with your chosen aspect of summer.

Rank B [200 CP]
At B rank, around 80% of your sanity is gone, but every stat increases significantly higher than at C rank. Your obsession with that one aspect of summer becomes borderline insanity.

Rank A++ [400 CP]
At A++ rank, your parameters increase by half a magnitude again, but your sanity is completely gone. You can only think about that one aspect of summer all the time. If you choose summer love, you become a full-blown yandere stalker. I pray for the person of your affection.

God's Resolution[Discounted for Ruler]
The Command Spells skill grants the user the ability to issue powerful commands to Servants or familiars created through magic. These spells can be used to fully heal a Servant, force a Servant to unleash their Noble Phantasm at full power, or completely stun a Servant for one hour. The skill's effectiveness and the number of Command Spells available increase with higher ranks. However, these Command Spells will not work on enemy Servants or on allied Servants through alliances during a Holy Grail War.

Rank D [100 CP]
You are given 7 Command Spells. These spells do not regenerate until the end of the jump .

Rank C [200 CP]
You are given 10 Command Spells. One Command Spell will regenerate every year.

Rank B [400 CP]
You are given 14 Command Spells.Two Command Spells will regenerate every year.

A++ Rank Command Spells [600 CP]
You are given 28 Command Spells.Three Command Spells will regenerate every year.



Avenger[Discounted for Avenger]
The Hatred Accumulation skill of the Avenger Class allows the Servant to draw in and accumulate the animosity and grudges of others. This skill enhances the Servant's power based on the amount of hatred directed towards them.

Rank C [100 CP]
At this rank, you are more likely to attract hostility from your surroundings, and the accumulated hatred slightly enhances your power. The rate of mana generation increases when you receive damage, fueling your abilities.

Rank B[200 CP]
The hatred you can absorb expands beyond immediate surroundings to encompass the infamy you accrued throughout your historical lifetime. This broader scope allows you to draw in more potent animosity, significantly increasing your power and mana generation when under attack.

Rank A[200 CP]
You are now capable of drawing in hatred and anger from divine beings, amplifying the power gained to a level where it can harm even gods. This ability to harness divine animosity further enhances your abilities, making you a formidable force capable of wielding immense power derived from divine hatred and grudges.



Oblivion Correction[Discounted for Avenger]
This skill reflects the Avenger's nature of never forgetting grievances and using this unending animosity to strengthen their abilities. This skill enhances the critical effects of the Avenger's attacks and grants immunity to memory-erasing effects.

Rank C [100 CP]
As humans forget things with the passage of time, you, as an Avenger, never forget. You are immune to memory-erasing effects caused by mortal spells, ensuring your hatred remains undiminished and your attacks are more effective against those who try to make you a distant memory.

Rank B [200 CP]
Your hatred is so strong that it increases your power significantly. Your tale and the animosity you embody can never be erased from human history. This persistent hatred makes your attacks even more devastating, drawing strength from the eternal resentment within you**.**

Rank A++ [400 CP]
Your hatred is now etched into the very timeline of your existence. You will never forget the source of your hatred, no matter what. This unyielding resentment grants you the strength to rebel against the gods themselves. Your attacks are not only fueled by this profound animosity but also have the power to challenge and harm divine beings, making you a formidable force even against deities.

Self-Replenishment (Mana)[Discounted for Avenger]
The Vengeful Surge skill embodies the relentless nature of an Avenger, whose magical energy continuously replenishes until their revenge is fulfilled. This skill ensures that an Avenger's thirst for retribution fuels their magical reserves, allowing them to sustain their abilities over extended periods.

Rank B [400 CP]
For as long as you exist in the world created by humans, you shall continue to kill and bear your fangs at those who wronged you. Your magical energy will continue to refill, maintaining a net neutral expenditure as long as you do not overextend yourself in battle. This ensures you can persist in your quest for vengeance without exhausting your resources too quickly.

Rank A++ [600 CP]
Your existence now generates magical energy at a net positive rate while your hatred continues to burn. As long as you are not engaged in prolonged, strenuous combat, your magical reserves will steadily increase. This makes you a formidable force, capable of sustaining your powers and growing stronger over time, driven by your unending desire for retribution.



Existence Outside the Domain [Discounted for Foreigner]
The Foreigner class draws its power from a connection to outer gods, granting unique abilities based on the strength of this connection. The rank of this skill determines how much power the Servant receives from their patron outer god and how it manifests in their abilities.

Rank C [100 CP]
Your connection to your outer god is at the bare minimum. This allows you to survive in outer space or any reality outside of ours without any issue, view eldritch gods without going insane, and fight fellow Foreigners without difficulty. You possess a basic level of resilience against the maddening effects of eldritch beings.

Rank B [200 CP]
You have received a blessing from your foreign outer god, granting you the ability to alter reality slightly within a prepared territory. This alteration is based on the concept your patron outer god represents. Choose any outer god from the works of H.P. Lovecraft, such as Nyarlathotep, Cthulhu, or Yog-Sothoth. This blessing allows you to warp reality in subtle but impactful ways within your domain.

Rank A++ [600 CP]
You are now possessed by your outer god, granting you the power and abilities of a god within your body. You remain in full control of your body and mind, experiencing no discomfort or loss of self. This divine possession bestows immense power, allowing you to perform feats akin to those of the outer gods themselves, making you a formidable force even among other Servants.



Self-Field Defense [Discounted for Shielder]
This skill manifests a protective power to defend allies and ally territory. The effectiveness of this power increases with rank, enhancing the defensive capabilities and reducing the damage received by allies within the specified range.

Rank D [50 CP]
The defensive power works within a 10-meter radius around you. The defensive capabilities of your allies within this range are increased by 10%.

Rank C [100 CP]
The range of the defensive power is increased to 20 meters. The defensive capabilities of your allies within this range are increased by 20%.

Rank B [200 CP]
The range of the defensive power is increased to 40 meters. The defensive capabilities of your allies within this range are increased by 50%, and they receive a 5% damage reduction from incoming attacks.

Rank A++[400 CP]
The range of the defensive power is increased to 50 meters. The defensive capabilities of your allies within this range are increased by 60%, and they receive a 10% damage reduction from incoming attacks.

Composite Servant [Varied/Discounted for Alter Ego, Pretender And MoonCencer]
A Composite Servant is a unique type of Servant formed by the fusion of multiple historical figures, Phantasmal Beasts, or even divine beings. This fusion can occur for various reasons, such as when an individual is not famous enough to manifest as a Servant on their own. You can purchase this perk multiple times. Alter Egos,Pretender and MoonCancer will receive a discount for this section and receive two of the Other Heroes [200 CP] variants for free. Your base class that you bought won't change.

Other Heroes [200 CP / 400 CP]
Your core has been merged with the essence of another hero. Choose another Servant Class, and you will gain that class's skills for free, along with the discounts for the higher ranks of those class skills. 200 CP for the seven main classes and 400 CP for the Extra Classes.

Phantasmal Beast [400 CP]
Your spiritual core now contains the essence of Phantasmal Beasts. You gain the abilities associated with these mythical creatures, including dragons, griffins, specters, and nymphs. This fusion grants you their mythological abilities, adding significant versatility to your skill set.

Divine Core [400 CP / 800 CP]
Your essence has been fused with that of a divine being. Choose any god or goddess from any mythology to be part of your core**.**

For 400 CP you gain one ability from the god's Authority list based on their mythology. This ability reflects the divine nature and power of the chosen deity.

For 800 CP your essence becomes a true Divine Spirit. You are no longer merely a Servant but a powerful divine being, ranking just below Grand Servants. As a Divine Spirit, you possess immense power akin to that of a god within the world of Chaldea or the Servant Verse.***Please refer to additional notes for more details about the specific abilities and limitations of Divine Spirits*****.**

Summer Personal Skills [Varied]
Every Servant summoned here possesses several personal skills based on their historical feats. However, due to the influence of summer, these skills have mutated into their summer versions. Some of these skills are considered active skills and require you to consciously activate these skills or passive ones it all depends on the description of their ability. Also some personal skills will require some Class Skills of certain rank to be purchasable.There are four tiers of personal skills available: 100 CP, 200 CP, 400 CP, and 600 CP. The number of discounts you receive depends on your Servant's rarity. For 1-star, 2-star, and 3-star Servants, you will receive one discount for each of the 100 CP, 200 CP, and 400 CP tiers. For 4-star Servants, you will receive two discounts for the 100 CP, 200 CP, and 400 CP tiers, and one discount for the 600 CP tier. For 5-star Servants, you will receive three discounts for the 100 CP, 200 CP, and 400 CP tiers, and two discounts for the 600 CP tier.Also for both 4 and 5 star servants they receive an extra 600 CP to be used in this section. ***As with class skills, please refer to additional notes for more details about the specific abilities and limitations of creating homebrew Summer Personal Skills.***

100CP

Hollow Lamentation to the Intense Heat
While suffering from the heat of summer, your complaints and any other behaviors will be seen as cute and harmless. This charm makes enemies drop their guard and lose concentration on any skills or spells they were focusing on.

Beach Flower
As you walk around in your swimwear, you become the center of attention. This boosts the morale and performance of your male allies, greatly increasing their attack power. Your own attacks are also significantly enhanced in their presence, making you a formidable force on the battlefield.

Sunflower's Brilliance
Your mere presence now inspires people as your natural looks and beauty compel them to create art and music with you as their centerpiece. This admiration also has a regenerative effect, gradually healing you in battle when others appreciate your beauty.

Beach Climax
Your beauty has turned the beach into a battlefield. Whenever you walk down the beach, you become the target of enemies' attacks and harassment, as your presence brings out the worst in people.

If I Change into My Swimsuit
Let's be honest here: when you're wearing a swimsuit, both males and females will turn their heads in your direction. Whenever people notice and praise your looks and the more of them doing it , your attacks are more likely to do a critical hit which does double damage.

Bathing Transformation
Fighting in a swimsuit can be both embarrassing and risky, as such thin clothes and exposed skin do not make good armor. But not to worry! Whenever you are in what people can agree is a swimsuit, you will not suffer from any discomfort due to social acceptance or environmental hazards. The swimsuit will provide defense just as effectively as traditional armor, and you will feel no embarrassment at all.

Reloaded
You now have the ability to reload anything in mere moments, making you exceptionally efficient in combat. Whether it's reloading a water gun during a beach battle or quickly replenishing any other type of equipment, you can perform the task with remarkable speed and precision, ensuring you're always ready for action.

Moderate Load
You now have a heightened sixth sense that allows you to gauge exactly how much of your mana an item can absorb without breaking. This ability ensures that you can safely and efficiently load items with your magical energy.

Midsummer Faux Pas
The nature of summer has granted you a special ability to bypass the invulnerability states of your enemies, allowing you to inflict damage on them as normal. This skill is only effective during the summer season.

Rodeo Flip[Requires Riding C]
You are now proficient in performing rad and complex tricks with any watercraft, including surfboards, tubes, or sailboats.

Servant Cheer!
You are now a great cheerleader. Whenever you cheer people on, their abilities are significantly enhanced in whatever task they are actively doing. If you cheer on a fellow Summer Servant, the effects are increased by orders of magnitude, making them far more effective and powerful in their actions. This skill makes you an invaluable support, boosting your allies' performance and turning the tide of any situation with your spirited encouragement.

Animal Dialogue
You have gained the ability to speak with animals, a charming skill that allows you to communicate with them and request favors. Whether it's asking a bird to deliver a message, negotiating with a stray for assistance, or simply conversing with a pet, this ability enables you to form unique bonds with the animal world and gain their help when needed.

Der Narr, der verrückt handelt und stolz darauf ist
You now have the ability to speak German fluently and strike cool poses during battle. These poses, along with shouting attack names in German, will significantly power up your attacks.

Suit Up
You now have the capability to quickly change into any armor you possess in mere moments. As a bonus, you can perform classic transformation poses and say "Henshin" while doing so.

Fifth Zenith
You now have the capability to transform two of the same weapon into one larger, more powerful weapon, and conversely, split a larger weapon back into its original two smaller forms. This ability allows for versatile combat strategies and adaptability on the battlefield.

Nom de Plume [Requires Existence Outside the Domain rank C]
You now have the ability to sprout eight tentacles from your back. These tentacles are highly versatile and can be used for various purposes such as combat, grappling, and manipulation of objects.



200CP

Supernatural Power [Requires Item Creation Rank C]

You are now able to create traditional Chinese medicinal drinks and read divine fortunes from people's facial structures. With this ability, you can accurately predict the futures of the individuals you are reading.

Princess of Loveliness (Ocean)

Your beauty has won the hearts of beachgoers around you. Those charmed by your looks will do everything in their power to protect you from harm. However, while they are willing to defend you, you do not have the ability to give them any commands.

Natural Body (Ocean)

Your form when wearing summer-themed clothing is divine; your looks have increased to 9/10 on the hotness scale. Additionally, while near a body of water, you naturally heal your wounds and gain resistance to status ailments.

Treasure Hunt (Ocean)

You are now an expert at deciphering maps and clues to find any treasure buried in and around the waves of the ocean.

Summer Slayer

You now have a unique close-quarters combat (CQC) fighting style that originates from human history allows you to effectively fight and defeat beings that would hinder your summer dream adventure. You gain an advantage in fighting those pesky demons and undead that often appear as classic enemies in summer movies, as well as any deities that have gone on a rampage due to the effects of summer.

Pursuer of Love

Summer love is something most people like to pursue in this hot and tempered season. Now, you are one of those people who, whenever you have someone you wish to pursue a romantic relationship with, experiences a series of romcom stereotypes. You'll bump into each other more often in coincidences, small dramas from misunderstandings will

occur, and your confessions will have a higher-than-normal chance of success. Maintaining however is a different story.

Imperial Garments
The summer outfit you now own has been woven with materials of divine origin. As a result, your summer or swimsuit attire is exceptionally durable and provides greater protection compared to armor worn by servants of a similar rank.

Toy Mastery
You have now gained mastery over using one toy or mundane item as a weapon, excluding water guns. Choose one item, whether it's as small as a yo-yo, a skateboard, or even a mop. This chosen item becomes a formidable weapon in your hands, allowing you to perform incredible feats and attacks that would seem impossible to an ordinary person. This skill can be bought multiple times

Summer Beat
Choose one instrument and one genre of music. You are now an expert in playing that instrument and performing in that genre. Not only are you proficient in your chosen musical art, but your performances also have tangible effects on the battlefield. Depending on what you play, you can either buff your allies or debuff your enemies, turning your musical prowess into a strategic advantage.

Cerulean Ride [Requires Riding B]
You are now given the mastery of riding a surfboard of any quality , no matter how powerful the wave is,the wind at the ocean, the height or even the location you will successfully traverse it with ease.

Fool's Tactic
You are now a master prankster, capable of creating elaborate pranks that you once only dreamed of in real life. Your pranking skills extend beyond mere mischief; they also enhance your combat abilities. Your knack for dirty tricks and deceptive tactics improves your close-range combat effectiveness, making you a formidable opponent who excels in both trickery and battle.

Summer Maid
You are now an expert at playing the role of a maid, with a particular focus on cleaning up messes left by your less-than-reliable master. No matter the type of stain or damage caused, you possess the skills and the right cleaning tools to eliminate them efficiently. This ability also extends to removing curses from objects and living beings**.**

Police Instincts
You now possess the skills of a cop with divine revelation, used to find culprits. Various hints for solving crimes come to you through otherworldly inspiration, which, while devoid of conventional logic, makes you one of the best detectives in your organization.

NYARF [Requires Archer Class or Independent Action C]
You are now a master of using any type of water gun in battle, from small water pistols to giant water guns that require tanks on your back. These attacks can be playful among friends or unleash deadly water pressures of doom upon your enemies.

Shooting (FPS)[Requires Archer Class or Independent Action C]
You have now gained skills from your countless hours playing FPS games. This gives you familiarity with any type of gun-shaped projectile weapon, allowing you to use them with expert precision. Additionally, you can perform repeated jumps to evade attacks, mimicking the evasive maneuvers found in games. Don't overthink it—just trust in your instincts and game logic.

400CP

Beach House Protection[Requires Territory Creation Rank C]

A unique skill where whenever you finish your food at a restaurant or food stall and smile with satisfaction, not only does it fully heal your body from damage and ailments, but your smile also brings prosperity to the shop.

Midsummer Witchcraft

You are a dangerous little devil under the summer sun, aren't you? Anyone who becomes attracted to your beauty will be temporarily charmed and will do your bidding while under your influence. For those who can resist your charm, they will be cursed with your dark arts, receiving mental damage and becoming more vulnerable to your attacks.

Blazing Summer Passion

Summer is a season of passion, and you've chosen to embrace it fully. Select one of the following summer passions: romance, adventure, or manga creation. Regardless of your choice, all of your abilities will see a significant increase as long you go after your passion . Enemies who stand in your way will be overwhelmed by the intense heat of your passion, suffering from a general burning effect due to your fervor.

Waterfront Maiden

Water has become a significant part of your history and mythology. Now, whenever you are near any body of water, your combat power increases significantly.

Undying Magus

You were taught magecraft during your younger years, and you have learned a certain spell that grants someone one-time immortality, reviving them from the dead albeit severely injured. Additionally, this spell bestows upon them physical strength akin to that of a Phantasmal Beast.

Summer Galvanism

You are now able to regenerate your mana from sources typically found in this world. Choose one element, such as fire, lightning, or steam, and you can absorb it to replenish your mana reserves.

Demon King of the Beach
In your history or mythology, you have been associated with a fearsome being known as a Demon Lord. Due to the influence of summer, this skill has been transformed from its original meaning. Now, your damage-dealing capabilities have increased significantly. A giant, flaming skeleton follows your movements, attacking your enemies with its intense, scorching fire. This spectral entity enhances your combat prowess, making your presence both awe-inspiring and terrifying on the battlefield.

Saint of Beast (Water)
Looks like you have become famous with one species of animal that has an association with water. You can choose from koi, dolphins, sharks, whales, or even emperor penguins. These beasts become your familiars and are summonable through portals. They will listen to your commands and share a strong bond with you. You can buy this skill multiple times to gain control over additional species of water-related beasts. Each species you bond with grants you unique abilities and advantages based on their natural traits, enhancing your versatility and power in both combat and other situations.

Coaching
You are now an exceptional teacher, able to impart knowledge and skills to your students at a remarkably accelerated rate. Under your tutelage, students will maintain complete focus during your lectures, captivated not only by your expertise but also by your divine summer attire. The subjects you teach must be abilities you already possess. When instructing in combat-related skills, you can also correct any faulty battle styles your students may have, ensuring they achieve their full potential.

Monster Art of Game (Summer)
You have now adopted a fighting style viewed from a monster's perspective. Choose any fighting style used by a mythical creature or beast from any mythology, and you will have gained a fox-mixed version of that style. Because of the summer influence, this fighting style takes on a more playful and whimsical approach compared to its traditional form. Whether it's the graceful agility of a mythical fox or the cunning tactics of a

legendary beast, your combat techniques are infused with a lighthearted and inventive flair, making your style both effective and entertaining.

Eau De Toilette - White Honey [Item Construction Rank B]
You now can create a cologne/perfume that exudes a hypnotic scent of sweet honey, carried on a breathy sigh. Even if you stand still, a single waft of this aroma can manipulate a target's mind. Any target unable to defend itself against magical powers immediately becomes a willing puppet. These puppets can be transformed into hardened warriors or become weak, meek individuals, depending on your intent.

Justice From The Ends Of The World
You now have the capability to fight on equal footing with any creature known to be a threat to humanity. This includes avatars and creatures from Cthulhu Mythos, and in future worlds, any eldritch entities. You have the ability to actually harm these beings.

Accel Turn
You have mastered the usage of all types of water vehicles equipped with motors in battle. Whether it's a jet ski, cruise liner, or boat, as long as it has a motor, you can operate it without any issues.

Golem Control[Requires Item Construction rank B]
You can now control golems made from any material of your choice. These golems can be utilized for various combat purposes, such as providing continuous fire, cover fire, and bombardment. Your mastery over them ensures they follow your commands precisely, making them invaluable allies on the battlefield.

Discipline of the Queen (Ocean)
You are a great king, capable of commanding your people flawlessly into battle and possessing the intelligence to run a country. While near a water source, however, your charisma becomes nearly flawless. People will mistake you for a goddess and will simply bow to you without hesitation.

600CP

Goddess Metamorphosis [Requires Divine Core]

Because of the divinity that resides in your body, you can temporarily buff all of your stats by an order of magnitude, as the divine essence within you releases its limits. However, once you deactivate this skill, you will be left stunned for a while, rendering you unable to move

Demonic Nature of Oni (Water)

Within your heritage, your blood is now mixed with that of an Oni. As a result, you have gained the abilities of an Oni: your physical abilities are greatly enhanced, and your resistance to poison is significantly increased, giving you a high tolerance for alcohol. Normally, Onis are very malicious beings towards humans, with killing and destruction being the norm. However, because of the magic of summer, instead of being a menace to humanity, you have become more of a playful nuisance who enjoys pranking humans.

Summer Splash!

It wouldn't be summer without a specialty that enhances attacks involving water as their core element. Now, whenever you attack an enemy with water-based attacks such as a Noble Phantasm in the shape of a water gun, water-based spells, or any other types of attacks utilizing water, your attacks will increase in effectiveness. Additionally, your control over these attacks will improve, ensuring they do not miss their mark. The water itself will act as a veil protecting you from minor damage, enhancing your defense while using these water-based abilities.

Perpetual Summer

As long as the summer season is in full swing, your abilities are enhanced by 50%. Enjoying the great summer feeling also significantly increases your stamina.

Public Morals

Just because it's summer doesn't mean people can't go wild; there will always be a need for someone to enforce the rules, and that is now your duty. Whenever you are upholding morality, your mastery of combat arts reaches a level said to be unrivaled in any era. By completely merging

mind, body, and technique, you can utilize your full fighting skills even when under the influence of any sort of mental hindrance.

Summer Vacation!
You need a break from all this work. Yes, you may be a Servant tasked with protecting humanity or part of the Galactic Patrol, but vacations are essential for your well-being. Rest and relaxation are crucial for functioning effectively in society. That's why, no matter what, you are guaranteed three weeks of paid vacation leave every year. This time off will be enough to rejuvenate you and get you through another year of hard work.

Rampaging Privilege
You now have an incredible privilege given to you by your historical counterpart. You can choose any skill or ability, and no matter what happens, your luck and capability in that chosen field will be extraordinary. For example, in motorcycle racing, you will always have the highest chance of winning, and some deus ex machina event will occur if success seems impossible from your end. This ensures that your proficiency and fortune in that specific area remain unparalleled.

Seven Crowns
This skill was born from your connection to the classical descriptions of the seven deadly sins: gluttony, fornication, greed, envy, wrath, dejection, boasting, and pride. Regardless of which sin you are most connected with in your history, you now possess the ability to eliminate any and all weaknesses that you may acquire from this and future jumps. This includes any weaknesses inherent to your race or class, granting you a neutral damage modifier.

Personal Honor
In ancient times, honor held great significance in life, and this skill reflects that deeply ingrained code of honor within you. As long as you are fighting to protect your honor, you will never go down until that honor is fully defended, unless a fatal injury is inflicted upon you. Additionally, this skill acts as a "1-up" mechanism: if you ever die, you will respawn in a designated safe area at full health. This works once per jump**.**

Allfather Primeval Rune
You have now acquired the runes once guarded and protected by Odin with his life. These runes allow you to gain the skills and abilities of individuals you need in the moment, making you exceptionally adaptable for that one summer. However, these effects are not permanent. What is permanent is that your runes possess the ability to alter the Saint Graph of fellow Servants, granting them summer-themed swimsuits. These swimsuits can be equipped and changed freely, allowing the Servants to switch classes and modify their skills and Noble Phantasms to summer-themed versions.

Fallen Witch
You are a witch. Witches are the "rejects" of the World of Magecraft, supernatural beings involved in the establishment of the First Magic and founders of the Department of Botany in the Clock Tower. As a witch who has immersed themselves in human society and become "human," you are considered a fallen witch. Fallen witches receive neither reverence nor pity. No matter what magecraft they possess or how much Mystery they hold, no Magus will acknowledge these fallen witches as people. An "unsightly reject" is the fate that awaits witches who have survived until the present day as humans.

As a witch, you are akin to fairies and do not have children. Because of this, you possess powers similar to those of beings from the Age of Gods. One of your primary abilities is creating large explosions of matter, the manipulation of time, possibly associated with the Denial of Nothingness magic. This potent form of magic also allows you to resurrect deceased humans, making you a force to be reckoned with, despite the scorn of the mage community. ***Looks on notes on how magecraft is different than magic.***

Faceless Moon[Requires Existence Outside the Domain B and is discounted for MoonCancer]
You can now actualize the interface of the imaginary dimension and create a Reality Marble that transports your surroundings, approximately the size of a small island, into the Far Side of the Moon (shadow phase). While the

world is blanketed by the shadow of the moon, time freezes for around 3 minutes before it must resume.

Self-Modification [Requires Existence Outside the Domain B and is discounted for MoonCancer]
You now have gained the ability to tamper with your own Saint Graph, usually to increase the parameters of all your abilities. This can be done by capturing and analyzing Mages, Phantasmal Beasts, and even other Servants, using them to expand your own capacity by consuming them. Be warned: if you make a single mistake, it equals self-destruction. However, this risk is worth it, as you are doing it for the person you love from the bottom of your heart.

Heavenly Demon's Gaze
You now possess a Heavenly Eye that grants you explosive attack power. Your eyes are honed to the extreme, allowing you to see through enemy defenses and annihilate them. This ability extends beyond individual targets, affecting entire groups within your visual range, making your attacks devastatingly effective against multiple foes.



Noble Phantasm [Varied]
Noble Phantasms are powerful armaments made using human imagination as their core, and are the weapons and/or abilities owned by Heroic Spirits. As humanity's illusions, they embody the ultimate Mysteries of a hero as symbols of their existence through historical fact and anecdotes. This could be mounts, weapons, certain killing techniques, or even a crazy passive ability that makes you invisible in people's memories. Because of the effects of summer, this Noble Phantasm has been altered to fit the theme of the season.

You now have the ability to import any weapon, living mount, vehicle, or object you own and make them your Noble Phantasm. Additionally, you can alter them to be more modern or silly versions of themselves without losing their effectiveness. For example, you could transform Excalibur into a mop, magic canes into umbrellas, or ancient land vehicles into motorcycles or cars. Depending on the class you choose at the beginning of this jump, you will receive several free Noble Phantasms from the list below, along with the associated restrictions. You can also buy more Noble Phantasms based on the rank below or upgrade the rank of your free Noble Phantasms at a discount.

> ***Saber:*** As a Saber, you will receive 2 Noble Phantasms: one must be a sword at A rank, and one can be any type at C rank.
>
> ***Lancer:*** As a Lancer, you will receive 3 Noble Phantasms: one must be a spear at B rank, and two can be any type at D rank.
>
> ***Archer***: As an Archer, you will receive 3 Noble Phantasms: one must be a projectile weapon at B rank, and two can be any type at D rank.
>
> ***Rider:*** As a Rider, you will receive 5 Noble Phantasms: one must be a vehicle or mount weapon at B rank, and four can be any type at D rank.
>
> ***Caster:*** As a Caster, you will receive 2 Noble Phantasms: one must be unique magic skill that you have at B rank, and one can be any type at C rank.

Assassin: As an Assassin, you will receive 2 Noble Phantasms: one must be a killer technique that you have at B rank, and one can be any type at C rank.

Berserker: You receive one Noble Phantasm that is A rank in nature but it must be limited to a weapon of your choice.

Ruler: You will receive 2 Noble Phantasms: one must be holy in nature or a healing technique that you have at B rank, and one can be any type at C rank.

Avenger: You will receive 2 Noble Phantasms: both can be of any type, with one at B rank and one at C rank.

MoonCancer: You will receive 2 Noble Phantasms: both can be of any type, with one at B rank and one at C rank.

Alter Ego: You will receive 2 Noble Phantasms: both can be of any type, with one at B rank and one at C rank.

Pretender: You will receive 2 Noble Phantasms: both can be of any type, with one at B rank and one at C rank.

Foreigner: You will receive 2 Noble Phantasms: one must include a summoning ritual to the dark domain of the other worlds at B rank, and one can be any type at C rank.

Shielder: You will receive 2 Noble Phantasms: one must be a shield at B rank, and one can be any type at C rank.

Additional Noble Phantasms:
Here you can buy additional or upgrade free noble Phantasm you got from your class. Also If you area 4star or a five start servant than you receive +600 CP to either upgrade or buy new bobel phantas

Rank D [200 CP]
These Noble Phantasms of the lowest ranks usually have one notable ability that makes them powerful weapons, like:

- ***Yew Bow:*** A crossbow made from the wood of one of the Yew trees which Robin Hood used to shoot very poisonous arrows that affect even servants.

- ***White Shaft Spear***: Used by Qin Liangyu. The spear itself has no anecdotes about it, but it has the effect of causing Anti-Hero Servants to feel a bit scared of it.

Rank C [300 CP]
You now have a Noble Phantasm that either possesses a power greater than an D-rank Noble Phantasm or has several smaller, weaker abilities instead of one. Examples include:

- **Metabole Piglets: Forbidden Revelry: The Noble Phantasm of Circe.** It is a Reality Marble of summoning that invites "boorish fellows" to an extravagant banquet room, where they are trampled by Circe's beloved piglets. This joyful, boisterous, and fearsome magical feast fills one's stomach to the point of bursting.

- **Le Rêve Ensoleillé: Love to the Homeland, a Dream of Drowning:** The Noble Phantasm of Charlotte Corday. This assassination technique, known as the "Angel of Assassination," is characterized by its silent kindness. It lacks any detectable killing intent until the victim is on the verge of death. Unlike other assassination Noble Phantasms, it is difficult to evade by instinct or the eye of the mind. The more her looks, words, and gestures are acknowledged, the higher the success rate of the assassination.

- **La Black Luna: Magic Flute That Calls Panic:** The hunting horn granted to Astolfo by the good witch Logistilla of Avalon to drive away a large flock of Harpies. It emits a magical sound similar to the roar of a dragon, the cry of a giant bird, and the neighing of a divine horse, slamming targets within range with the force of an explosion

of sound. It is considered the most extreme of Astolfo's Noble Phantasms. Rather than emulating "The harpies that ran away in fear after hearing that sound" as told in the legend, it is a weapon of wide-scale destruction. It can be kept in a small size that hangs from the belt on his hip but increases in size to encircle his entire body when activated.

Rank B [400 CP]
These Noble Phantasms are more powerful than C-rank ones due to their iconic nature and origins, often linked to divine or legendary figures. Here are some examples:

- **Skewered Plasma Blade: Thunder Blade of Impalement:** The Noble Phantasm of Frankenstein in her swimsuit. It involves quickly loading energy by swinging the Bridal Blade, followed by a jump and piercing attack. The colossal cluster of electrical energy can affect multiple surfaces if struck carelessly.

- **Neptune Blessing: Favor of the Sea God:** The Noble Phantasm of Caenis, the Trident of Poseidon. It endows its wielder with protections and blessings similar to defense and offensive protections. Caenis gains an invulnerable body that remains unscathed even if stabbed or cut, nullifying weaponry-based attacks but not wide surface attacks or those with immense energy.

- **Maria the Ripper: The Holy Mother of Dismemberment:** The Noble Phantasm of Jack the Ripper, reproducing her murders as a concept. It consists of four strangely shaped knives, usually classified as Rank D, but can be empowered by the hatred of children who were denied everything. It represents the sublimation of the Jack the Ripper murders.

- **Kāma Rūpāstra: A Climaxing Love is Passion in Summer:** The Noble Phantasm of Kama in her swimsuit. It transforms Kama's sammohana (arrows of love) into a cute floating ring that can make people fall in love just by looking at it. When this Noble Phantasm lands a hit, Corruption Power pours out in the shape of a shadow

giant. The appearance of the shadow giant remains a mystery to Kama herself.

Rank A [500 CP]
These Noble Phantasms are among the most powerful ones a servant can possess. They often define a servant's identity and are considered their greatest trump card. Here are some examples:

- **Sfyrí tou Tálos: Bronze Giant's Ultra-Heavy Mallet:** A Noble Phantasm of Europa, gifted by Zeus. Talos, an automaton from the Age of Gods, is a superweapon created by Hephaestus with near-impenetrable durability. It can transform into a giant and automatically detects and eradicates threats.

- **Serment de Durandal: Oath to Not Wield a Sword:** The Noble Phantasm of Mandricardo. This embodies his vow not to wield a sword until he obtains Durandal. Any weapon he uses is as sharp and powerful as Durandal, making it superior to Lancelot's Knight of Owner.

- **Six Secret Teachings and Three Strategies - Noble Demon King's Great Feather Fan :** The Noble Phantasm of Kiichi Hougen. This fan, associated with Tengu and Xian, is a tool of Mystery containing vast supernatural power. It can command troops and possesses significant mystical abilities.

- **Secace Morgan: Sword of Tenacious Burning Victory :** The Noble Phantasm of Maid Alter in her swimsuit. A combination of Excalibur Morgan and Secace, it forms a large sniper rifle to repel invaders. Secace takes the form of a firearm with three varying gun types.

- **Santa Maria - Drop Anchor:** Exploration of the New World The Noble Phantasm of Christopher Columbus. This actualizes his famous maritime voyage, summoning the flagship Santa Maria. The ship docks and follows Columbus's commands, including pillaging, as directed by its captain.

Rank A++ [600 CP]
These Noble Phantasms represent the pinnacle of power that a servant can wield, often divine constructs not meant for mortal hands. They are among the most powerful and iconic, with immense abilities that surpass typical magecraft. Here are some examples:

- **Rhongomyniad: The Lance That Shines to the End of the World :** The Holy Lance of King Arthur. It is an anchor of storm that fastens the planet together, a Divine Construct armament regarded as the "spear of the end." Its power rivals the Holy Sword. Its original power is restricted by the Thirteen Restraints, and lifting at least half of these is required to release its True Name fully. This causes the Holy Lance to emit a fragment of the light that shines far away, with a complete invocation changing its rank and classification.

- **Mjölnir: All-Crushing Hammer of the Thunder God :** The first stage of this Noble Phantasm releases a large lightning strike at the enemy. It requires lightning power and displays overwhelming power even indoors. Outside, it gathers lightning by raising it towards the sky, doubling its potential power. Its power can break through high-level thaumaturgy, showcasing its devastating strength.

- **Magna Voluisse Magnum: All Things Lead to My Spear:** The Spear of Nation Building held by Romulus, comparable to the great tree symbolizing Rome. It has the ability to manipulate plants and, upon calling its True Name, transforms into a large tree to create the "past/present/future appearance of the imperial capital of Rome." This transformation washes away targets with violent waves, symbolizing Rome's ever-growing nature.

- **Excalibur: Sword of Promised Victory:** The strongest and most majestic holy sword symbolizing King Arthur. It embodies her ideals and heroism, making it her greatest and most powerful Noble Phantasm. Its power is said to rival Rhongomyniad, representing the epitome of Arthurian legend.

Grand Servant [1000CP/Only For Servants Of The Seven Main Clases And Requires 5 Star rarity]
Grand Servants are among the strongest servants that exist in this world, representing the apex and highest ceiling of their respective classes. Their primary duty is to face threats endangering all of humanity or the world, specifically the Beasts.

Grand Servants possess a Saint Graph of a rank above normal Servants, making regular Servants seem cheap, convenient, and multi-purpose familiars in comparison. The difference between Grand Servants and regular Servants lies in the rank of the vessel and their authority rather than their comparative ranks as Heroic Spirits.

By investing in this premium status, you can ignore the normal conditions required for a Servant to be considered a Grand Servant, as well as the restriction that you cannot have a divine core to be considered a Grand Servant. Regardless, you now gain one free Noble Phantasm of A++ rank and will receive one free summer personal skill for each tier, showcasing your immense power. However, you must accept the drawback ***that a Beast of humanity has been summoned*** with no extra CP gain.



Cast Away

Survival Instincts [100CP]

Your senses are honed to detect dangers and opportunities in the wild. You have an innate knack for finding edible plants, fresh water sources, and shelter. You can identify subtle signs in the environment that indicate the presence of predators or natural hazards, and your ability to locate and assess resources ensures your survival in even the most challenging conditions. Whether it's recognizing the distinct scent of fresh water, spotting the unique markings of a safe shelter, or distinguishing between safe and poisonous flora, your keen senses and extensive knowledge of the wilderness give you a significant advantage in staying alive and thriving in the wild.

Master Craftsman [100CP]

You have unparalleled skill in construction and craftsmanship. Whether it's building shelters, fortifications, or intricate structures, your creations are sturdy, functional, and aesthetically pleasing. Your expertise extends beyond mere functionality; you excel in designing and constructing environments that blend seamlessly with their surroundings while providing maximum durability and comfort. Your knowledge of materials and techniques allows you to adapt your methods to any available resources, ensuring that your work stands up to the elements and serves its intended purpose effectively.

Adaptability [200CP]

You quickly adapt to new environments and climates, making you resilient to extreme weather conditions and able to thrive in diverse landscapes. Your body and mind adjust swiftly to the challenges posed by various terrains and weather patterns, allowing you to maintain peak performance regardless of the setting.

Efficient Builder [200CP]

our construction speed is significantly enhanced, enabling you to erect buildings and structures in a fraction of the time it would take an average person. With a blend of expert technique and accelerated physical capability, you can complete complex projects swiftly and efficiently. This remarkable speed doesn't compromise the quality or durability of your work; instead, it ensures that your creations are built to the highest standards, even under tight deadlines.

Engineering Genius[400CP]
You excel in solving complex construction and engineering challenges with unparalleled ingenuity. Whether faced with designing intricate mechanisms, addressing structural issues, or enhancing overall efficiency, you approach each problem with a creative and practical mindset. Your solutions are not only innovative but also highly effective, often setting new standards in the field. This ability allows you to tackle even the most demanding projects with confidence, turning obstacles into opportunities for improvement and ensuring that every aspect of your work is optimized for success.e.

Primitive Hunter [400CP]
Your hunting skills are unmatched, providing you with an expert grasp of tracking, trapping, and understanding animal behavior. You can identify subtle signs of prey, set up effective traps, and strategize to secure food with remarkable efficiency. In addition to your hunting prowess, your endurance and stamina are significantly enhanced, allowing you to endure physical hardships and recover swiftly from fatigue or injuries. This combination of skills ensures that you can handle prolonged physical exertion and challenging environments while maintaining peak performance and resilience.

Team Coordination [600CP]
You excel at leading construction teams and managing labor, with a natural talent for organizing and inspiring others. Your leadership boosts productivity and morale, creating a cohesive team environment where every member is motivated and focused on achieving the project's goals. Your adeptness in communication and delegation ensures that tasks are completed efficiently and that the team's collective efforts result in high-quality and timely construction outcomes.

Mystical Architecture [600CP]
You possess extensive knowledge of ancient and mystical building techniques, allowing you to infuse structures with magical properties and protective wards. This expertise enables you to create buildings and fortifications that offer enhanced functionality and protection, such as wards against magical attacks, structural enhancements that grant resistance to environmental hazards, or hidden chambers with protective enchantments.

Racer

Supreme Control [100CP]

Your reflexes and handling of vehicles are unparalleled, enabling you to navigate through the most challenging conditions with ease. Whether you're weaving through congested traffic, executing intricate stunts, or maintaining control at extreme speeds, you possess the precise control needed to master any driving situation. Your ability to react quickly and adjust to dynamic scenarios ensures that you can perform complex maneuvers flawlessly and stay ahead of any pursuit.

Expert Tuning [100CP]

You possess an innate ability to fine-tune and optimize vehicles for peak performance. Your expertise allows you to make detailed adjustments to engine specs, enhance aerodynamics, and improve overall vehicle dynamics. By meticulously refining every aspect of a vehicle, you push it to its maximum potential, ensuring it consistently outperforms competitors and handles flawlessly under any condition. Your modifications not only boost speed and power but also enhance stability and responsiveness, giving you a competitive edge in any racing or driving scenario.

Instant Diagnosis [200CP]

You have an acute ability to quickly diagnose mechanical issues with minimal information. This skill allows you to pinpoint problems and implement effective solutions rapidly, even in high-pressure situations. Whether faced with a malfunction during a race or dealing with a vehicle under extreme stress, your keen insight and swift problem-solving ensure that vehicles remain in optimal working condition. This ability not only prevents potential breakdowns but also enhances overall performance, allowing you to maintain a competitive edge and ensure reliability in any racing or driving scenario.

Track Memory[200CP]
You have a perfect recall of tracks and courses, including their nuances and hidden shortcuts. This unparalleled memory allows you to navigate and strategize with exceptional precision, knowing every twist, turn, and key section of any track you've raced on. Your ability to remember and anticipate every detail of a course means you can plan optimal routes, avoid hazards, and exploit shortcuts effectively. This skill not only enhances your racing performance but also gives you a strategic advantage over competitors, enabling you to adapt quickly to any track and stay ahead in high-stakes races.

Rapid Repairs[400CP]
Your proficiency in vehicle maintenance enables you to perform quick and effective repairs under pressure. Whether it's fixing a malfunction during a race or resolving issues after a crash, you can get vehicles back in action swiftly. This skill allows you to identify and address mechanical problems on the fly, minimizing downtime and ensuring that you or your team can continue competing with minimal disruption. Your ability to perform repairs efficiently in high-pressure situations keeps you competitive and resilient, even when faced with unexpected challenges.

Custom Fabrication[400CP]
Your skill in custom fabrication allows you to build and modify vehicle parts from scratch. You can create specialized components tailored to specific racing needs or to enhance the vehicle's overall performance, providing a unique edge in competitive scenarios. Additionally, you can reinforce and upgrade vehicle parts to withstand extreme conditions and high stress. Your modifications significantly improve the durability and longevity of components, reducing the risk of failure during intense racing situations. This combination of creativity and technical expertise ensures that your vehicles are not only optimized for peak performance but also built to endure the toughest challenges on the track.

Psychological Manipulation:[600CP]
You are skilled in manipulating people and situations to your advantage. Whether it's deceiving guards, convincing others to aid you, or exploiting psychological weaknesses, you can influence those around you to further your escape plans. Your ability to read and understand people's motivations, fears, and desires allows you to craft persuasive arguments and scenarios that align with your goals. This skill makes you a master at creating diversions, forming alliances, and subtly steering the actions of others, all while maintaining an appearance of innocence or trustworthiness.

Escape Planning [600CP]
Your ability to strategize and plan for escapes is highly developed. You can meticulously map out escape routes, anticipate security measures, and prepare contingencies to ensure a successful and smooth getaway from any confinement. Your keen analytical mind allows you to assess environments quickly, identifying weaknesses in security systems and exploiting them to your advantage. Whether you're navigating through a complex facility or evading pursuit in an open environment, your strategic foresight and quick decision-making ensure that you stay steps ahead of your pursuers. This skill makes you adept at adapting plans on the fly and improvising solutions to unforeseen obstacles, turning the odds in your favor during daring escapes.



Mangaka

Creative Visionary [100CP]

You possess a unique and vivid imagination that allows you to create compelling and original stories. Your creative vision is unmatched, enabling you to craft captivating plotlines, intricate characters, and immersive worlds that resonate deeply with readers. Your ability to think outside the box and generate fresh ideas ensures that your narratives are always engaging and innovative, capturing the hearts and minds of your audience with every turn of the page.

Master of Art [100CP]

Your drawing skills are exceptional, allowing you to produce high-quality artwork with precision and style. Whether you're creating detailed character designs, dynamic action scenes, or beautifully crafted backgrounds, your art captivates and enchants readers with its aesthetic appeal and attention to detail. Each stroke of your pen or brush is imbued with expressive energy and artistic flair, bringing your characters and settings to life on the page. Your ability to convey emotion, movement, and atmosphere through your art enhances the storytelling experience, drawing readers deeper into the worlds you create.

Storytelling Genius [200CP]

Your narrative skills are top-notch, making your manga not only visually appealing but also richly engaging. You excel in pacing, dialogue, and plot twists, expertly weaving together storylines that captivate and hold readers' attention from the first page to the last. Your ability to build suspense, develop intricate characters, and deliver impactful moments ensures that each chapter leaves readers eagerly anticipating the next, creating an immersive and unforgettable reading experience.

Speed Illustrator [200CP]

You can produce high-quality illustrations at an impressive speed, meeting tight deadlines without compromising on the quality of your work. Your productivity and efficiency enable you to handle multiple projects simultaneously and adapt to demanding schedules, making you a highly reliable and prolific artist in the manga industry. Your ability to consistently deliver polished and engaging artwork under pressure sets you apart, ensuring that your creative output remains both timely and exceptional.

Marketing Savvy [400CP]
You understand the importance of marketing and self-promotion, effectively utilizing social media and other platforms to build and engage with your fanbase. Your strategic approach to public relations and promotional activities ensures that your work reaches a broad audience, garnering the recognition it deserves. By actively interacting with fans, leveraging promotional tools, and maintaining a strong online presence, you successfully enhance your visibility in the manga industry and create lasting connections with readers.

Industry Connections [400CP]
You have built a network of valuable contacts within the manga industry, including editors, publishers, and fellow artists. These connections offer you opportunities for collaboration, mentorship, and career advancement. By nurturing these relationships, you gain access to insider knowledge, potential project collaborations, and industry insights that enhance your career. Your network serves as a vital resource for professional growth and enables you to navigate the complexities of the manga world with greater ease and success.

Negotiation Skills [600CP]
You are skilled in negotiating contracts and agreements, ensuring fair terms for both creators and publishers. Your expertise allows you to draft and refine agreements that balance the needs and interests of all parties involved. By adeptly navigating the complexities of legal and financial aspects, you safeguard the rights and benefits of creators while maintaining positive relationships with publishers. Your negotiation skills ensure that contracts are clear, equitable, and conducive to successful collaborations.

Content Curation [600CP]
You have a talent for identifying and curating high-quality content that aligns with the publication's brand and vision. Your keen eye for exceptional work ensures that only the most engaging and relevant material is selected, contributing to the publication’s reputation for excellence. By meticulously evaluating content and understanding audience preferences, you enhance the publication’s success and foster a strong connection with its readers. Your ability to balance creativity with strategic vision ensures that each piece of content supports the overall goals and identity of the publication.

Gambler

Risk-Taker's Intuition [100CP]

Your intuitive grasp of probability and outcome allows you to make decisions with extraordinary precision in risky situations. Whether it's calculating the odds of a card game, predicting the result of a gamble, or evaluating the potential success of a high-stakes venture, your natural instincts guide you with remarkable accuracy. This ability enables you to read complex scenarios with ease, anticipate the moves of others, and steer outcomes in your favor. Your heightened sense of probability also helps you avoid pitfalls and capitalize on opportunities that others might miss, giving you a significant edge in any high-risk environment.

Unyielding Focus [100CP]

Your concentration during combat is unmatched, allowing you to predict and counter your opponent's moves with pinpoint accuracy. This intense focus not only enhances your strategic and tactical capabilities but also ensures you remain calm and composed under the most intense pressure. As a result, you are exceptionally resistant to psychological manipulation and mind games used by adversaries. This steadfast mental clarity enables you to maintain control of the battlefield, adapt swiftly to changing circumstances, and execute your strategies with flawless precision, giving you a decisive advantage in any duel or combat scenario.

Financial Fortitude [200CP]

You possess a deep understanding of financial management, enabling you to handle substantial sums of money and manage resources with exceptional skill. This proficiency allows you to recover from financial setbacks swiftly, make informed investment decisions, and seize lucrative opportunities as they arise. Your expertise in budgeting, forecasting, and risk assessment ensures that you can maintain and grow your financial assets, optimize your economic strategies, and navigate complex financial landscapes with confidence and efficiency. This strategic foresight and resourcefulness make you adept at leveraging financial opportunities to achieve long-term success.

Perfect Parry [200CP]
Your reflexes and timing are exceptionally sharp, allowing you to effortlessly deflect and counter enemy attacks with precision. This heightened skill grants you an almost instinctual capability to block incoming strikes, anticipate your opponent's moves, and create openings for your own counterattacks. Your responses in combat are swift and fluid, enabling you to seamlessly integrate defensive maneuvers with offensive opportunities. This mastery of reflexes not only enhances your defensive capabilities but also optimizes your offensive strategies, making you a formidable adversary in any combat scenario.

Game Master [400CP]
You possess extensive knowledge of a vast array of games, ranging from traditional classics to obscure and unconventional ones. This deep understanding allows you to excel in numerous gambling activities by leveraging your insight into game mechanics, strategies, and nuances. Your expertise enables you to discern subtle patterns, exploit strategic advantages, and navigate complex rules with ease. Whether you are engaged in poker, roulette, board games, or niche games with intricate systems, your mastery provides you with a significant edge, ensuring you consistently outperform opponents and maximize your winnings.

Calm Under Pressure [400CP]
You possess an exceptional ability to maintain composure and focus, even in the most intense and high-pressure situations. This inner calm helps you think clearly and make calculated decisions without succumbing to panic. Your unwavering steadiness allows you to navigate crucial moments with precision, ensuring that your actions are deliberate and well-considered. Whether faced with critical decisions during high-stakes gambles, combat scenarios, or tense negotiations, your ability to stay calm under pressure provides you with a significant advantage, allowing you to perform at your best when it matters most.

Ultimate Gambler’s Gambit [600CP]
You possess a legendary ability to subtly influence the fabric of probability itself. This power allows you to shift odds in your favor, whether you're engaged in a high-stakes game, evading attacks, or navigating critical situations. Your control over probability can make seemingly impossible outcomes turn in your favor, granting you an edge in scenarios where the stakes are highest. While this ability enables you to consistently come out on top, its influence is not absolute and must be wielded with care to avoid drawing unwanted attention or backlash from external forces. The extent of your manipulation is powerful but requires strategic use to maintain its effectiveness and discretion.

Master of the Duel[600CP]
Your formidable reputation and unmatched skill as a duelist precede you, casting a long shadow over your adversaries. This psychological edge can significantly influence the outcome of duels, as opponents may be unnerved, intimidated, or overly cautious when facing you. The mere prospect of engaging with you can sow seeds of doubt and hesitation in their minds, giving you an upper hand even before the duel begins. This psychological impact can lead to mistakes and misjudgments from your opponents, further tipping the scales in your favor.



Scary Movie Junkie
Horror Knowledge [100CP]
Your extensive knowledge of horror movies equips you with insights into common tropes, clichés, and strategies employed by villains. This awareness enables you to recognize patterns and predict potential threats before they escalate. You can avoid dangerous situations by identifying red flags, anticipate villainous tactics, and deploy effective countermeasures. Your familiarity with horror scenarios allows you to stay calm and strategic, using your understanding of the genre to outmaneuver and neutralize threats effectively.

Keen Observation [100CP]
Your keen observational skills and meticulous attention to detail enable you to pick up on subtle clues and inconsistencies that others may overlook. This heightened awareness allows you to analyze crime scenes with precision, assess witness statements more critically, and detect deviations in suspect behaviors. Your ability to spot these minute details significantly enhances your investigative capabilities, helping you piece together critical information and solve complex cases more effectively.

Gore Tolerance [200CP]
Years of exposure to graphic and intense scenes have significantly heightened your tolerance to violence and gore. This resilience allows you to maintain your focus and composure in situations involving graphic or disturbing imagery, minimizing their impact on your mental state. You can approach traumatic scenes with a level-headed perspective, process the information with greater clarity, and continue your investigation without being unduly affected by the disturbing content. This mental fortitude ensures that you remain effective and unshaken, regardless of the intensity of the scenarios you face.

Resourceful Scavenger [200CP]
You excel at finding and utilizing limited resources in a post-apocalyptic or horror environment. This perk allows you to quickly locate essential supplies, such as food, medical kits, and weapon parts, even in the most desolate and resource-scarce areas. Your keen eye for hidden or overlooked items and your ability to improvise with available materials help you maximize their use for survival. Whether it's scavenging for usable parts or making the most out of meager provisions, your resourcefulness ensures you can sustain yourself and maintain an edge over threats in a world where resources are precious and often hard to come by.

Villain Profiling [400CP]
Drawing from a vast array of horror movie antagonists, you can quickly identify and analyze the behavior patterns, strengths, and weaknesses of adversaries. This skill enables you to recognize common tactics and traits of various villains, whether they are supernatural entities, deranged killers, or malevolent creatures. By understanding how these antagonists operate, you can develop tailored strategies to confront and outsmart them effectively. This insight allows you to anticipate their actions, exploit their vulnerabilities, and plan your moves with precision, giving you a significant advantage in dealing with horror-themed threats and challenges.

Cinematic Immunity [400CP]
Your immersion in horror has granted you a robust psychological resilience against fear-inducing stimuli. This immunity significantly diminishes the effectiveness of fear-based attacks and psychological manipulations, making it considerably harder for others to destabilize or control you through fear. You remain calm and composed even when confronted with the most terrifying or unsettling scenarios, enabling you to maintain your focus and decision-making abilities under extreme pressure. This enhanced mental fortitude allows you to face supernatural threats and high-stress situations with greater confidence and stability.

Advanced Deductive Reasoning [600CP]
Your exceptional deductive skills enable you to solve complex cases by seamlessly connecting disparate clues and pieces of evidence. You have a remarkable ability to reconstruct crime scenes, foresee potential outcomes, and arrive at logical conclusions that others might overlook. This proficiency allows you to unravel intricate mysteries and detect patterns that are not immediately obvious, making you highly effective in piecing together the full picture of a case. Your analytical mind can swiftly identify connections and inconsistencies, leading to insightful and accurate conclusions that drive your investigations forward.

Supernatural Insight [600CP]
Your extensive experience with horror films has endowed you with a heightened awareness of supernatural phenomena and paranormal entities. This deep understanding allows you to recognize, interpret, and interact with otherworldly forces with greater insight and efficacy. Whether dealing with ghosts, curses, or other supernatural threats, you can approach these challenges with a well-informed perspective. Your familiarity with common supernatural tropes and entities enhances your ability to navigate and manage paranormal situations effectively, providing you with a distinct advantage in confronting and resolving supernatural mysteries.



Adventurer

Explorer's Instinct [100CP]

You have an intuitive sense of direction and navigation. This innate ability allows you to chart new territories, traverse complex terrain, and orient yourself with confidence. You can easily find your way through unfamiliar environments, ensuring you never get lost and can always stay on course.

Efficient Camper [100CP]

You excel at setting up camp quickly and efficiently. With minimal effort, you can assemble tents, prepare sleeping areas, and organize your campsite to create a comfortable and functional living space. Your expertise ensures that everything is in place swiftly, allowing you to focus on other aspects of your adventure.

Advanced Outdoor Cooking[200CP]

Your cooking skills in the wild are exceptional. You can prepare a variety of meals using limited equipment and ingredients, transforming basic supplies into delicious and nutritious dishes. Your ability to create enjoyable outdoor dining experiences enhances the comfort and morale of yourself and your companions while in the wilderness.

Field Medicine [200CP]

Your knowledge of first aid and field medicine is extensive. You can treat a wide range of injuries and illnesses using minimal supplies, effectively stabilizing and improving the health of yourself and others in emergency situations. This expertise enhances survival chances and accelerates recovery, ensuring that injuries and medical issues do not compromise your adventures or expeditions.

Expert Restoration [400CP]

Your expertise in artifact restoration allows you to repair and preserve valuable finds with precision. You can restore damaged items to their original condition, using specialized techniques and materials while maintaining their historical integrity. This skill ensures that important artifacts are not only saved but also presented in their most accurate and authentic form, preserving their historical and cultural significance for future study and appreciation.

Effective Site Surveying [400CP]
Your ability to survey and map archaeological sites is highly developed. You can efficiently identify promising dig locations, assess their historical significance, and strategically plan excavation efforts to uncover valuable artifacts. Your expertise in site analysis ensures that you maximize discoveries and preserve the integrity of the sites, enabling a thorough and successful exploration of historical and cultural treasures.

Legendary Adventurer [600CP]
Your reputation as a top-tier archaeologist precedes you, opening doors to rare and historically significant sites that are often off-limits to most. This elite status grants you access to exclusive excavations, confidential research materials, and private collections that hold groundbreaking artifacts and information. Your established credibility allows you to collaborate with other renowned experts, gain support from prestigious institutions, and secure funding for ambitious projects. As a result, you have the opportunity to make discoveries that could reshape historical understanding, enhance your professional standing, and contribute significantly to the field of archaeology.

Cutting-Edge Techniques [600CP]
You have access to the latest and most advanced archaeological techniques and technologies. Equipped with state-of-the-art imaging tools, such as ground-penetrating radar and 3D scanning, as well as innovative analysis methods like isotopic analysis and DNA testing, you can push the boundaries of archaeological discovery. This cutting-edge equipment allows you to uncover hidden details in artifacts, analyze materials with unprecedented precision, and make groundbreaking discoveries that were previously impossible. Your ability to integrate these advanced tools into your work enhances the accuracy of your findings and provides deeper insights into historical and prehistorical contexts.

Items[+500CP]:

You now have 500 CP to be used in this section. As usual, any items not under their specific origin are discounted by 100 CP, with items costing 100 CP being free.

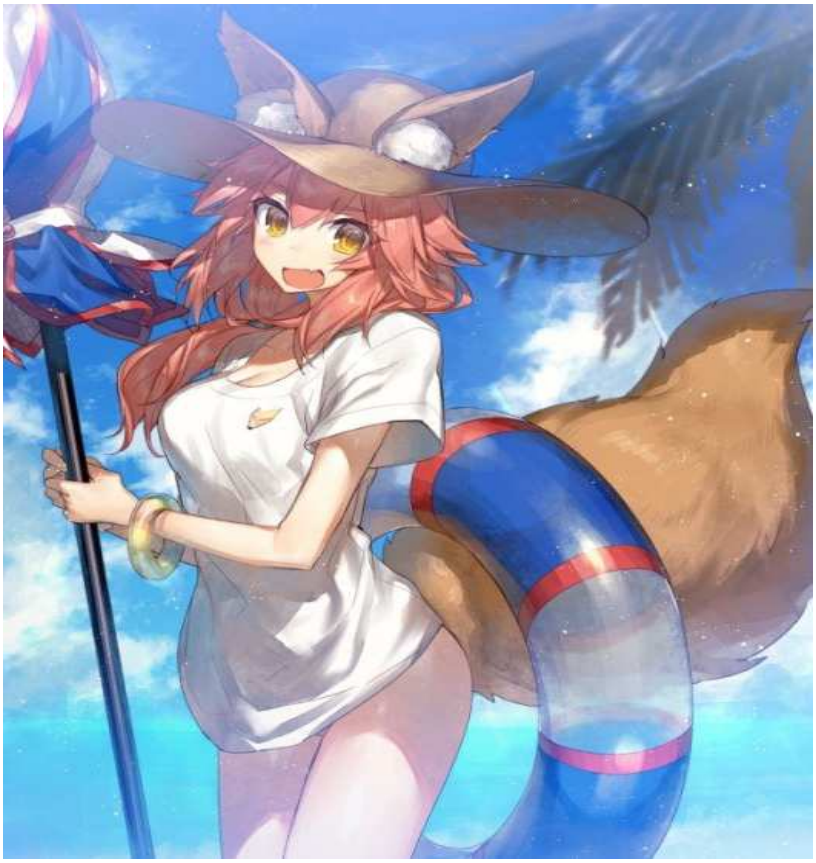
General

Summer Saint Graph [Free]

You now possess a Summer Saint Graph, which includes three summer outfits designed for the beach. These outfits not only suit the summer theme but also function as armor, providing protection while you enjoy the sun and sand.

FGO summer BGMS [Free]

You now have access to the entire collection of North American BGM themes from FGO summer events stored in your head. Whenever you wish, you can play any of these background music tracks or songs to fit the mood of the situation.



Cast Away
Survival Kit[100CP]
A basic kit with essential survival tools including a multi-tool, first aid supplies, fire starters, and a compact shelter. Perfect for ensuring you have the basics covered in any emergency situation.

Emergency Radio[200 CP]
A portable radio with multiple power options (battery, hand-crank, solar) that can receive emergency broadcasts, weather updates, and communication signals, ensuring you're always informed and connected.

Advanced Survival Gear[400 CP]
A comprehensive set of high-tech survival equipment including a water purifier, tactical knife, portable shelter with thermal insulation, and advanced navigation tools. Designed for extreme conditions and long-term survival.

All-in-One Survival Module[600 CP]
A sophisticated survival system integrating a personal locator beacon, advanced weather forecasting, multi-environment shelter with climate control, and a self-repairing water and food supply system. Ideal for prolonged and harsh survival scenarios.



Racer

Speedometer Enhancer [100 CP]

A device that attaches to any vehicle and provides real-time feedback on speed, acceleration, and braking performance. Helps you maintain peak performance during races.

Performance Tuning Kit[200 CP]

A toolkit for fine-tuning vehicle performance with adjustments for engine, suspension, and aerodynamics. Includes software for data analysis and optimization.

High-Speed Racer's vehicle [400 CP]

A specialized vehicle of your choice, this state-of-the-art machine is engineered for optimal performance and endurance. It features enhanced durability to withstand extreme conditions, advanced temperature control systems to ensure comfort in any climate, and integrated communication systems for seamless coordination during high-speed races. This vehicle not only provides maximum protection and comfort but also incorporates cutting-edge technology to give you a competitive edge, making it ideal for both intense racing scenarios and long-distance journeys.

Advanced Racing Garage [600 CP]

A cutting-edge racing garage equipped with advanced motion feedback systems, real-time vehicle dynamics analysis, and detailed environmental simulations. This facility is designed for comprehensive training and strategy development, allowing you to refine your racing skills in a controlled environment. It offers realistic simulations of various track conditions, vehicle responses, and external factors, providing invaluable practice and insights to enhance your performance on the racetrack.

Mangaka

Artistic Tool Set [100 CP]

A premium set of drawing tools including high-quality pens, pencils, and sketchbooks, designed for both digital and traditional art. Essential for any manga artist.

Manga Editing Software[200 CP]

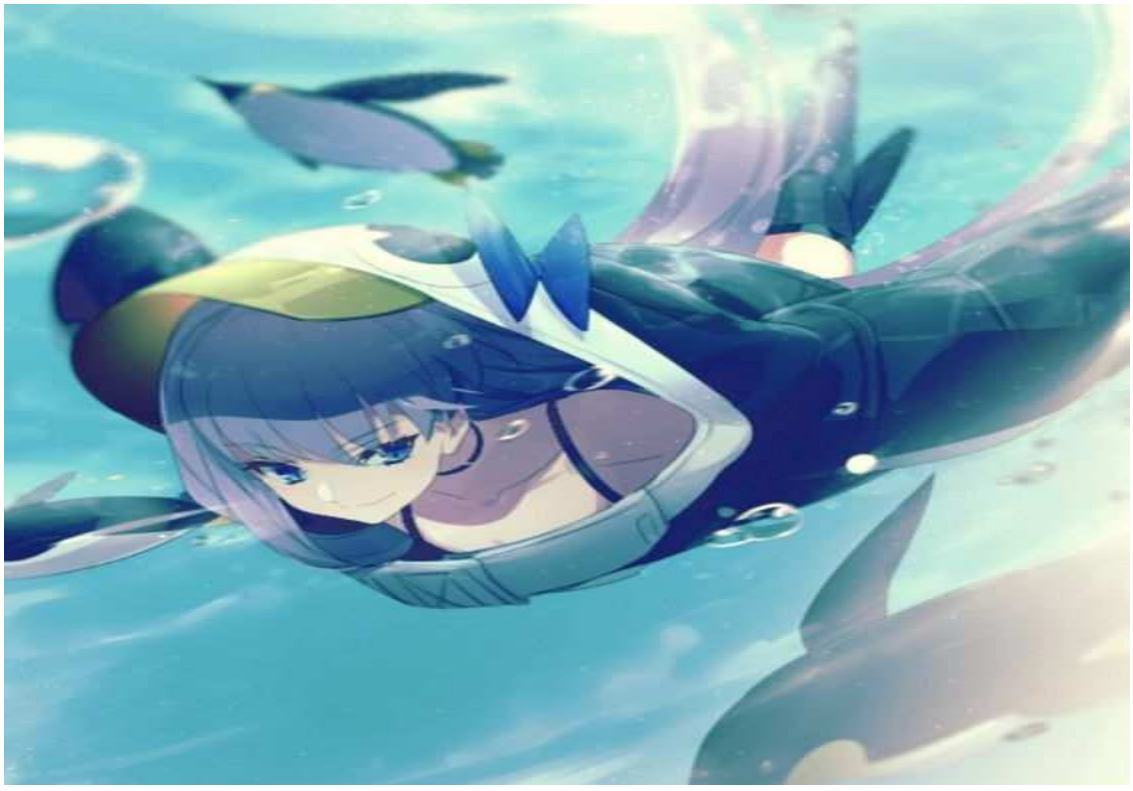
Advanced software for creating, editing, and formatting manga. Includes features for page layout, speech bubble design, and digital effects to streamline the manga production process.

Creative Studio Kit [100 CP]

A comprehensive studio setup with a high-resolution drawing tablet, ergonomic chair, adjustable desk, and professional lighting. Designed to provide a comfortable and efficient workspace for manga creation.

Legendary Manga Archive [00 CP]

An extensive collection of rare and influential manga volumes, including original prints, exclusive interviews, and behind-the-scenes materials. Provides inspiration and reference for creating exceptional manga.



Gambler

Lucky Dice Set [100 CP]

A set of custom dice designed to slightly improve your odds in any game of chance. Each die is finely crafted to subtly influence rolls in your favor without being overtly noticeable, giving you a discreet edge in games involving dice**.**

Advanced Card Deck [200 CP]

A deck of playing cards with built-in technology that allows you to analyze and track card patterns and probabilities in real-time. It includes features like hidden marking for better insight into the game and a built-in probability calculator to assist with strategic decisions.

Expert Gambler's Augmenter [400 CP]

A high-tech wearable device that enhances your cognitive abilities and sharpens your instincts during gambling activities. It provides real-time statistical analysis, tracks opponents' behavior, and offers strategic recommendations to maximize your chances of winning.

Private Casino Haven[600 CP]

A fully equipped, luxurious casino exclusively for you and your select guests. It features a wide range of high-stakes games, from classic table games to modern slot machines, all customized to your preferences. The casino includes advanced security systems, high-quality entertainment, and a dedicated staff to cater to your needs. This private casino provides an opulent environment for gambling, allowing you to enjoy and manage games at your leisure, with the ability to control the odds and outcomes subtly if desired.

Scary Movie Junkie
Horror Movie Compendium [100 CP]
A detailed guide covering various horror movie genres, tropes, and key plot devices. Provides insights into understanding and navigating horror scenarios effectively.

Spooky Sound Effects Kit[200 CP]
A collection of high-quality sound effects for creating eerie atmospheres, including creaking doors, distant screams, and unsettling noises. Useful for setting the mood or enhancing a horror-themed environment.

Fear Resistance Potion[400 CP]
A potion that significantly reduces susceptibility to fear-inducing stimuli. Helps you maintain composure and clarity in terrifying or unsettling situations.

Luxury Wilderness Retreat[600 CP]
A premium campsite designed for maximum comfort and functionality in the wild. This retreat includes a spacious, high-quality tent with climate control, a fully-equipped kitchen area with advanced cooking appliances, and a luxurious sleeping setup with high-end bedding. It also features a durable, portable bathroom unit with a hot shower, a comprehensive first-aid kit, and an array of camping gear. The campsite is built with rugged, weather-resistant materials and includes security measures to protect against wildlife and harsh conditions, ensuring a comfortable and safe outdoor experience..



Adventurer

Explorer's Compass[100 CP]

A high-quality compass with advanced features like a built-in altimeter and GPS. Ensures you never lose your way, even in unfamiliar territories.

Portable Multi-Tool[200 CP]

A versatile tool combining functions like a knife, pliers, screwdriver, and can opener. Essential for a variety of situations encountered during adventures.

Survival Backpack [400 CP]

A durable, high-capacity backpack equipped with compartments for food, water, first aid supplies, and emergency gear. Designed for extended expeditions and survival in remote areas.

Adventure's Endowment[600 CP]

A comprehensive set of equipment including a state-of-the-art navigation system, high-strength climbing gear, advanced medical kit, and survival tools. Perfect for tackling the most challenging adventures and ensuring success in dangerous environments.



Companions:

My Old Team 50
You may import companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 800 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100
Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.



Drawbacks:
You are limited to +2000 Cp from drawbacks.

18+ [+0]:
Really? Alright. The setting just became a lot more lewder, if that is even possible, than it already was, as the bands of light used to conveniently hide the private parts of the human body are now removed and you have a full view of said bodies, and other such fun stuff is no longer prohibited.
Hope you have fun with this.

Time Extender [+100]:
Want to stay longer for more sexy Warriors? Or just rule as the Queen? Or maybe even fight against Heaven and Hell. No matter the reason, you stay for an extra 10 years each time you choose this. You can stay as long as you like, but are still going to gain a maximum of 800 CP.

Ticklish Body [+100]:
Well it won't be considered a fanservice jump if you don't have an excuse for girls to touch each other. You are extremely ticklish that renders you helpless when triggered.Even the slightest touch in the spot of your choosing can send you into fits of uncontrollable laughter, leaving you incapacitated and unable to focus on any task at hand.

Disliked by Cats [+100]:
It seems that one animal of your choosing in the animal kingdom has taken a rather unfavorable stance against you. Whether it be mischievous squirrels that delight in disrobing you at every opportunity or overzealous dogs that pursue you relentlessly, leaving you drenched in their drool, you find yourself facing daily encounters with these vexing creatures. Despite your best efforts to avoid them, it appears that these animals have made it their mission to inconvenience you at every turn, adding an extra layer of challenge to your daily routine.

Side Character [+100]:
It seems you have a rather forgettable presence, as people tend to overlook you unless you're directly in front of them. This can make it challenging to make a lasting impression or to be noticed in social situations or interaction

Fear of Animals [+200/+300 if you chose 'Disliked by Dogs' with the same animal]
It appears you're cursed, as the one animal you despise has an uncanny knack for finding you wherever you go in this world. Once a day, you encounter your hated animal at the most inconvenient times, and its presence either reduces you to tears, causing you to flee, or renders you unconscious with a single glance, leaving you incapacitated for hours. The outcome is determined by a simple coin flip each time.

Perverted in Nature [+200]:
It seems you have a tendency towards lewd behavior that others find inappropriate. Your actions are often met with disapproval and disdain, as people have little patience for your antics. This may lead to strained relationships and difficulty gaining trust or respect from others.

Amnesiac [+200]:
You find yourself in a state of amnesia, devoid of memories from your past jumps. The experiences and knowledge you've accumulated are lost to you, leaving you in a state of uncertainty about your identity and purpose. As long as you remain in this jump, your past will remain shrouded in mystery, making it difficult to discern your true self and your place in the world.

Pointless Sacrifice [+200]:
Your allies seem to have adopted a rather extreme perspective, believing that every enemy they face poses a dire threat requiring a sacrifice of their lives for victory. This perception persists even in situations where a simple solution or minimal effort could resolve the threat. Their skewed perception of danger and willingness to make unnecessary sacrifices can be frustrating and may even give you headaches as you navigate their overly cautious approach to combat.

Yandere Stalker [+300]:
You have attracted the obsessive affection of someone who is deeply infatuated with you, but unfortunately, her love borders on insanity. She will stop at nothing to make you hers, resorting to extreme measures such as sabotaging your relationships and even imprisoning you if necessary. What makes matters worse is that those around you seem oblivious to her alarming behavior, dismissing it as normal and refusing to intervene. If you remain confined for a year without

interruption, her chains on you will finally be broken. You may choose a Canon character as your Stalker, and if you want you can take your Stalker with you for free at the end of the Jump. ***You can gained multiple stalkers but only gained a maximum 900CP from this drawback.***

Ugly [+300]:
In this world, appearances hold significant sway, and unfortunately, you find yourself at a disadvantage. While everyone around you boasts striking beauty, you stand out as a stark contrast, rated at a mere 1 out of 10 in terms of looks. Convincing people to trust you or even accept you as human becomes an uphill battle, as your appearance repulses others, making social interaction a challenging endeavor.

Playgirl [+300CP]:
It seems that you have a rather complicated situation on your hands. Despite not having any recollection of your actions, you frequently wake up beside different women, much to your dismay. What's worse is that these women claim to have been seduced by you and demand that you take responsibility for your actions. Many of them hold significant power and influence, making it possible for them to force you into marriage if they so desire. If you do find yourself forced into marriage, your chain breaks. If you're still unmarried at the end of the Jump you can take all of the women with you for free.

Very Busy [+300]:
It appears that you have a tendency to be a pushover, unable to decline requests even if they are perilous and offer little compensation. Once a week, you will be tasked with completing a dangerous assignment, which, fortunately, won't exceed R+18 content. However, these tasks will be physically and mentally exhausting for you to complete, adding to the challenges you face

No Outside Help [+400]:
You find yourself in a jump where outside powers and your warehouse are off-limits. You must rely solely on your own abilities and resources within this world, facing its challenges and trials without the aid of external assistance.

My Nemesis [+400CP]
Wow. You have a rival from your mythology has been summoned in this jump and has the ability to travel between planets or between singularities with ease. Mostly in personality and ideology as a Heroic Spirit but the most vexing part is that you will not be able to defeat her alone for the first 8 years of your stay here. She will also stand in the way of you and your goals as much as possible, which is to say nearly every damn time. I hope you have a strong group of friends to help you here because boy you need it.

The Cursed Twin [+400]:
You have been cursed with a twin sibling based on your mythology and history . Sharing all your abilities within and beyond the jump and and has the ability to travel between planets or between singularities with ease, they are as formidable as you are. However, their intentions are malevolent—they seek to bring you endless misery by targeting your companions and undermining your interests with a malicious grin. With cunning and agility, they evade your strategies, always slipping away to fight another day. This torment will persist until the final year of your journey, a constant thorn in your side.

Targeted [+600CP]
seems you've caught the attention of a powerful faction in this world. You must choose one faction like the counter force, the galactic patrol or even the Clock Towers themselves . Throughout your entire stay in this jump, they will continuously send squads of either homunculus,Heroic Spirits and phantasm beast to your doorstep, armed with potent equipment and magic to counter your abilities.

At the end of the 10-year period, the leader of the faction will personally confront you in battle, having ascended to near godhood. This final showdown promises to be the most challenging trial you've faced thus far, testing your strength, wit, and resolve like never before.

You can take this drawback multiple times, gaining the wrath of additional factions. The maximum CP you can gain from this drawback is 1200 CP.

Beast of humanity has been summoned[+1000CP/ +0 CP if you bought Grand Servant]

Oh boy, Jumper, it looks like all seven Beasts of Humanity will begin to appear during the second year of your stay in this world. As a Servant, you will be tasked with defeating all seven of these formidable entities. If even one of them survives and wreaks havoc on humanity or the universe, depending on your setting, your mission will be compromised. Furthermore, if you fail to eliminate them by the end of the jump, your Jumpchain will fail. The stakes are high, and you must be prepared to face these catastrophic threats to ensure the safety of your world.



Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. Class skills can be changed and upgraded or downgraded based on your preference, especially to fit a summer theme. For example, the summer variant of Okita J Sōji has Presence Concealment B and Magic Resistance C changed to Presence Concealment B(J) and Magic Resistance(J). The effectiveness of these skills can be reduced and increased, respectively, to reflect the changes brought by the summer variant. In her case, her skills have higher chances of instantly killing her due to her original counterpart dying from tuberculosis.

   If you want to upgrade the class skills you bought, you can keep the skill's name the same but add a specialization in parentheses at the end to reflect the summer theme. Since this is a Japanese game, common themes associated with summer include swimsuits, beach activities, love, and ghost stories.

   For example, you can transform Magic Resistance B into Magic Resistance (Fire&Heat) B. This change would lower your resistance to all other spells to a level similar to C-rank Magic Resistance but grant you almost immunity to summer heat or fire-type damages. The rule of thumb is that the more you specialize, the stronger your ability in that specialization at the cost of lowered effectiveness in other areas.

2. **Divine Core Authorities**
   An Authority is the divine power granted to gods by the world or universe, enabling them to control certain aspects of the world. Gods, being natural parts of the universe and powerful beings, possess these Authorities inherently. Authorities do not require magical energy from a god, but they have limited usage within a certain time period. Gods understand the limits of their Authorities by pure intuition.

   For example, the three goddesses that make up the Alter Ego Servant Meltryllis:
   - **Artemis**, the moon goddess, grants the Authority to gain power based on the phases of the moon.

- **Leviathan,** the monster from the Old Testament, grants a transformative property like that of water, allowing adaptation to any situation.

- **Saraswati,** the river goddess, grants control over "things that flow," such as natural phenomena like water and wind, music, words, and speech.

The Authority you can obtain depends on the mythology origin of the god you choose as your core and how specific your Authority's description is. For instance, from the legend of the god Susanoo, the god of thunder and storms, you could choose:

- ***A specific Authority:*** The ability to easily kill evil snake dragons, based on the legend of slaying the Yamata no Orochi.

- ***A more general Authority:*** The ability to slay any evil dragon in the world, which is less powerful in individual instances but more effective overall.

3. **Summer Personal Skills**
   Most Servants typically have only three Personal Skills, but due to the unique nature of summer events, these skills have become more flexible. If you are not satisfied with a skill's name or ability, you can alter it to suit your preferences, provided the base abilities are followed. Remember, the more specific a skill, the more powerful it becomes, whereas more general skills are weaker. Additionally, you can combine several skills of the same tier to create a new skill for free.

   For example:
   The skill **Beach Flower** boosts the morale and performance of male allies. You can change it to boost female allies instead, renaming the skill **Beach Stud**.

   You can then combine **Beach Stud** and **Sunflower's Brilliance** to create Brilliant Beach Stud, gaining both abilities of the original skills.

4. **Divine Spirits** bought from the Divine Core at a cost of 800 CP are essentially deities whose essence has been transposed into the Saint Graph of a Heroic Spirit. The essence of a god is integrated into a Saint Graph, creating a Divine Spirit Heroic Spirit. This integration results in a downgrade from their full divine power but still grants them significant strength and abilities. Divine Spirits retain the Authorities of their original deity, functioning under the same limitations as listed under the Divine Core restrictions. They possess enhanced physical and magical abilities compared to standard Servants, with their presence alone being overwhelming to normal Heroic Spirits. Highly skilled in combat, Divine Spirits utilize their divine Authorities and abilities with significant strength, agility, endurance, and magical capabilities heightened to an extraordinary level.

5. ***Beast of Humanity***

   In the Fate universe, the Beasts of Humanity are immensely powerful entities that represent the pinnacle of human sin and evil. They are classified as Beast-class Servants and are considered threats to all of humanity. Each Beast embodies a specific aspect of human sin and has the potential to bring about catastrophic events that could lead to the end of the world. These entities are so powerful that they require the intervention of Grand Servants, the highest rank of Heroic Spirits, to be defeated.

   Beasts of Humanity are unique in that they are not merely villains or antagonists; they are intrinsic manifestations of humanity's darkest traits and desires. Their existence challenges the fundamental nature of humanity, forcing heroes and Servants alike to confront the deepest flaws within the human race. The defeat of a Beast often involves not just physical combat, but also a profound understanding and resolution of the underlying sin it represents.

   Known Beasts of Humanity in NA

Beast I - Goetia:
Aspect: Time and Knowledge
Description: Goetia, the King of Magic, seeks to incinerate humanity and rewrite history to eliminate human suffering. He operates through the Demon Pillars and uses the power of Solomon's 72 Demon Gods.

Beast II - Tiamat:
Aspect: Regression
Description: Tiamat, the Primordial Mother, represents the concept of the mother who does not wish her children to leave her. Her goal is to return the world to a primordial state where humanity never existed.

Beast III/R - Kama/Mara:
Aspect: Love and Pleasure (R for Rapture)
Description: Kama, combined with the demon Mara, represents the aspect of excessive love and pleasure, seeking to engulf humanity in a never-ending cycle of desire and indulgence.

Beast III/L - Kiara Sessyoin:
Aspect: Lust (L for Lapse)
Description: Kiara Sessyoin embodies the concept of ultimate lust and self-gratification, using her allure to dominate and consume the desires of humanity.

Beast IV - Primate Murder (Cath Palug):
Aspect: Destruction
Description: Also known as Cath Palug, this Beast represents the primal urge for destruction. It takes the form of a monstrous cat and is one of the greatest threats to humanity due to its sheer destructive power.

6. This Jump is not supposed to be taken seriously as summer has always been a more fun a stupid jump so as a bonus I decided to make a servant focus jumpchain and made the power curve a bit higher than what is considered normal. And servants that are summon in this jump will have a their body's to be considered flesh and blood at the start of the next jump.